1. **Proxy Pattern** - Proxy is a structural design pattern that lets you provide a substitute or placeholder for another object. A proxy controls access to the original object, allowing you to perform something either before or after the request gets through to the original object.

Proxy ozunzde cox gonderilen sorgularin cavabini saxlarir, yene eyni sorgu geldikde artiq database e sorgu gondermir saxladigi yerden oxuyur.

The proxy disguises itself as a database object. It can handle lazy initialization and result caching without the client or the real database object even knowing.

1. **Composite Pattern** - Composite is a structural design pattern that lets you compose objects into tree structures and then work with these structures as if they were individual objects.

Composite Pattern