Adapter : (Wrapper)

In software engineering, the adapter pattern is a software design pattern that allows the interface of an existing class to be used as another interface. It is often used to make existing classes work with others without modifying their source code.

Composite

<https://www.decipherzone.com/blog-detail/when-use-composite-design-pattern-java>

<https://www.geeksforgeeks.org/composite-design-pattern/>

Controller :

Single handler design pattern … authentication

Creator:

Creational design patterns are **concerned with the way of creating objects**. These design patterns are used when a decision must be made at the time of instantiation of a class (i.e. creating an object of a class). But everyone knows an object is created by using new keyword in java.

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Factory

High coupling

Information Expert

Indirection

Low coupling

Mediator

Polymorphism

Pure Fabrication : adding a class in a interface … but it does not effect the interface .. adding a class saveResult of an instance at a particular time

Protected Variations

Singleton

Strategy