



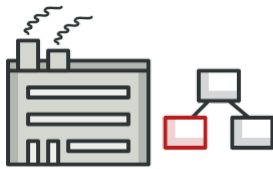
WINTER SALE IS ON!



[Home](#) / [Design Patterns](#) / [Catalog](#)

# Creational Design Patterns

Creational design patterns provide various object creation mechanisms, which increase flexibility and reuse of existing code.



## Factory Method

Provides an interface for creating objects in a superclass, but allows subclasses to alter the type of objects that will be created.



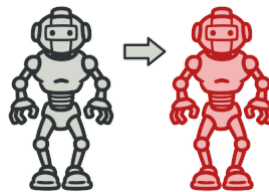
## Abstract Factory

Lets you produce families of related objects without specifying their concrete classes.



## Builder

Lets you construct complex objects step by step. The pattern allows you to produce different types and representations of an object using the same construction code.



## Prototype

Lets you copy existing objects without making your code dependent on their classes.



## Singleton

Lets you ensure that a class has only one instance, while providing a global access point to this instance.