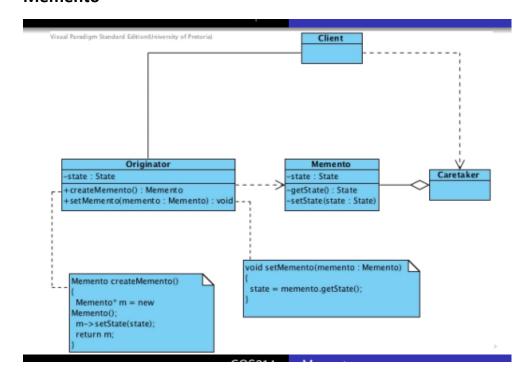
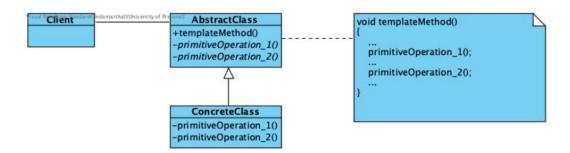
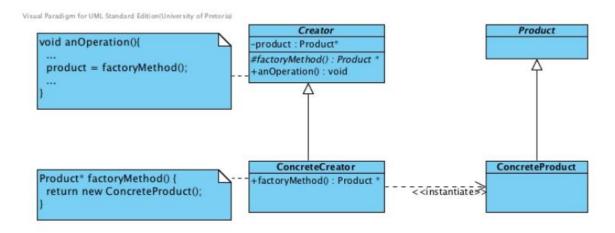
Memento



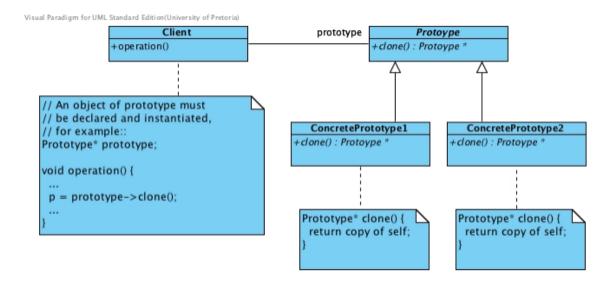
Template:



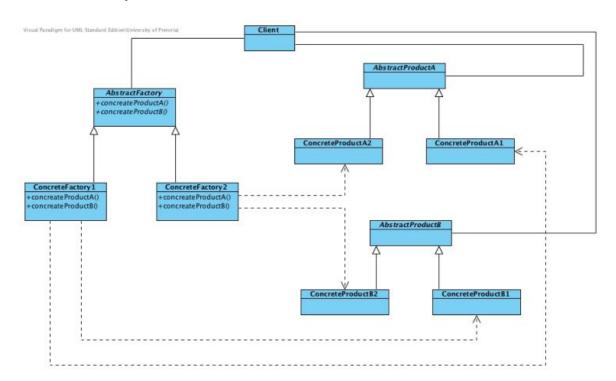
Factory:



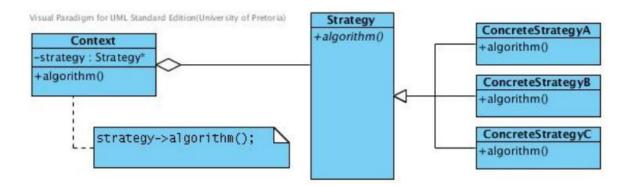
Prototype:



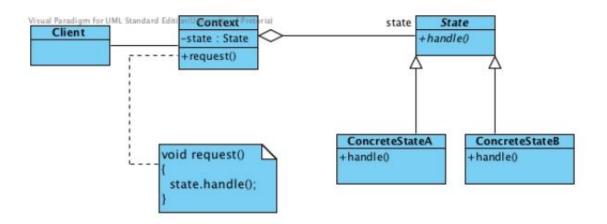
Abstract factory:



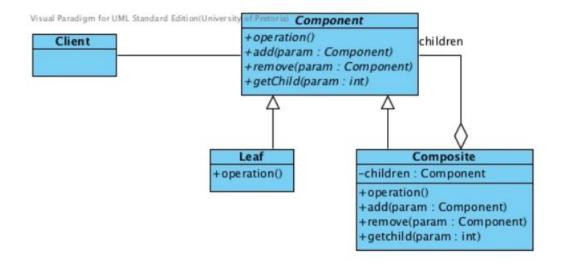
Strategy:



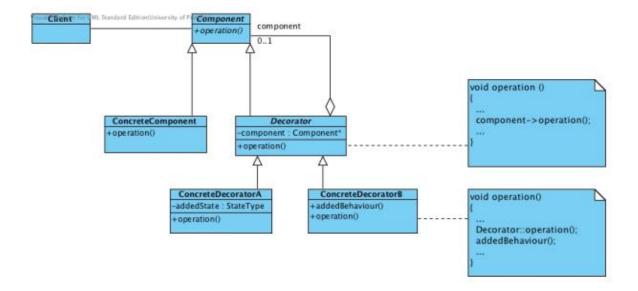
State:



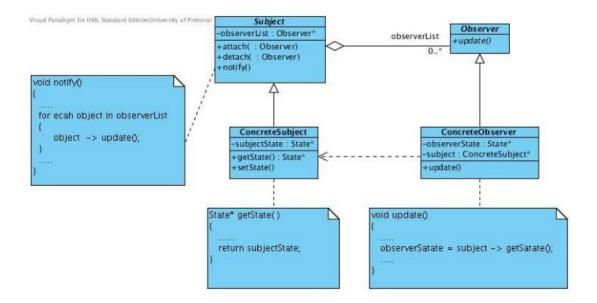
Composite:



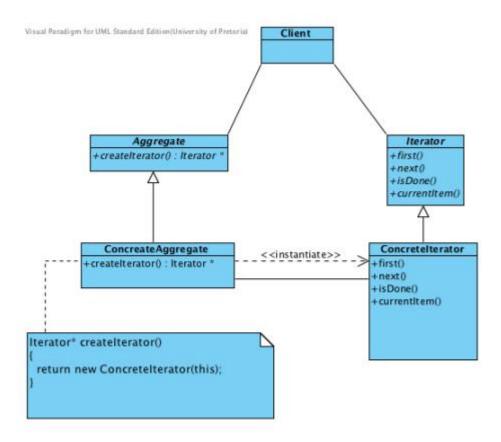
Decorator:



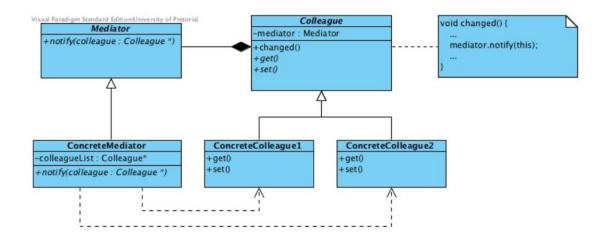
Observer:



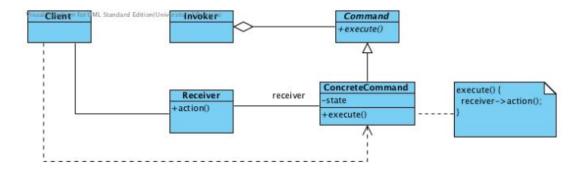
Iterator:



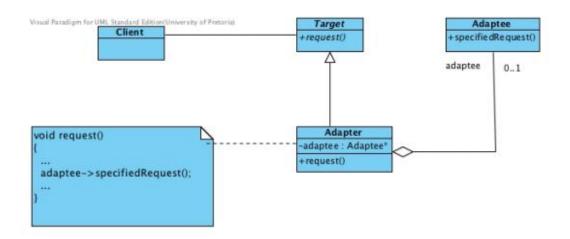
Mediator:



Command:



Adapter:



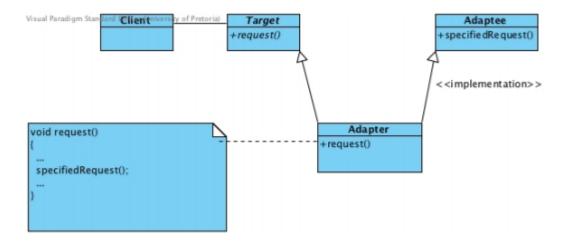


Figure 2: The structure of the Class Adapter Design Pattern

Chain of responsibility:

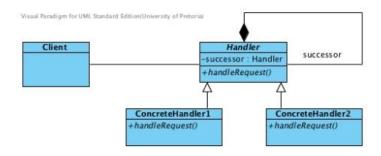
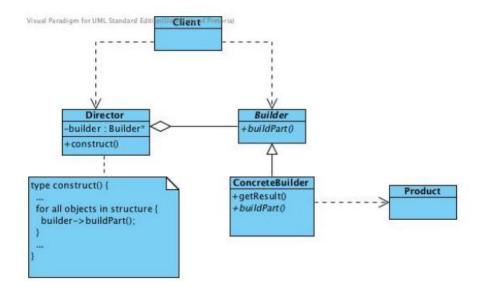


Figure 1: The structure of the Chain of Responsibility Design Pattern

Builder:



Interpreter:

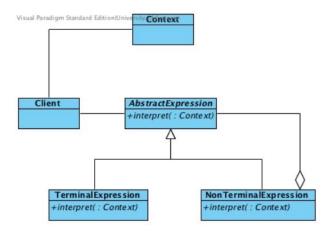
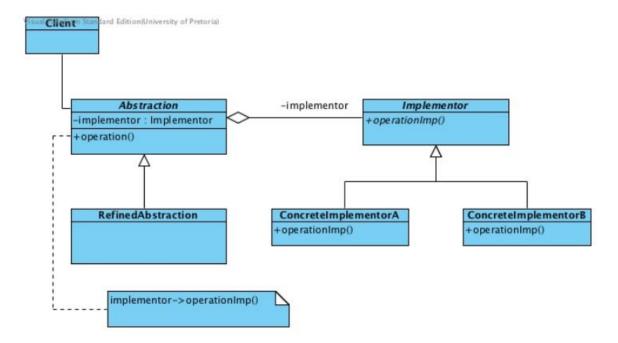
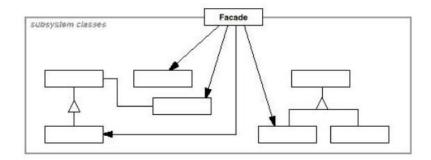


Figure 1: The structure of the Interpreter Design Pattern

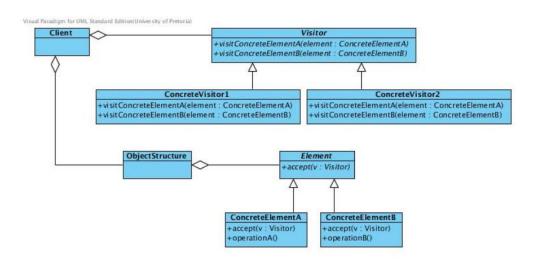
Bridge:



Façade:

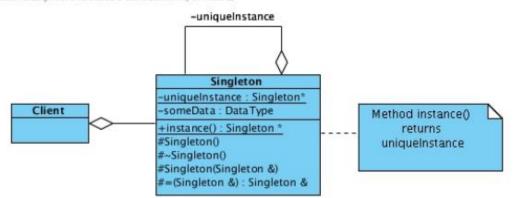


Visitor:

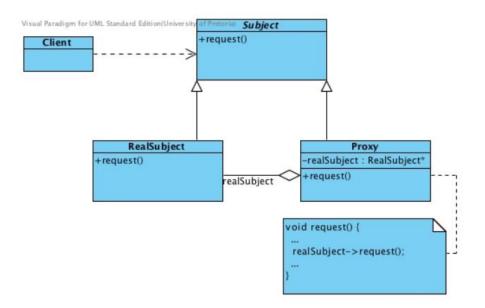


Singleton:

Visual Paradigm for UML Standard Edition(University of Pretoria)



Proxy:



Flyweight:

