**What is creational design pattern and when it is used**

How objects will be created from the class. These design patterns are used when a decision must be made at the time of instantiation of a class (i.e. creating an object of a class).

**What is structural design pattern and when it is used**

How multiple class will be structure together to accomplish one single task. Structural design patterns are concerned with how classes and objects can be composed, to form larger structures. These patterns focus on, how the classes inherit from each other and how they are composed from other classes. Consider how multiple inheritances mix two or more classes into one.

**What is behavioral design pattern and when it is used**

Behavioral design patterns are concerned with the interaction and responsibility of objects. How classes will be communicated with each other. In these design patterns, the interaction between the objects should be in such a way that they can easily talk to each other and still should be loosely coupled. These design patterns are specifically concerned with communication between objects.