1. 什么是设计模式
2. 软件开发过程需要遵循的规则

图示

描述已自动生成

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| --- | --- | --- | --- |
|  | **目的** | | |
|  | **创建型** | **结构型** | **行为型** |
| **类** | Factory Method | Adapter | Interpreter  Template Method |
| **对象** | Abstract Factory  Builder  Prototype  Singleton | Adapter  Bridge  Composite  Decorator  Façade  Flyweight  Proxy | Chain of Responsibility  Command  Iterator  Mediator  Memento  Observer  State  Strategy  Visitor |

设计模式空间