

① Creational (5):

Abstract factory, Builder, factory method, prototype, Singleton

Structural (7):

Adapter, Bridge, Composite, Decorator, facade, flyweight
Proxy

Behavioral (11):

chain of Resp, Command, interpreter, iterator, mediator, memento,
observer, state, strategy, template, visitor.

② (1) It is a creational design pattern (Singleton). It ensures. class has only one instance & provide a global point of access to it. Encapsulated just-in-time initialization or "initialization for first use" eg: Given. It is named after Singleton defined to be a Set containing one element. office of president is a Singleton.

(2) It is an example of structural design pattern (Adaptor)
- convert the interface of a class in to another interface clients expect. Adapter let classes work together that couldn't otherwise because of incompatible interface. wrap an existing class with new interface.