Certainly! The **Object Pool Design Pattern** is a software creational pattern used when the cost of initializing a class instance is high. [It involves maintaining a pool of pre-initialized objects that can be reused instead of creating and destroying them on demand1](https://www.geeksforgeeks.org/object-pool-design-pattern/). Here are some free resources where you can learn more about this pattern:

1. [**GeeksforGeeks**: Provides an in-depth explanation and example implementation in Java1](https://www.geeksforgeeks.org/object-pool-design-pattern/).
2. [**Java Design Patterns**: Offers a concise overview and practical examples](https://www.geeksforgeeks.org/object-pool-design-pattern/)[2](https://java-design-patterns.com/patterns/object-pool/).
3. [**Pentalog**: Includes definition, examples, and a C# implementation on GitHub](https://www.geeksforgeeks.org/object-pool-design-pattern/)[3](https://www.pentalog.com/blog/design-patterns/object-pool-design-pattern/).
4. [**CodingDrills**: Presents an example implementation of an object pool for managing database connections in Python](https://www.geeksforgeeks.org/object-pool-design-pattern/)[4](https://www.codingdrills.com/tutorial/design-patterns-tutorial/object-pool-pattern).
5. [**SourceMaking**: Discusses the pattern with a simple analogy and code snippets](https://www.geeksforgeeks.org/object-pool-design-pattern/)[5](https://sourcemaking.com/design_patterns/object_pool).

Feel free to explore these resources to deepen your understanding of the Object Pool Design Pattern! 🚀