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Behavioral Design Patterns : Chain of Responsibility, Command, Interpreter, Iterator, Mediator, Memento, Observer, State, Strategy, Template Method, Visitor. In this [Design Patterns using C++ course](#), each design pattern is explained in a simple way with intent, problem, solution and structure.

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In this course, you will learn how design patterns can be applied to make code better: flexible, short, readable. Flexibility is the key element in design patterns. You will learn how to decide when and which pattern to apply by formally analyzing the need to flex around specific axis.

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