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| **First good and Important patterns:**  Strategy -> Pattern for changing behavior of an object  Observer -> Which allow objects to communicate in a loosely coupled manner  Decorator -> Which allow us to build the behavior through composition.  Singleton ->Which ensures only one copy of an object.  State -> Which changes behavior of an object with set of states  Iterator 🡪 Which encapsulates the Iteration.  Factory -> Which encapsulate creation. |  |
| **Next Important Patterns** |  |
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