**Design Pattern Summer 2023**

Spend 2-3 hours in a week.

**Creational Patterns**

1. Abstract Factory
2. Builder
3. Factory Method
4. Singleton

**Structural Patterns**

1. Adapter
2. Composite
3. Decorator
4. Façade

**Behavioral Patterns**

1. Command
2. Iterator
3. Observer
4. Strategy

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| **Pattern** | **Due Date** | **Comment** |
| Abstract Factory | 15 June |  |
| Adapter | 22 June |  |
| Command | 29 June |  |
| Builder | 6 July |  |
| Composite | 13 July |  |
| Iterator | 20 July |  |
| Factory Method | 27 July |  |
| Decorator | 3 August |  |
| Observer | 10 August |  |
| Singleton | 17 August |  |
| Façade | 24 August |  |
| Strategy | 31 August |  |