18 Key Design Patterns Every Developer Should Know

Abstract Factory
Family creator

Create groups of related items

Builder
Lego master

Build object step by step

Prototype
Cloner

Create copies from examples

Singleton
The one and only

With just one instance

Adapter
Universal plug

Connect different interfaces

Bridge
Connector

Link what is to how it works

Composite
Tree builder

Create tree-like structure

Decorator
Customizer

Add new features to existing object

Facade
One-stop shop

Single interface to all functions

Flyweight
Space saver

Share small, reusable items

Proxy
Middle man

Represent another object

Chain of responsibility
Replayer

Relay requests until it is handles

Command
Task wrapper

Turn a request into object

Iterator
Explorer

Assess element one by one

Mediator
Hub

Simplify communication between classes

Memento
Capsule

Capture and store object state

Observer
Broadcaster

Notify others about the change

Visitor
Guests

Explore an object without changing it