**Design Pattern /\*To update\*/**

Depending on the design problem they address, design patterns can be classified in different categories, of which the main categories are:

* [Creational Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns/Creational_Patterns)
* [Structural Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns/Structural_Patterns)
* [Behavioral Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns/Behavioral_Patterns).
* [Programming Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Programming_Patterns)
* [Creational Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Creational_Patterns)
  + [Builder](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns" \l "Builder)
  + [Factory](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Factory)
  + [Abstract Factory](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Abstract_Factory)
  + [Prototype](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Prototype)
  + [Singleton](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Singleton)
* [Structural Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Structural_Patterns)
  + [Adapter](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Adapter)
  + [Bridge](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Bridge)
  + [Composite](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Composite)
  + [Decorator](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Decorator)
  + [Facade](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Facade)
  + [Flyweight](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Flyweight)
  + [Proxy](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Proxy)
  + [Curiously Recurring Template](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Curiously_Recurring_Template)
  + [Interface-based Programming (IBP)](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Interface-based_Programming_(IBP))
* [Behavioral Patterns](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Behavioral_Patterns)
  + [Chain of Responsibility](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Chain_of_Responsibility)
  + [Command](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Command)
  + [Interpreter](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Interpreter)
  + [Iterator](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Iterator)
  + [Mediator](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Mediator)
  + [Memento](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Memento)
  + [Observer](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Observer)
  + [State](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#State)
  + [Strategy](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Strategy)
  + [Visitor](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Visitor)
  + [Template Method](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Template_Method)
  + [Model-View-Controller (MVC)](https://en.wikibooks.org/wiki/C%2B%2B_Programming/Code/Design_Patterns#Model-View-Controller_(MVC))