

[Template Design Pattern]

The **Template Method Pattern** is a behavioral design pattern that defines the skeleton of an algorithm in a base class and lets subclasses override specific steps of the algorithm without changing its overall structure.

Key Concepts:

1. Template Method:

- A method in the base class that defines the sequence of steps for the algorithm.
- Some steps are implemented in the base class, while others are abstract and must be implemented by subclasses.

2. Abstract Class:

- Provides the structure of the algorithm and contains the template method.
- Implements default behavior for some steps (optional).

3. Concrete Classes:

- Implement the abstract steps of the algorithm defined in the base class.