Creating

Structural

```
class ElementA
                                                            class Facade
                                                                                                                      public void Hello()
                                                                ElementA elementA;
                                                                                                                         Console.Write("Hello ");
class Program
                                                                ElementB elementB;
  static void Main()
                                                                public void HelloWorld()
                                                                    elementA = new ElementA();
     Facade facade= new Facade();
                                                                    elementB = new ElementB();
     facade.HelloWorld();
                                                                                                                   class ElementB
                                                                    elementA.Hello();
}
                                                                    elementB.World();
                                                                                                                      public void World()
                                                                                                                         Console.Write("World!");
                                                                                                                   }
```

Behavioral

```
class Link3
class Program
                                                public void Method()
    static void Main()
                                                    Link2 link = new Link2();
        Link3 chain = new Link3();
                                                    link.Method();
        chain.Method();
                                                    Console.WriteLine("Link3");
                                            }
                                            class Link2
                                                public void Method()
                                                    Link1 link = new Link1();
                                                    link.Method();
                                                    Console.WriteLine("Link2");
                                           class Link1
                                               public void Method()
                                                   Console.WriteLine("Link1");
```

Behavioral