* Design Patterns

* OOP ≠ OOD

⇒ Write an OOP program is easy but writing the program in a way in follows design principles is "HARD".

* We have learnt OOP concepts and SOLID principles to understand how to design classes and how to convert a real world problem into classes and objects

* Need of Design Patterns

* These are some well known patterns that are tried and tested over years.

* Each patterns solves a specific software problem.

* Any software can be designed by using these common patterns without reinventing the solution.

Design pattern types

- Creational
- Structural
- Behavioural