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| Pattern | Description | Use |
| Flyweight | Used for creating large number of similar objects  To reduce memory usage, we share Objects that are similar in some way rather than creating new ones | Used for star sign factory. Every time the user adds a new member instead of creating another star sign object it uses the factory. |
| Singleton | Used for eliminating the option of instantiating more than one object | Used for member list.  There is only one list with all members in the system and we do not want to have another one that is why we secure it with Singleton pattern. |
| MVC | Separates the calculations, and Interface from each other  Helps coordinate interactions | Used to simplify the code and make it more readable. Thanks to MVC the code is easy to reuse or correct. |
| Observer | Used to send updates to other dependent objects | Used in server part of the system. Every time we add a member the view is notified that the member has been added (it is printed in the console) |
| Proxy | Provide a class which will limit access to another class  Used for security reason, because an Object is intensive to create, or is accessed from a remote location | Proxy is used in order to restrict usage of all methods on client site, so the client has access to only specified methods. |