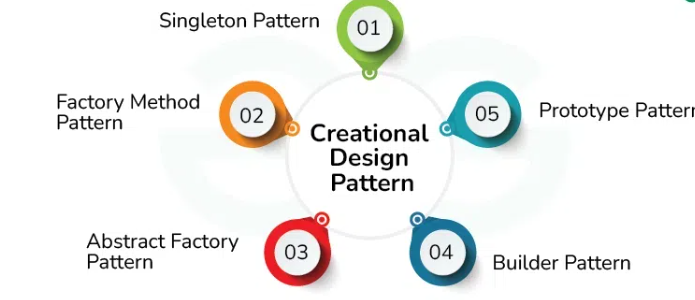
**Design Patterns**

* Design Patterns are reusable solutions to software design problems. They can be used for creating scalable, manageable and scalable software. These can be used as only a blue print or templates only.
* **Characteristics**: Reusability, Standardization, Efficiency and Flexibility.
* **Why Learn them?** They offer solutions that have been tried and tested. Learning them enables to quickly and effectively address similar challenges in various projects. Reduces redundancy and saves development time.
* **Types:**
  + Creational
  + Structural
  + Behavioural
* **Creational**
  + These patterns talk about creation of objects or problems related to object creation. They can make system independent of how it’s objects are created, composed and represented.

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