

Purpose	Design Pattern	Aspect(s) That Can Vary
Creational	Abstract Factory (99)	families of product objects
	Builder (110)	how a composite object gets created
	Factory Method (121)	subclass of object that is instantiated
	Prototype (133)	class of object that is instantiated
	Singleton (144)	the sole instance of a class
Structural	Adapter (157)	interface to an object
	Bridge (171)	implementation of an object
	Composite (183)	structure and composition of an object
	Decorator (196)	Responsibilities of an object without subclassing
	Facade (208)	interface to a subsystem
	Flyweight (218)	storage costs of objects
	Proxy (233)	how an object is accessed; its location
Behavioral	Chain of Responsibility (251)	object that can fulfill a request
	Command (263)	when and how a request is fulfilled
	Interpreter (274)	grammar and interpretation of a language
	Iterator (289)	how an aggregate's elements are accessed, traversed
	Mediator (305)	how and which objects interact with each other
	Memento (316)	what private information is stored outside an object, and when
	Observer (326)	number of objects that depend on another object; how the dependent objects stay up to date
	State (338)	states of an object
	Strategy (349)	an algorithm
	Template Method (360)	steps of an algorithm
	Visitor (366)	operations that can be applied to object(s) without changing their class(es)