

Creational Design Patterns

Prototype: To create new objects by copying an existing object.

Singleton: To ensure an object has only a single instance.

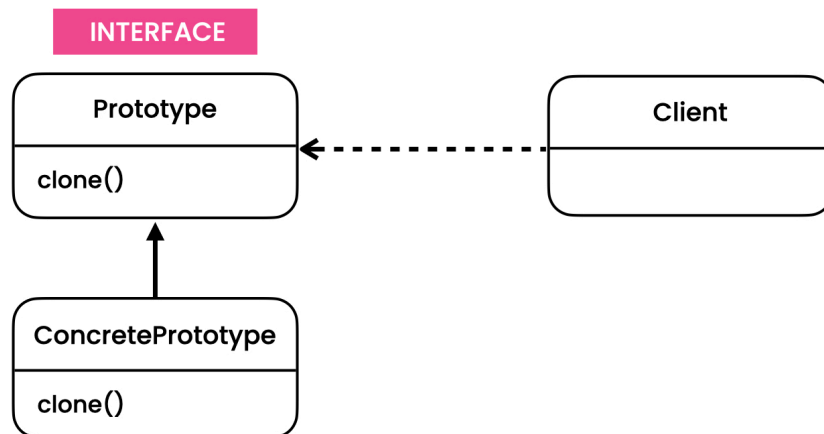
Factory: Allows deferring the creation of an object to subclasses.

Abstract Factory: Provides an interface for creating families of related objects.

Builder: Allows separating the construction of an object from its representation so the same construction algorithm can be applied to different representations.

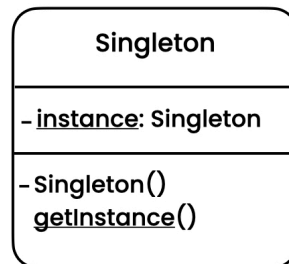
Prototype Pattern

Allows creating new objects by copying an existing object.



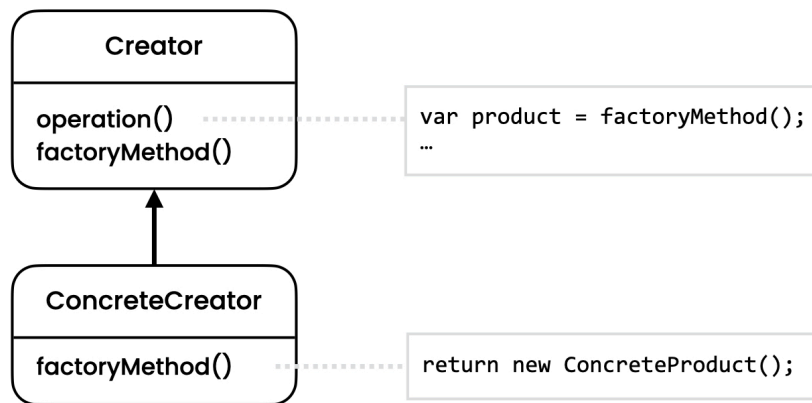
Singleton Pattern

To ensure an object has only a single instance.



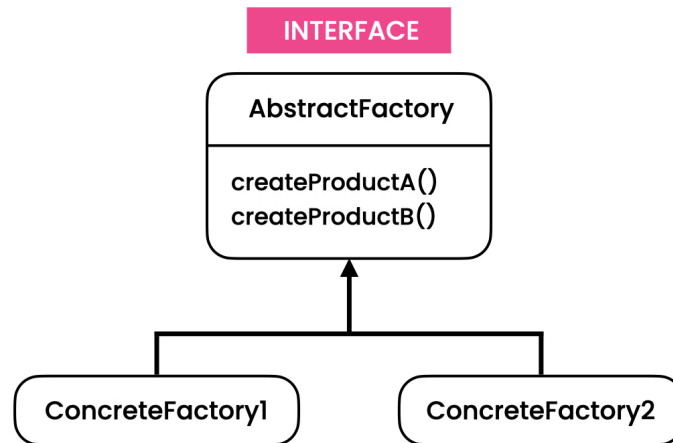
Factory Pattern

Allows deferring the creation of an object to subclasses.



Abstract Factory Pattern

Provides an interface for creating families of related objects.



Builder Pattern

Allows separating the construction of an object from its representation so the same construction algorithm can be applied to different representations.

