|  |  |
| --- | --- |
| **Problem** | **Solutions** |
| Designing Service Layers | Module Pattern |
| Overly Complicated Object Interfaces | Facade Pattern |
| Visibility Into State Changes | Observer Pattern |

|  |  |  |
| --- | --- | --- |
| **Creational** | **Structural** | **Behavioral** |
| Constructor | Decorator | Command |
| Module | Facade | Mediator |
| Factory | Flyweight | Observer |
| Singleton |  |  |