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Write something I'm interested in when it comes to programming or as a programmer. Something for a nice friendly discussion.

As a programmer, I would say design patterns is a topic that interests me. Every now and then I've checked out this website called [Refactoring Guru.](#) Because they categorize these patterns by topic, and have examples in multiple languages. Most importantly they have pseudo code, and explain where the pattern might be applicable. However, since I've mostly done Front End work, I find myself with very few instances where these patterns can be used.

I've used the Singleton pattern when messing with the <audio/> tag in React. And it works pretty well. And I have a theory that using typescript to define models, the FactoryMethod can be used to speed up form creation. Although, I haven't gotten around to implement it yet.

Another reason I really like design patterns is because they help to create effective code, reusable code, and when used properly reduce the amount of bugs produced. There's another course on LinkedInLearning called [React: Design Patterns](#) that has helped me take my Front-End code to the next level. Featuring plenty of examples on how to make React components reusable and flexible enough for multiple views to utilize.

So, that's a topic I've been keen on when creating components on my Front End work. Mainly, controlled components.

I would say outside of that, I've been wondering about AWS and managing projects on the server, etc. It's not a topic I know about. But I know it's going to be necessary if I intend to progress in my career.