Design Patterns.

The design patterns implemented on the application used build a better software design to create a very simple and user-friendly application. The application is designed in a way that allows communication from one client to client.

The design patterns also assisted in providing solutions that are flexible to building this application design. They are about applying reusable designs and interactions of object which helps with building a usable application that can solve real-time situations.

The application is designed in a way that is reliable, scalable, and maintainable.

All-in- all a pattern is a solution that is always recurring to a problem and there must be solutions can help with constantly working application.

Design Patterns Classification

These patterns are divided into 3 main categories which are based on the 3 design problems of software architecture.

They include creational, structural, and behavioral patterns.

Creational Design Patterns: This design pattern provided mechanisms of various object creation which reuse of existing the code and increase flexibility. This allowed for a usable application design. Types of creational patterns are.

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

Structural Design Pattern: This design pattern helped with the creation and implementation of flexible and efficient structure and how I assemble objects and classes into larger structures to able to design the application.

* Adapter
* Bridge
* Composite
* Decorator
* Façade
* Flyweight
* Proxy

Behavioral Design Pattern: It’s how objects behave and responsibilities between objects are important as they help with the building of the application, and this design patterns are concerned with algorithms.