Design Patterns in JAVA

1.Creation Pattern

* Factory method
* Singleton
* Prototype
* Builder

2.Structural Pattern

* Adapter
* Bridge
* Composite
* Façade
* Proxy

3.Behavioral

* Command
* Interpreter
* Iterator
* Mediator
* Observer
* Strategy

Different ways of creating Objects in Java

1. Using new operator
2. Class.newInstance() method
3. newInstance() method of constructor
4. Clone() method
5. Serialization & Deserialization