1. Observer Design Pattern: There is one observer design pattern which is used for send notification when un authorized person tries to enter, system will send the notification to home owner. After that homeowner can view these notification in his inbox after login.

2. Singleton Design pattern: There is one singleton design pattern. There is one database class for which we want to create only one object. Only one object for this class can be created. I have attached one test for this in the project.

3. Facade Design Pattern: There is one facade design pattern which provides an interface for system features or functionality so that others can use it without any complexity.

4. Factory Design pattern: There is one Factory design pattern which is used for creating objects of users based upon the inputs (Home Owner, Admin, Accessed Users).