

OOP Design Patterns Guide

Introduction to Design Patterns

Design patterns are typical solutions to common problems in software design. Each pattern is like a blueprint that you can customize to solve a particular design problem in your code.

This guide covers the most important design patterns in Object-Oriented Programming:

Creational Patterns

1. Singleton Pattern
2. Factory Method Pattern
3. Abstract Factory Pattern
4. Builder Pattern
5. Prototype Pattern

Structural Patterns

1. Adapter Pattern
2. Bridge Pattern
3. Composite Pattern
4. Decorator Pattern
5. Facade Pattern

Behavioral Patterns

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1. Observer Pattern
2. Strategy Pattern
3. Command Pattern
4. State Pattern
5. Template Method Pattern