# [Mediator Design Pattern]

The **Mediator Pattern** is a behavioral design pattern that facilitates communication between different objects or components without them being directly coupled. Instead, a mediator object handles the interactions between these components, promoting loose coupling and simplifying the overall system structure.

## Key Concepts:

1. **Mediator Interface**:

   - Defines an interface for communication between objects.

2. **Concrete Mediator**:

   - Implements the mediator interface and coordinates communication among components.

3. **Colleague Components**:

   - Represent the individual components (or classes) that communicate through the mediator. They have a reference to the mediator but do not communicate directly with each other.

4. **Client**:

   - Instantiates the mediator and the components and triggers communication through the mediator.