

# Bridge

The Bridge Pattern allows to vary the implementation and the abstraction by placing the two in separate class hierarchies.

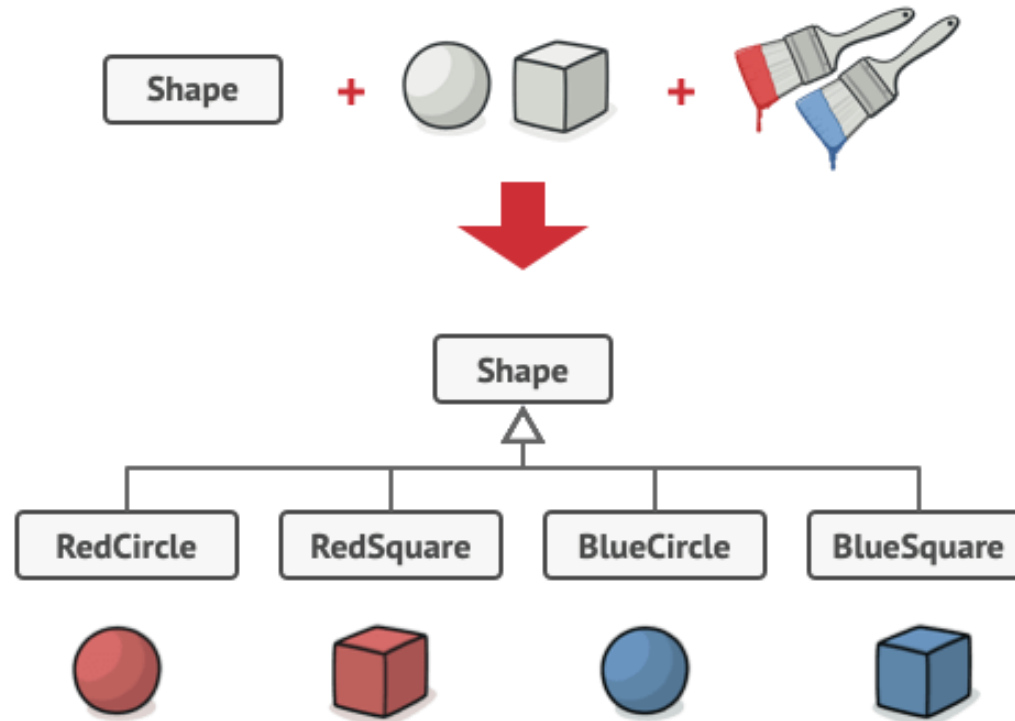
“Decouple an abstraction from its implementation so that the two can vary independently.”

– GOF

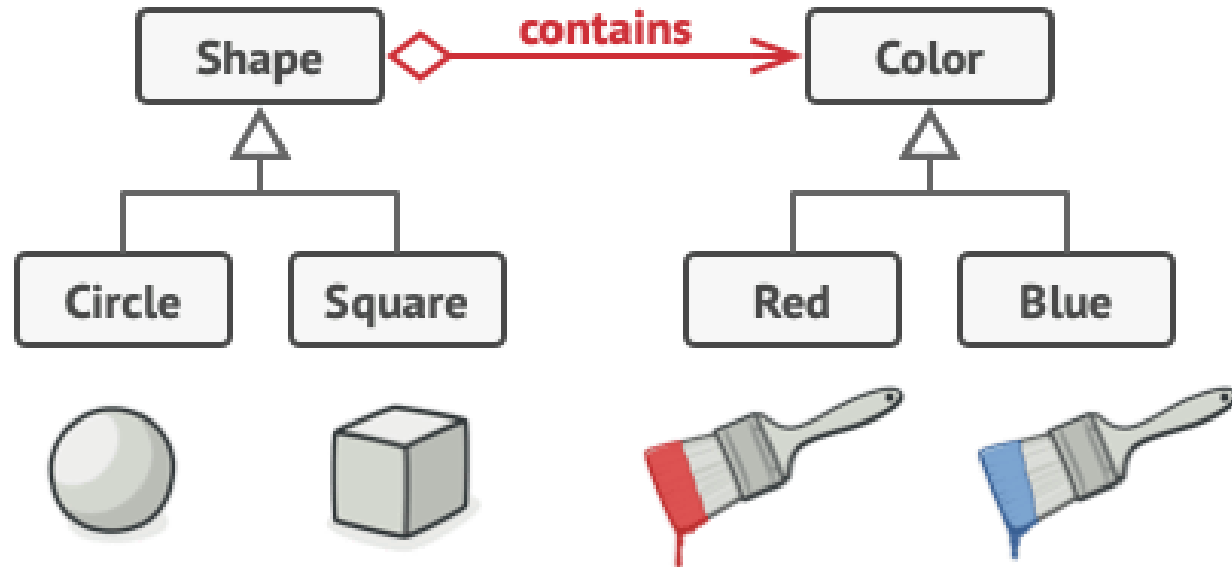


Golden Gate Bridge. San Francisco

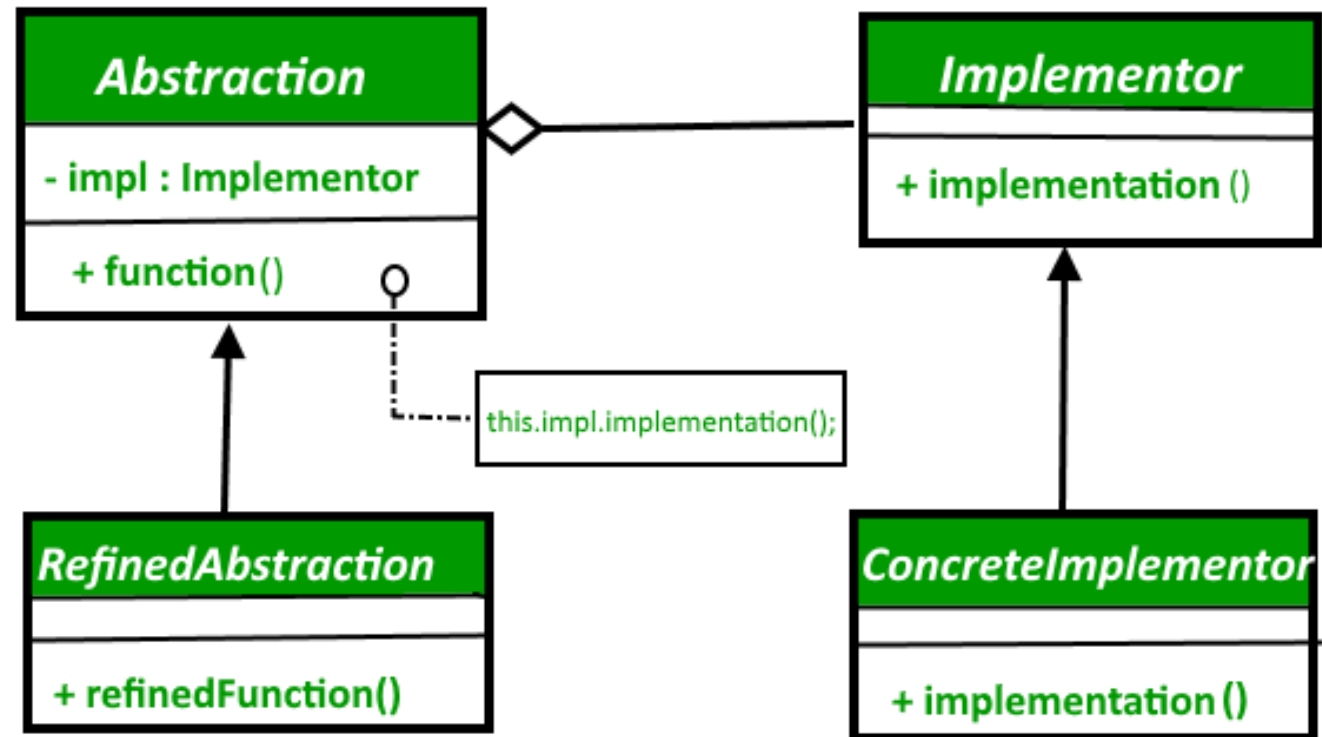
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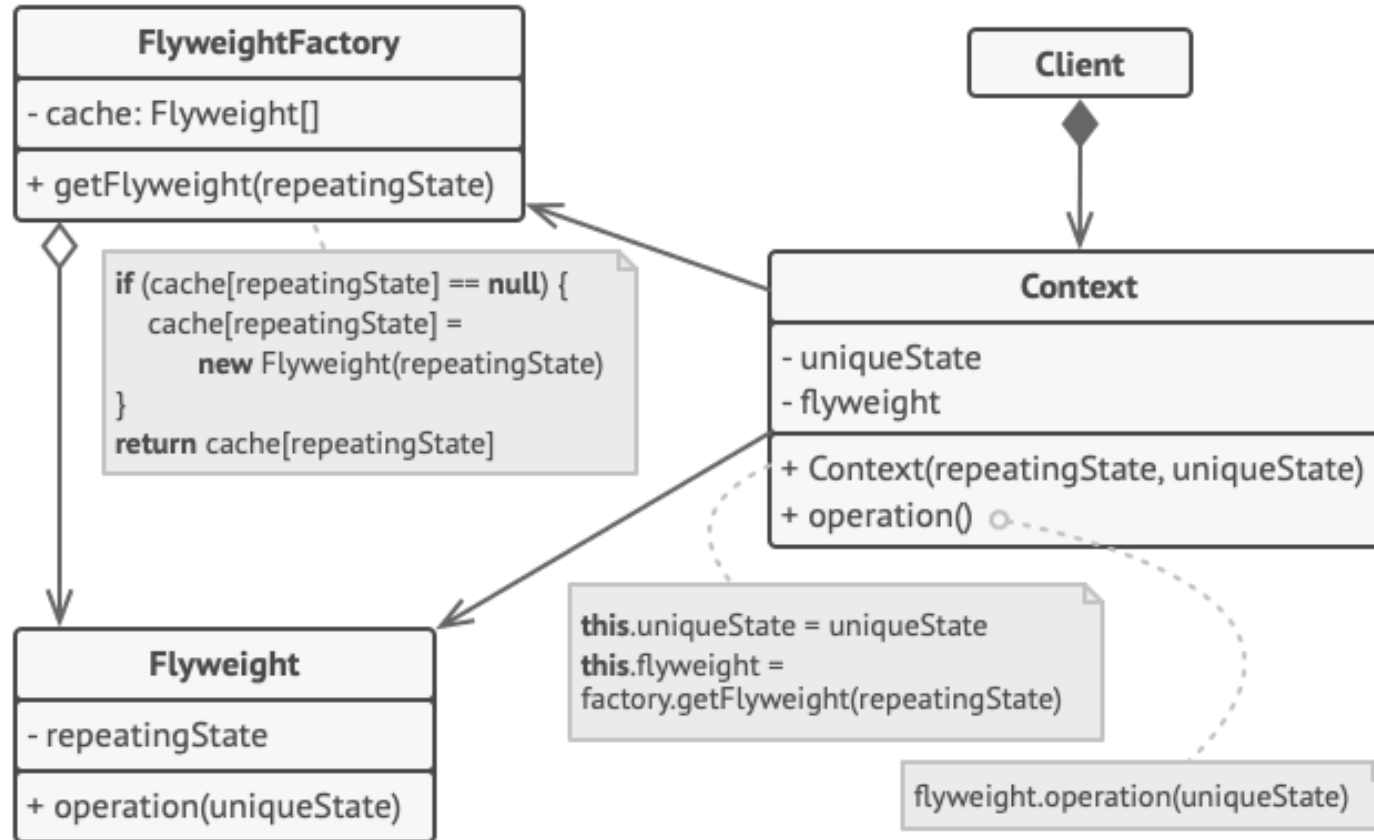


# Flyweight

**Flyweight** design pattern is a structural pattern that optimizes memory usage by sharing a common state among multiple objects.



# Flyweight



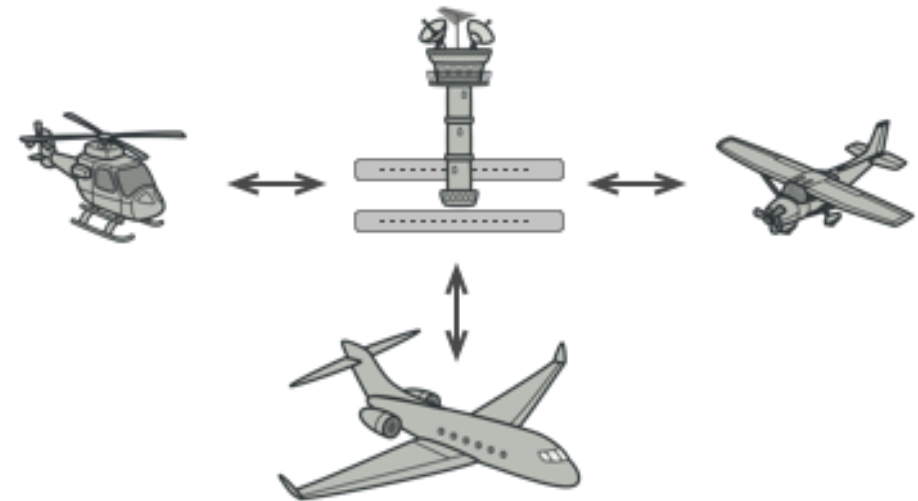
# Mediator

**Mediator** pattern restricts direct communications between the objects and forces them to collaborate only via a mediator object.



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