Learn the code is to see the same pattern of the code

If zooming out, and doing the big project, there are patterns (sections of classes collaborating together to solve the particular problem)

-pick a suitable variables 🡪 class

-pick a suitable class 🡪 abstract

-pick a set of classes 🡪 pattern

* Do the pattern and then find out the classes

Factory, observer (elegant, do not have any code to manipulate, used in collision handler)), singleton and component.