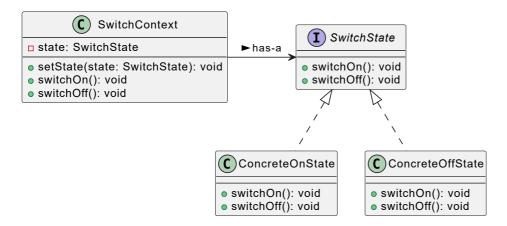
[Behavioral Patterns]

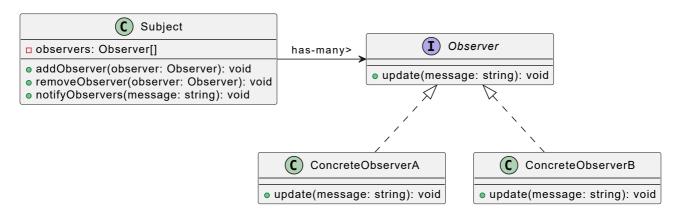
1. State Pattern

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



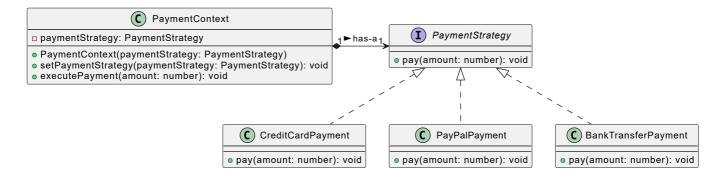
2. Observer Pattern

In <u>Observer Pattern</u>, an object known as **observable** maintains a list of its dependents, called **observers**, and notifies them of any state change, usually by calling one of their methods.



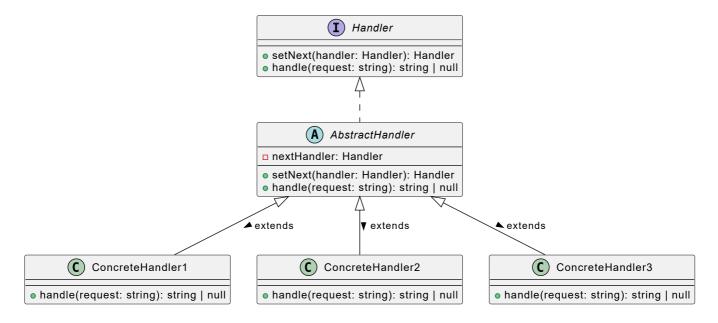
3. Strategy Pattern

<u>Strategy Pattern</u> allows us to define multiple algorithms to perform a specific task and select one depending on the situation or context. It encapsulates each algorithm and makes them interchangeable.



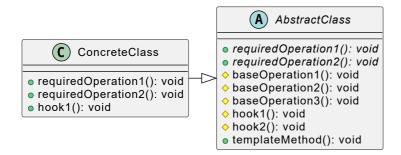
4. Chain of Responsibility Pattern

<u>Chain of Responsibility Pattern</u> allows multiple objects to handle a request without the sender needing to know which object will process it ultimately.



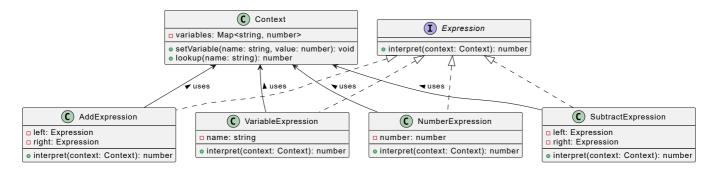
5. Template Pattern

The <u>Template Pattern</u> ensures that a number of classes follow specific steps to perform an operation but allows each step to have its own logic in that specific step.



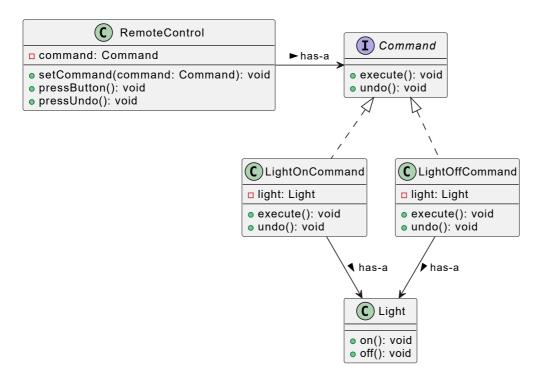
6. Interpreter Pattern

Interpreter Pattern defines a context to interpret or evaluate an expression.



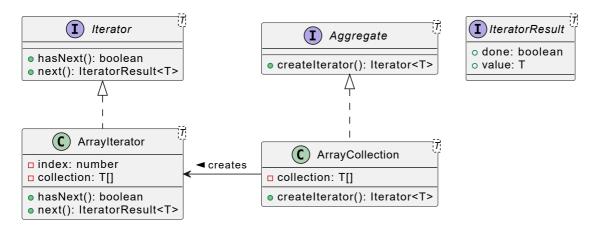
7. Command Pattern

<u>Command Pattern</u> turns request commands into objects, allowing us to either parameterize or queue them. This helps in decoupling the request sender and the receiver.



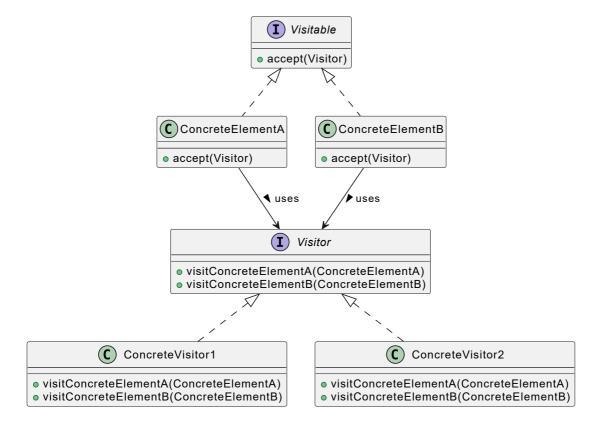
8. Iterator Pattern

<u>Iterator Pattern</u> provides a way to access elements of a collection sequentially without exposing the underlying representation of the collection.



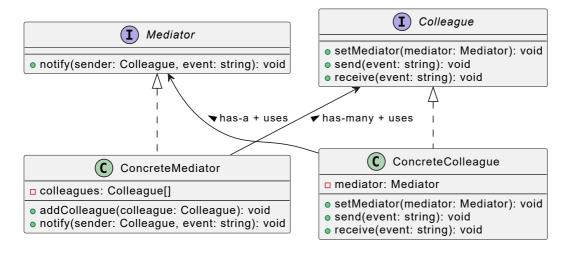
9. Visitor Pattern

<u>Visitor Pattern</u> allows adding operations to existing classes without changing them, encouraging the open/close principle of SOLID.



10. Mediator Pattern

<u>Mediator Pattern</u> encourages loose coupling by keeping two objects from referencing each other through a mediator object.



11. Memento Pattern

Memento Pattern provides the ability to revert an object to its previous state.

