

Design Patterns in C#

SOLID

- Single Responsibility Principle (SRP)
- Open/Closed Principle (OCP)
- Liskov Substitution Principle (LSP)
- Interface Segregation Principle (ISP)
- Dependency Inversion Principle (DIP)

Creationals Patterns

- Singleton
- Factory
- Fabric Method
- Builder
- Prototype

Structurals Patterns

- Adapter
- Decorator
- Proxy
- Composite
- Bridge
- Facade
- Flyweight

Behaviorals Patterns

- Chain of Responsibility
- Template Method
- Strategy
- Command
- State
- Memento
- Mediator
- Visitor
- Interpreter
- Iterator
- NullObject