1. Agenda:
   1. What a design pattern is.
   2. How they evolved.
2. When solving a problem in our software industry, we document the best practice that we need to follow next time.  
   We document the best practice to common recurring problems and proven solutions to those problems.  
   This is where a pattern begins.
3. A design pattern helps us to identify the recurring problems and provides a “Ready to Use Solution” to solve that problem.
4. For example, if you want to create only one object of a particular class no matter how many times the class is used in your application, you already have a pattern for it where that problem of single object creation is documented along with the solution is provided.  
   That pattern is the Singleton Pattern.

2nd Example: If you want to separate the concerns in a web app, you have a pattern called MVC.

1. The idea of design pattern started in the Civil Engineering Space where they have documented various patterns/problems they faced in the construction field and the solutions for them.  
   Now software industry has adopted this idea and the Gang of Four popularized this idea of design patterns with their book  
   Design Pattern: Elements of reusable Object Oriented Software.  
   These patterns are called Gang of Four Patterns (GOF Patterns).
2. **Summarizing**:  
   