## Template Method

* Used to define the steps needed to execute an algorithm
* It can also provide default implementation for common tasks
* Eg: Building home involves multiple steps such as buildFoundDation(), buildWalls(), buildRoof() etc. So this pattern can dictate the steps needed to build a home and have base methods
* **It needs to have an abstract class that defines the common method for default implementation, Sub classes can override it**
* **It needs to have a final method that wires the sequence of operations(). Sub classes should not be able to override it.**

## Mediator

* Impd

### Chain of Responsibility

* Impd

### Observer

* Impd

### Strategy

* Impd

### Command

* Impd

### State

* Impd

### Visitor

* Impd

### Interpreter

* Impd

### Iterator

* Impd

### Memento

* Impd