**Flyweight Pattern**

Flyweight is a structural design pattern that lets you fit more objects into the available amount of RAM by sharing common parts of state between multiple objects instead of keeping all of the data in each object.

**Bridge Pattern** - Bridge is a structural design pattern that lets you split a large class or a set of closely related classes into two separate hierarchies—abstraction and implementation—which can be developed independently of each other.

Umumi olaraq her bir classin icinde eyni sey varsa onlar ucun ferqli yox bir class yarat.

**Decorator Pattern -** Decorator is a structural design pattern that lets you attach new behaviors to objects by placing these objects inside special wrapper objects that contain the behaviors.