A **behavioral design pattern** defines common communication patterns among objects, enhancing flexibility in interactions. Here are some free resources to learn more about behavioral design patterns:

1. **GeeksforGeeks**: Their article on [Behavioral Design Patterns](https://www.geeksforgeeks.org/behavioral-design-patterns/) [covers topics like Chain of Responsibility, Command, and Observer patterns1](https://www.geeksforgeeks.org/behavioral-design-patterns/).
2. **LinkedIn Learning**: The course on [Java Design Patterns: Behavioral Part 1](https://www.linkedin.com/learning/java-design-patterns-behavioral-part-1) [delves into Chain of Responsibility, Command, and other patterns with practical examples](https://www.geeksforgeeks.org/behavioral-design-patterns/)[2](https://www.linkedin.com/learning/java-design-patterns-behavioral-part-1).
3. **Coursera**: Explore the [Design Patterns course](https://www.coursera.org/learn/design-patterns) [for video lectures and quizzes on behavioral patterns like Template Method and Observer](https://www.geeksforgeeks.org/behavioral-design-patterns/)[3](https://www.coursera.org/learn/design-patterns).
4. **Medium**: Read this article on [Top Behavioral Design Patterns with Real Examples in Java](https://medium.com/javarevisited/top-behavioral-design-patterns-with-real-examples-in-java-bcb1635bf90a) [for insights and code samples](https://www.geeksforgeeks.org/behavioral-design-patterns/)[4](https://medium.com/javarevisited/top-behavioral-design-patterns-with-real-examples-in-java-bcb1635bf90a).
5. **Dot Net Tutorials**: Their guide on [Behavioral Design Pattern in C#](https://dotnettutorials.net/lesson/behavioral-design-pattern/) [explains concepts like loose coupling and object interactions](https://www.geeksforgeeks.org/behavioral-design-patterns/)[5](https://dotnettutorials.net/lesson/behavioral-design-pattern/).

Happy learning! 🚀