Design patterns:

* Creational
  + Builder
  + Factories
    - Abstract Method
    - Factory method
  + Prototype
  + Singleton
* Structural
  + Adapter
  + Bridge
  + Composite
  + Decorator
  + Façade
  + Flyweight
  + Proxy
* Behavioral
  + Chain of Responsibility
  + Command
  + Interpreter
  + Iterator
  + Mediator
  + Memento
  + Observer
  + State
  + Strategy
  + Template Method
  + Visitor

SOLID principles:

Single Responsibility Principle – a class should have a single reason to change.