Introduction

A **Design Pattern** is a general repeatable solution to a commonly occurring problem. The purpose of using a design pattern is to:

* Show the relationships and interactions between classes and objects
* Speed up development
* Create reusable code
* Ensure maintainability and flexibility
* Create readable code

There are three categories of design patterns:

1. Creational Patterns
2. Structural Patterns
3. Behavioural Patterns