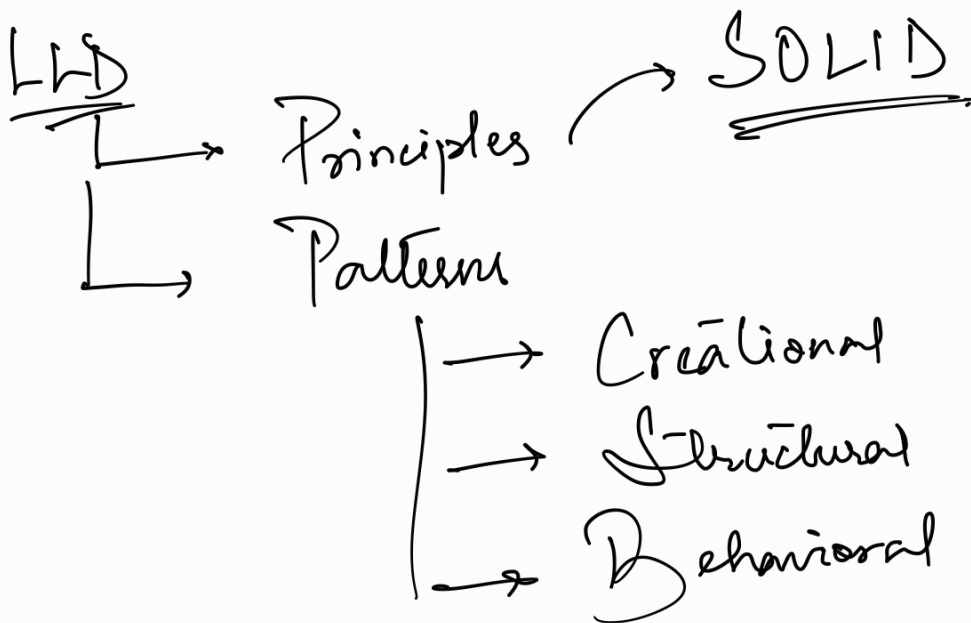


LLD - Low Level Design

Understanding the pattern of creation of objects & the way they behave with other objects as well as their best practices in solving a problem is basically what entails in LLD



Creational patterns

The pattern provides various object creation mechanisms, which increase the flexibility & reuse of existing code.

Types of creational patterns :-

1. Singleton
2. Builder
3. Prototype
4. Registry
5. Factory

- Practical Factory
- Factory Method
- Abstract Factory

Structural patterns

Structural design patterns explain how to assemble objects & classes into larger structures, while keeping these structures flexible & efficient.

Types of structural patterns:-

1. Adapter
2. Facade
3. Decorator
4. Flyweight
5. Proxy

6. Bridge

7. Composite

Behavioral patterns

Behavioral design patterns are concerned with algorithms & the assignment of responsibilities between objects.

Types of behavioral patterns :-

1. Chain of responsibility
2. Command
3. Iterator
4. Mediator
5. Memento
6. Observer
7. State
8. Strategy
9. Template Method
10. Visitor