**Design Patterns**

They describe and address by name a repeatable solution to common design problem, a common way to solve a generic problem

They are generally of 3 types(5 with new category)

1)Creational -These deal with object creation

Creator—creates object interface

Concreate creator ->implements object interface

**Types**

2)Structural design pattern->how classified objects form a larger structure , useful to make independent class libraries that work together

3)Behavioural design pattern- interaction should be so communicative as much as possible even if the objects are loosely coupled