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| **Creational** | |
| (Virtual Constructor) | The structure of the Factory Method pattern |
|  | Abstract Factory design pattern |
| (Clone) | The structure of the Prototype design pattern |
|  | The structure of the Singleton pattern |
|  | Structure of the Builder design pattern |

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| **Structural** | |
| (Wrapper) | Structure of the Adapter design pattern (the object adapter) |
| (Wrapper) | Structure of the Decorator design pattern |
|  | Structure of the Facade design pattern |
|  | Structure of the Proxy design pattern |
|  | Bridge design pattern |
| (Object Tree) | Structure of the Composite design pattern |
| (Cache) | Structure of the Flyweight design pattern |

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| **Behavioral** | |
| (CoR, Chain of Command) | Structure of the Chain Of Responsibility design pattern |
|  | Structure of the State design pattern |
|  | Structure of the Strategy design pattern |
| (Action, Transaction) | Structure of the Command design pattern |
|  | Structure of the Iterator design pattern |
| (Intermediary, Controller) | Structure of the Mediator design pattern |
| (Snapshot) | Memento based on nested classes |
| (Event-Subscriber, Listener)  ­­­­­­­­­­­ | Structure of the Observer design pattern |
|  | Structure of the Template Method design pattern |
|  | Structure of the Visitor design pattern |