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LSP final question 4

Design patterns are a great tool for promoting reusability and flexibility in software design, but there are some instanced when they are not beneficial.

An example is it can add unnecessary complexity to a problem that could be solved more simply. For instance, using a design pattern like Template Method or Strategy just to solve a basic one-off task might introduce extra files, interfaces, or abstract classes that make the code harder to follow and maintain. Because there is no set way to apply patterns, it’s easy to overcomplicate a solution by forcing a pattern. While they