**# Design Patterns**

**\* Design Patterns**

**\* Creational**

**\* Factory Method**

**\* Abstract Factory**

**\* Builder**

**\* Singleton**

**\* Structural**

**\* Facade**

**\* Proxy**

**\* Decorator**

**\* Composite**

**\* Adapter**

**\* Flyweight**

**\* Bridge**

**\* Behavioral**

**\* Strategy pattern**

**\* Builder pattern**

**\* Template method**

**\* Visitor**

**\* Chain of Responsibility**

**\* Mediator**

**\* State**

**\* Observer**

**\* Principles**

**\* SOLID**

**\* Dependency Inversion vs Inversion Of Control vs Dependency Injection**

**\* DRY**

**\* KISS**

**\* YAGNI**

**\* Separation of Concerns**

**\* Least Knowledge**

**\* The Hollywood**

**\* Favor Composition over Inheritance**

**\* Program to an interface, not an implementation**

**\* Code Smells**

**\* Bloaters**

**\* Long Method**

**\* Large Class**

**\* Primitive Obsession**

**\* Long Parameter List**

**\* Data Clumps**

**\* Object-Orientation Abusers**

**\* Switch Statements**

**\* Temporary Field**

**\* Refused Bequest**

**\* Alternative Classes with Different Interfaces**

**\* Change Preventers**

**\* Divergent Change**

**\* Shotgun Surgery**

**\* Parallel Inheritance Hierarchies**

**\* Dispensables**

**\* Comments**

**\* Duplicate Code**

**\* Lazy Class**

**\* Data Class**

**\* Dead Code**

**\* Speculative Generality**

**\* Couplers**

**\* Feature Envy**

**\* Inappropriate Intimacy**

**\* Message Chains**

**\* Middle Man**