**Command Pattern**

Command is a behavioral design pattern that turns a request into a stand-alone object that contains all information about the request. This transformation lets you pass requests as a method arguments, delay or queue a request’s execution, and support undoable operations.

**Memento Pattern**

Memento is a behavioral design pattern that lets you save and restore the previous state of an object without revealing the details of its implementation.

**Mediator Pattern**

Elementlerin arasindaki xaotik dependencyleri, elaqeleri azaltmaga yardim edir.

Solution - bir base den bir birlerine catirlar.