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BEHAVIOURAL PATTERNS
Object interactions are described by behavioural patterns, which concentrate on how things talk to one another. They have the ability to reduce intricate flow charts to simple relationships between items of different kinds. Additionally, behavioural patterns are utilised to reduce the algorithm that a class utilises to a runtime parameter. The assignment of responsibilities between objects and algorithms are two topics that behavioural patterns deal with. Behavioral patterns explain both the patterns of communication between them as well as the patterns of objects or classes.

CREATIONAL PATTERNS
To produce objects for a suitable class that solve an issue, creational patterns are utilised. typically when there are instances of numerous different classes. When you need to choose between two options while utilising polymorphism, they are quite helpful.