Design Patterns

Design Patterns are working models focused on dividing a problem into parts in order to approach each of them separately to simplify their resolution.

That it must fulfill functionalities, for example, an arch of Rome complies with, aesthetics, supporting the structure, which also has in common the columns that are tower-type, which must fulfill certain objectives within the programming, which allows capturing in an understandable way and in a way that can reflect what I want to convey as a message, which allows for an understandable vocabulary that others can understand