23. Design pattern categories

The classic design patterns can be split into three distinct categories: **Creational**, **Structural**, and **Behavioral**. And the design patterns in each category do exactly what the name of the category suggests.

Creational design patterns define the ways of creating objects. The following patterns belong in this category:

- Factory Method
- Abstract Factory
- Builder
- Prototype
- Singleton

Structural design patterns prescribe how to structure your objects. These are the patterns that belong in this category:

- Adapter
- Bridge
- Composite
- Decorator
- Facade
- Flyweight
- Proxy

Behavioral design patterns tell us how objects are supposed to behave. This category consists of the following patterns:

- Chain of Responsibility

- Command
- Iterator
- Mediator
- Memento
- Observer
- State
- Strategy
- Template Method
- Visitor

This section of the book is split into sub-sections. Each of these covers a specific category of design patterns.