# Overview:

* These design patterns are specifically concerned with communication between objects:
  + Characterize complex control flow that is difficult to follow at run-time.
  + Shift the focus away from flow of control to let you concentrate just on the way objects are interconnected.
* These patterns increase flexibility in carrying out this communication.
* Provide solutions on how to segregate objects to be both dependent and independent.
* Concerned with algorithms and the assignment of responsibilities between objects.

# Class Patterns vs Object Patterns (sub-category):

* Behavioral class patterns use inheritance to describe algorithms and flow of control.
  + The template method is an abstract definition of an algorithm.
    - Defines an algorithm step by step.
    - A subclass fleshes out the algorithm by defining the abstract operations.
* Behavioral object patterns describe how a group of objects cooperates to perform a task that no single object can carry out alone.
  + Uses object composition rather than inheritance.
  + The mediator pattern uses a mediator object for peer object communication.
    - Mediator provides the indirection needed for loose coupling.