## Programming Tip - Design Patterns

Design Patterns are established solutions to recurring problems in software development. Essentially, they are *blueprints* or *templates* that guide developers in creating flexible, reusable, and maintainable code. While not tied to any specific *programming language*, they often align with *object-oriented principles*.

Types of Design Patterns:

**Design Patterns** are typically categorized into three main groups:

1 Creational Patterns: These patterns deal with object creation mechanisms, trying to create objects flexibly.

Ex: Singleton, Factory Method, Abstract Factory, Builder, Prototype

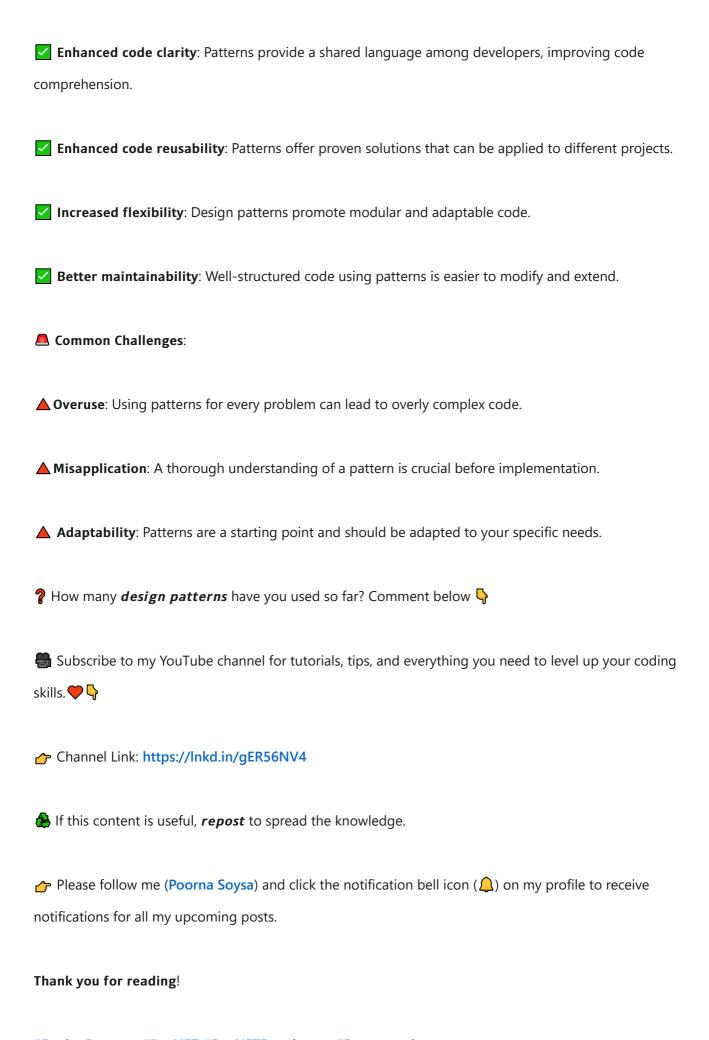
**2 Structural Patterns**: These patterns deal with how classes and objects are composed to form larger structures.

Ex: Adapter, Decorator, Bridge, Composite, Proxy, Facade, Flyweight

**Behavioural Patterns**: These patterns are concerned with the interaction and assignment of responsibilities between objects.

Ex: Observer, Chain of Responsibility, Command, Interpreter, Strategy, Mediator, Template Method, Memento, Iterator, State, Visitor

**♦ Benefits of Using Design Patterns**:



## **Design Patterns Building Blocks for Better Code Creational Design** Structural Design **Behavioral Design Patterns Patterns Patterns** Singleton Adapter Observer Chain of Responsibility **Factory Method** Decorator **Abstract Factory Bridge** Command Builder Composite Interpreter Prototype Facade **Iterator Flyweight** Mediator Proxy Strategy Memento State Template Method Visitor POORNA SOYSA REPOST

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