

Design Pattern Training Syllabus

Creational Patterns

1. Abstract Factory
2. Builder
3. Factory Methods
4. Prototype
5. Singleton

Introduction-: Structural Patterns

1. Adapter
2. Bridge
3. Composite
4. Decorator
5. Facade
6. Flyweight
7. Proxy

Introduction-: Behavioral Patterns

1. Chain of responsibility
2. Command
3. Interpreter
4. Iterator
5. Mediator
6. Memento
7. Observer
8. State
9. Template Method
10. Strategy
11. Visitor