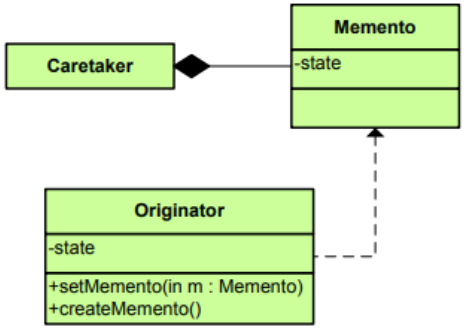
Memento

Type: Behavioral

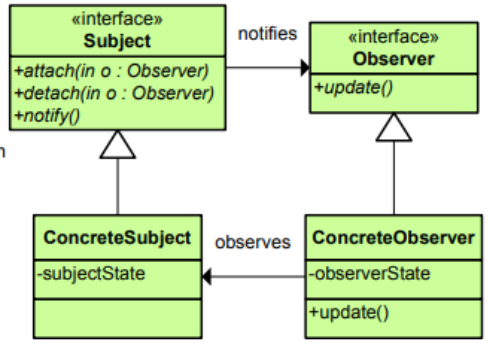
What it is:
Without violating encapsulation, capture and externalize an object's internal state so that the object can be restored to this state later.



Observer

Type: Behavioral

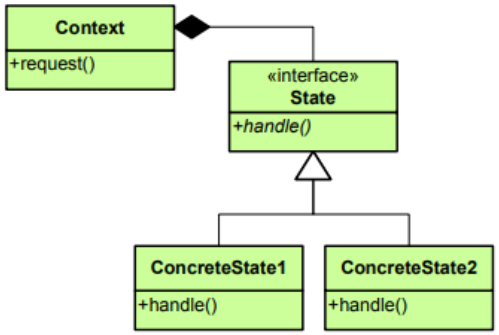
What it is:
Define a one-to-many dependency between objects so that when one object changes state, all its dependents are notified and updated automatically.



State

Type: Behavioral

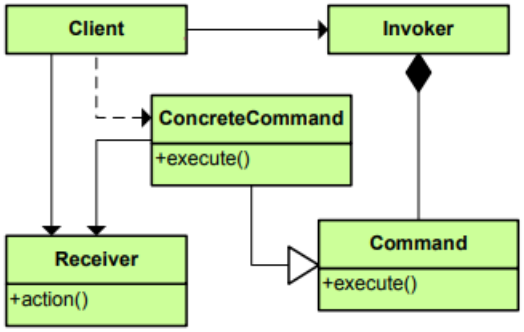
What it is:
Allow an object to alter its behavior when its internal state changes. The object will appear to change its class.



Command

Type: Behavioral

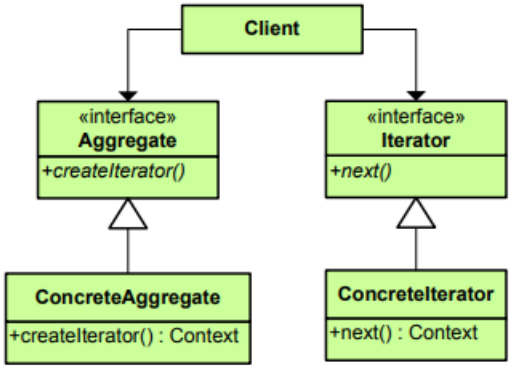
What it is:
Encapsulate a request as an object, thereby letting you parameterize clients with different requests, queue or log requests, and support undoable operations.



Iterator

Type: Behavioral

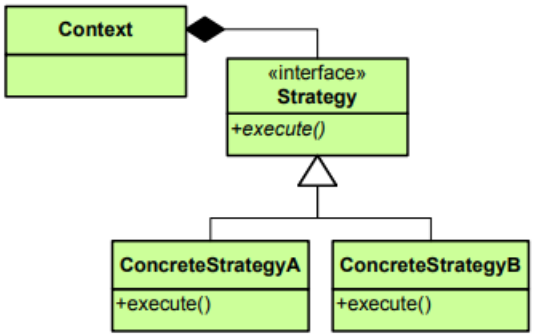
What it is:
Provide a way to access the elements of an aggregate object sequentially without exposing its underlying representation.



Strategy

Type: Behavioral

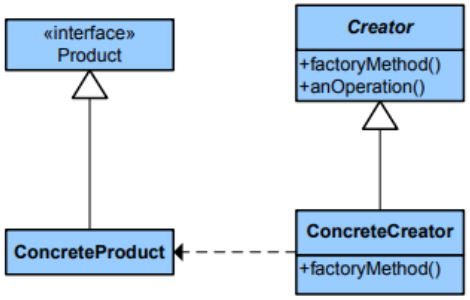
What it is:
Define a family of algorithms, encapsulate each one, and make them interchangeable. Lets the algorithm vary independently from clients that use it.



Factory Method

Type: Creational

What it is:
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.



Abstract Factory

Type: Creational

What it is:
Provides an interface for creating families of related or dependent objects without specifying their concrete class.