1. Finding appropriate objects
2. Determining object granularity
3. Specifying object interfaces
4. Specifying object implementation
5. Class versus Interface inheritance
6. Programming to an interface, not an implementation
7. Inheritance versus Composition
8. Delegation
9. Inheritance versus parameterized types
10. Relating run-time and compile-time structures
11. Designing for change
12. A common design vocabulary: Is a common design vocabulary used, how is used, what is the effect of using?

* Designer use past experience to name algorithms, plan, and data structures.
* Computer scientist name algorithms and data structure.
* Design pattern gives common vocabulary for designers to use for documenting, communication and to explore design.
* Design pattern helps to reduce the complexity of the system. Developer gradually use to use common vocabulary for designing.
* Use as a universal language –No problem will occur whether you change your company; still same vocabulary will be used for programming.

1. A documentation and learning aid

* Design pattern helps to understand large object oriented system easily.
* It helps to improve designing ability since design pattern provides solutions to common problem.
* Using common vocabulary helps anyone understands the pattern and do not need to describe code.
* Patterns can be created using CASE tools but still it is useful without tools to create them since they are not complex.
* The very first day when I try to read GoF book I did not understand anything in it. Though I could not understand, I mostly read the design pattern before I come to the class. Once I learn from the teacher I understood little bit more. And when I practice example I could understand the pattern further. Then I could make example accordingly. This helped me to improve my programming knowledge. Previously I used to understand things as a hole. But after learning design pattern I could improve my thinking related to designing. Reusing the book

1. An adjunct to existing methods

Design pattern helps to design with a standard. It gives set of notations with the rules that they can be applied. Design methods describe problems with the design, how to resolve them and how to evaluate them. A beginner can understand how to design a program well using design methods, but he cannot get the experience of expert designers using design methods.

Design pattern gives understanding of how to implement inheritance, polymorphism, objects and methods and attributes. It gives reasons, applicability, consequences and implementation for using the design pattern to solve a problem.

Design patterns helps for turning an analyzing model into implementation model.

1. A target for refactoring

One of the problems in developing reusable software is refactoring. Design patterns help to reduce the amount of refactoring in later stage.