

Class Adapter: Here, there is a class, called `TeacherForDADA` that implements the `TeachingDADA` interface. There is also a class called `AdapterForSafeTeaching` that transforms the spells contained in the `TeacherForDADA` class so that the students can not use dark magic.

Object Adapter: Here, there is a class, called `TeacherForDADA` that implements the `TeachingDADA` interface. There is also a class called `AdapterForSafeTeaching` that transforms the spells contained in the `TeacherForDADA` class so that the students can not use dark magic.

Pluggable Adapter: This pattern functions the same as the previous two, except that it allows there to be different “styles of teaching” for different teachers, hence the `TeacherNuovoForDADA` and `TeacherVecchioForDADA` classes.

Bridge: Here, the implementation classes of each different type of creature (each extending the `Humanoid` abstract class) is separated from the class that manages each type of creature (keeps track of how many of each object are registered in a hashmap, sets appearances, etc.) in order to maintain separation between the objects and their implementations and allow for easier “pluggability.”

Composite: Here, there is a singleton in the `MinisterForMagic` that ensures that only one `MinisterForMagic` object is instantiated at any time. The composite pattern allows classes that implement the `Wizard` interface to maintain all the functionality of the `Wizard` interface, while connecting this to the `MinisterForMagic` class and the classes that extend it.

Decorator: Here, each `DeliverMessageThru` class is altering the functionality of the original `CoreMessageDeliveryClass` class. This adds the method of delivery as functionality to the “core class.”

Facade: Here, the `WizardFacade`, `UnderageWizardFacade`, and `WarlockFacade` classes are hiding the implementation of each node in the network, providing the user with a less complicated and convoluted experience. Each of these classes hide unnecessary information about their respective object types, ensuring that the user doesn’t experience the entire functionality at once.