1. **Agenda**:
   1. How to identify/form a pattern.
2. We encounter a problem in the programming world.  
   We check if the problem and its solution exist in the design pattern database or pattern catalog.  
   If there, then use it otherwise document the problem and the recommended solution following pattern template which becomes a candidate pattern.  
   We don’t immediately add the new candidate pattern to the Pattern Catalog.   
   Actually, we observe if that problem occurs again and again and the recommended solution is also the solution for this case, then we add that new pattern to the pattern catalog.
3. 