Design Pattern

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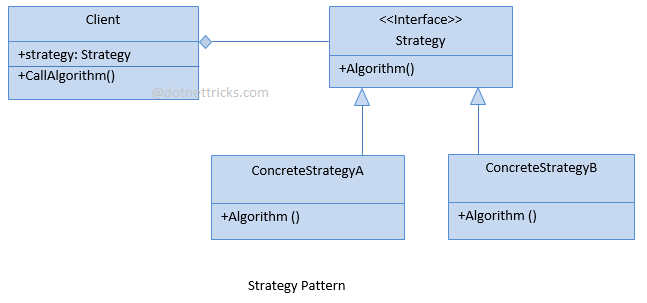
# Creational Design Pattern

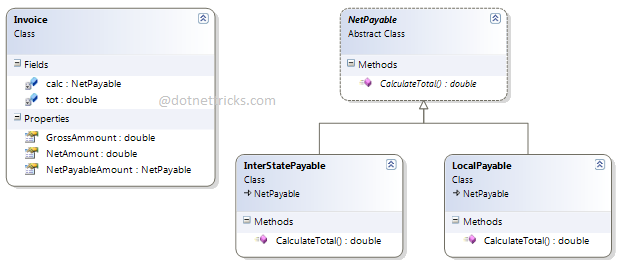
# Structural Design Pattern

## Strategy Design pattern

This pattern allows a client to choose an algorithm from a family of algorithms at run-time and gives it a simple way to access it.

This pattern involves the removal of an algorithm from its host class and putting it in a separate class. As you know, there may be multiple strategies which are applicable for a given problem. So, if the algorithms will exist in the host class, then it will result a messy code with lots of conditional statements.





# Behavior Design Pattern