**Common Design Patterns for Android:**

**Design patterns:** Design patterns are solutions to general problems that software developers faced during software development.

Design patterns are a set of solutions to common software development problems that have been proven to be effective through years of experience.

**Creational patterns:** How you create objects => These are the design patterns that deal with object creation mechanisms, trying to create objects in a manner suitable to the situation.

* **Builder**DP => AlertDialog.Builder, NotificationCompat.Builder
* **Dependency Injection** DP => Dagger 2, Hilt, KOIN
* **Singleton** DP => Singleton, Object class, ViewHolde
* **Factory** DP =>Intent

**Structural patterns:** How you compose objects. => These design patterns are all about Class and Object composition. Structural class-creation patterns use inheritance to compose interfaces. Structural object patterns define ways to compose objects to obtain new functionality.

* **Adapter**DP => RecyclerView.Adapter, Adapter
* **Facade**DP => Retrofit, Volley, Media Framework
* **Composite** DP =>View & View Group

**Behavioral patterns:** How you coordinate object interactions => These design patterns are specifically concerned with communication between objects.

* **Observer**DP =>RxAndroid, RxJava, Broadcast Receiver
* **Model View Controller** DP => MVC
* **Model View ViewModel** DP => MVVM
* **Command**DP = > EventBus