Strategy Pattern: -

* Defines a family of algorithms, encapsulate each one and make them interchangeable.
* Strategy lets the algorithms vary independently the clients that uses it.
* When change the algorithms no need to change the client.

Observer Pattern: -

* The Observer design pattern defines a one-to-many dependency between objects.
* It has one Observable and many Observers when Observable changes state, all its dependents Observer are notified and updated automatically.

State Pattern: -

* The State design pattern allows an object to alter its behaviour when its internal state changes.