**Design Patterns**

Helps the developers to make good software design.

Provides solutions to real world software application design problems.

Makes application reliable, scalable and reusable when we use the design patterns.

Evolution of design patterns:

The four authors of the book “Elements of reusable object oriented software” are referred to as Gang of four.

The book is divided into two parts :

1. Pros and cons of object oriented programming.
2. Evolution of 23 classic software design patterns.

Types of Design patterns:

1. Creational

Deals with object creation and initialisation.

This pattern gives flexibility to the program in deciding which objects need to be created for a given case.

1. Structural

Deals with the class and object composition.

Decoupling interface and implementation of classes and objects.

1. Behavioral