Creational design patterns are design patterns that deal with object creation mechanisms, trying to create objects in a manner suitable to the situation.

The design patterns focus on protecting instantiation process of objects from the client code, making the code more readable and reusable.

* Singleton
* Factory Method
* Abstract Factory Method
* Builder
* Prototype

Factory Method:

Imagine you're at an ice cream shop and you want to order ice cream.

The Factory Method is like the person at the ice cream shop who makes the ice cream for you. They have a special way to make ice cream, and they make it for you whenever you want it.

So, instead of you making the ice cream yourself, you just tell the person what kind of ice cream you want, and they make it for you. This is just like the Factory Method pattern in programming - it's a way to create things (like ice cream) without having to do it all by yourself.

**Real Time Application:**

Real-world applications of the Factory Method pattern can be seen in many software applications where objects of different classes need to be created based on some inputs. For example, an e-commerce platform may use the **Factory Method pattern to create Product objects of different classes based on the product type**, such as **Electronics Product, Fashion Product, Food Product**, etc.

Abstract Factory Pattern:

The Abstract Factory design pattern is a way of creating groups of related objects without specifying their concrete classes.

Think of a toy factory. They make different kinds of toys, like teddy bears, cars, and dolls. These toys are all related because they are all toys, but each kind of toy is different. The Abstract Factory pattern helps us make groups of related objects, like the teddy bears, cars, and dolls, without having to know exactly what kind of toy we are making.

A real-world example of the Abstract Factory pattern could be a restaurant kitchen. In the kitchen, there are many different types of foods being made, like sandwiches, pizzas, and salads. These foods are all related because they are all foods, but each type of food is different. The kitchen uses the Abstract Factory pattern to create groups of related foods without having to know exactly what type of food is being made.

So, the Abstract Factory pattern is like a big toy factory, or a big kitchen, that helps us make groups of related objects, without having to know exactly what we are making.