Introduction

1. Design Patterns used mostly in oop languages. But it can be used in non oop languages as well such as JavaScript.
2. We will look at design pattern in categories:
   1. Creational
      1. Builder
      2. Factories
         1. Abstract Factory
         2. Factory Method
      3. Prototype
      4. Singleton
   2. Structural
      1. Adapter
      2. Bridge
      3. Composite
      4. Decorator
      5. Facade
      6. Flyweight
      7. Proxy
   3. Behavioral
      1. Chain of responsibility
      2. Command
      3. Interpreter
      4. Iterator
      5. Mediator
      6. Memento
      7. Null Object
      8. Observer
      9. State
      10. Strategy
      11. Template Method
      12. Visitor