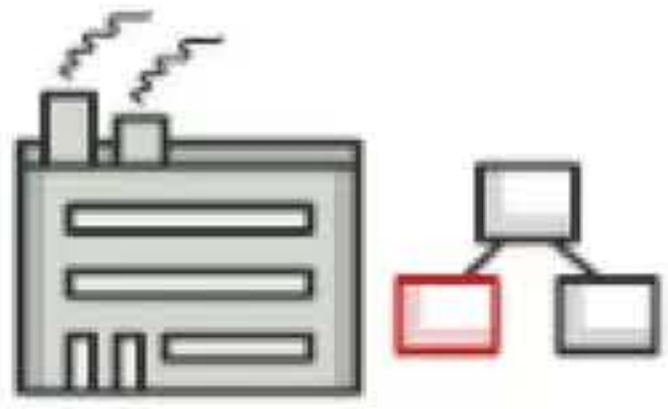


Creational

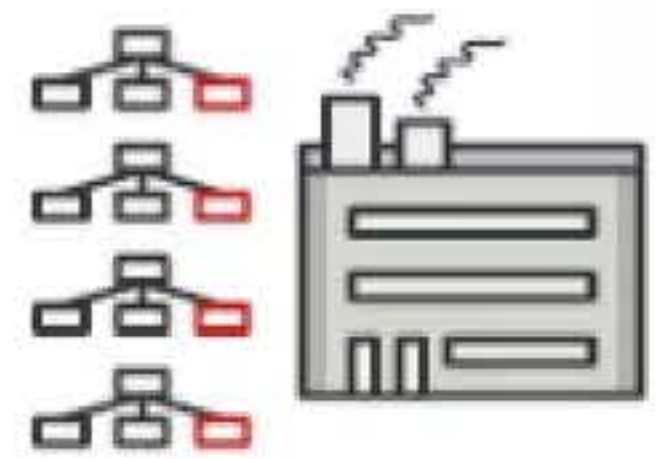
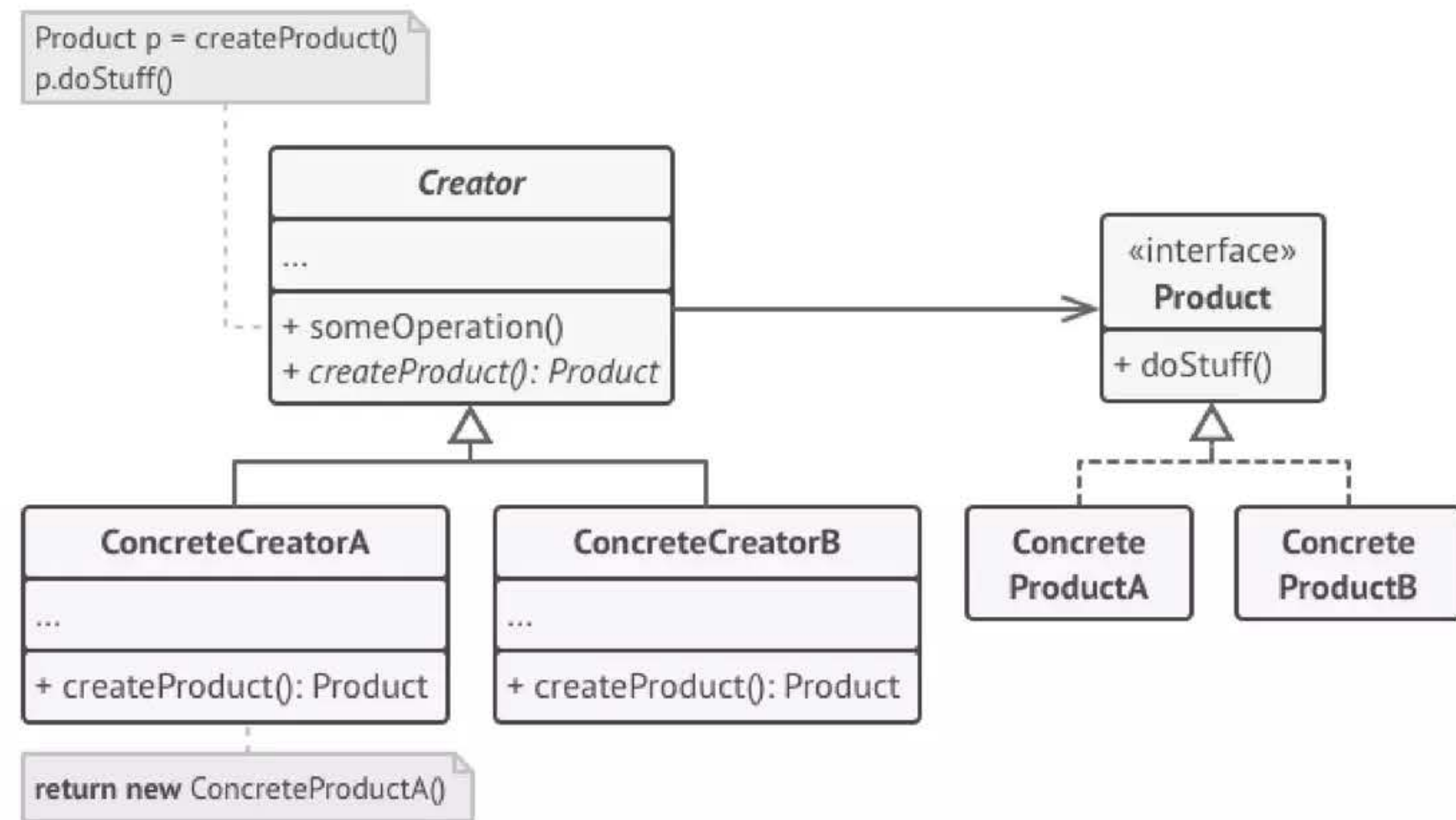


Factory Method

(Virtual Constructor)

Complexity: ★☆☆

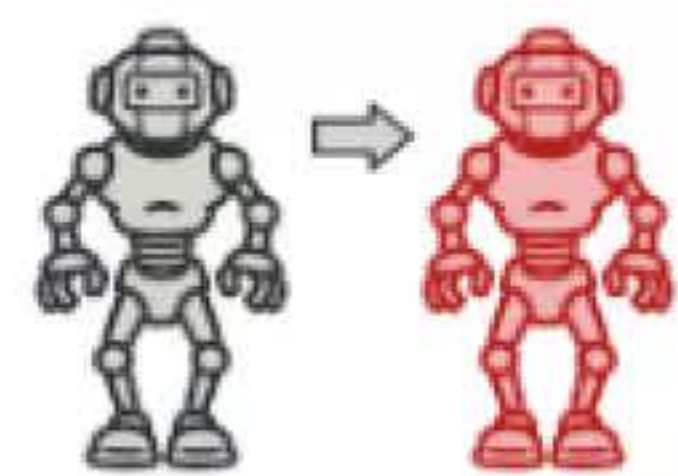
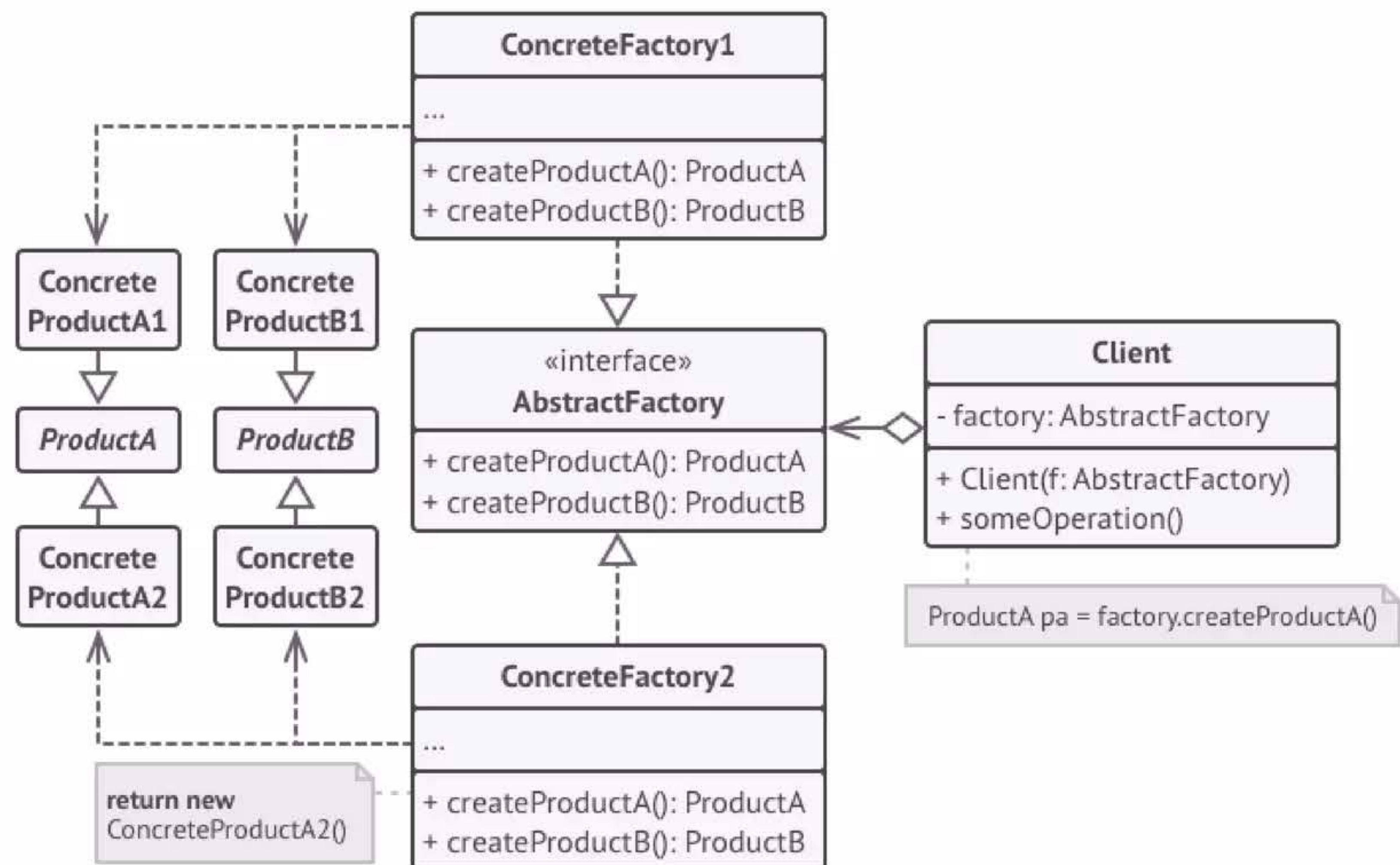
Popularity: ★★★



Abstract Factory

Complexity: ★★★

Popularity: ★★★

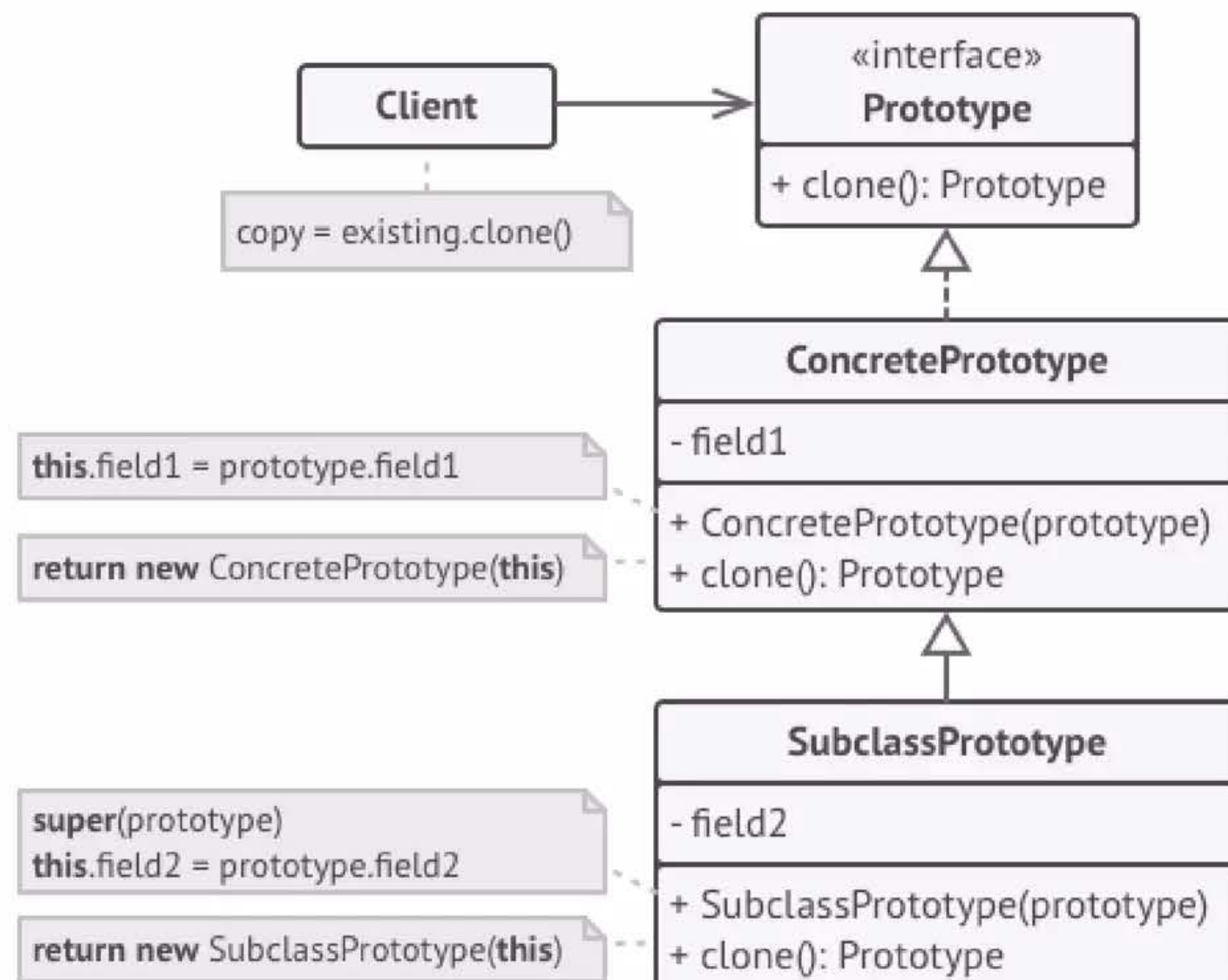


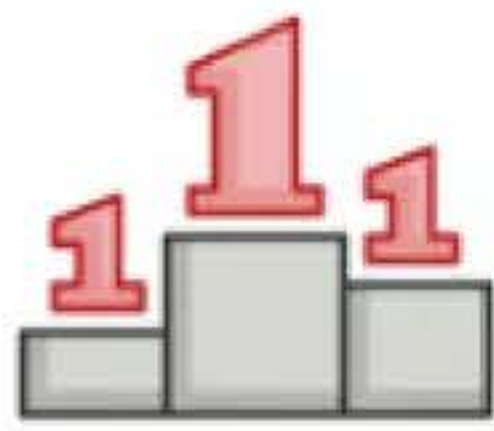
Prototype

(Clone)

Complexity: ★☆☆

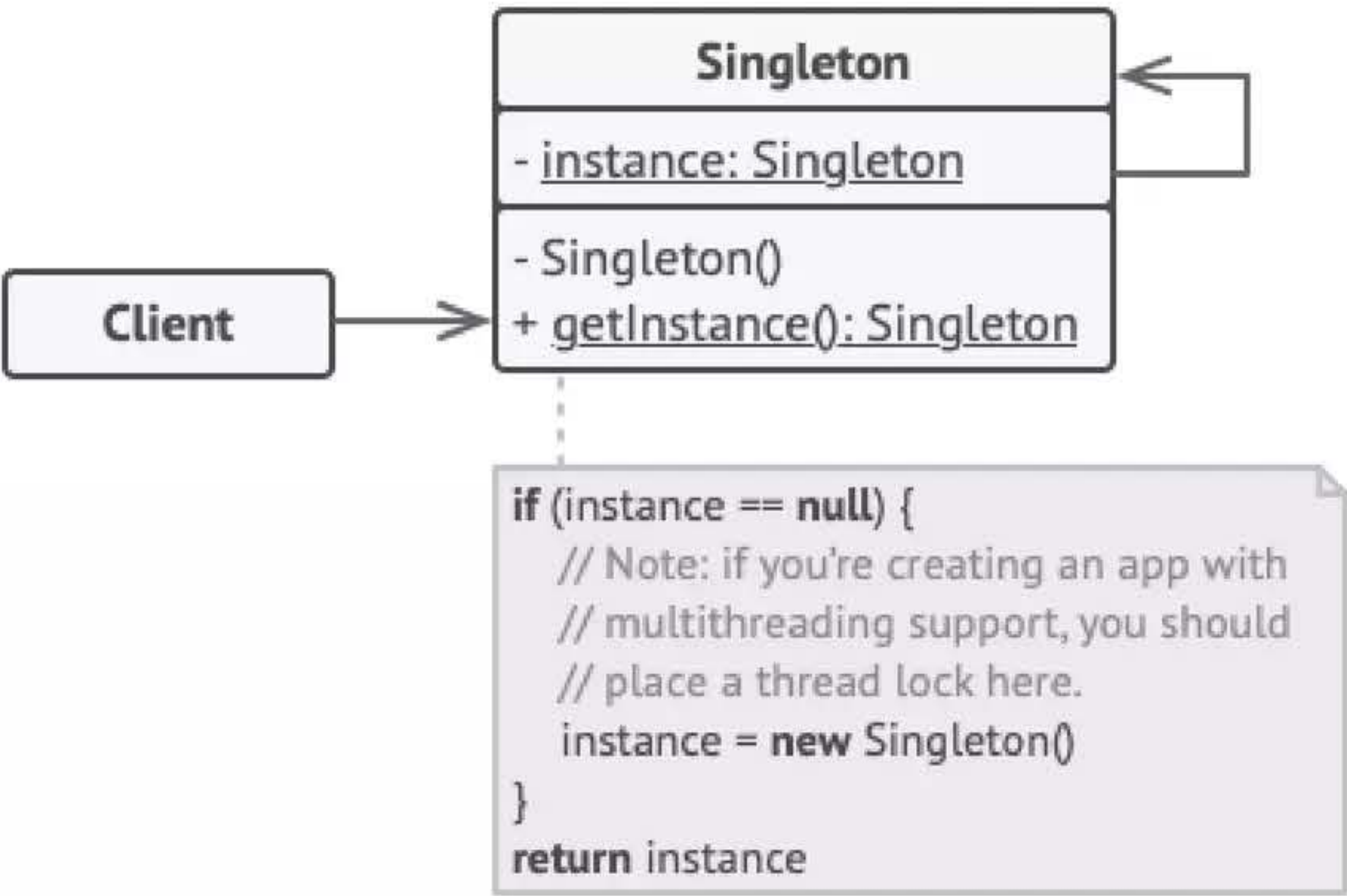
Popularity: ★★☆☆





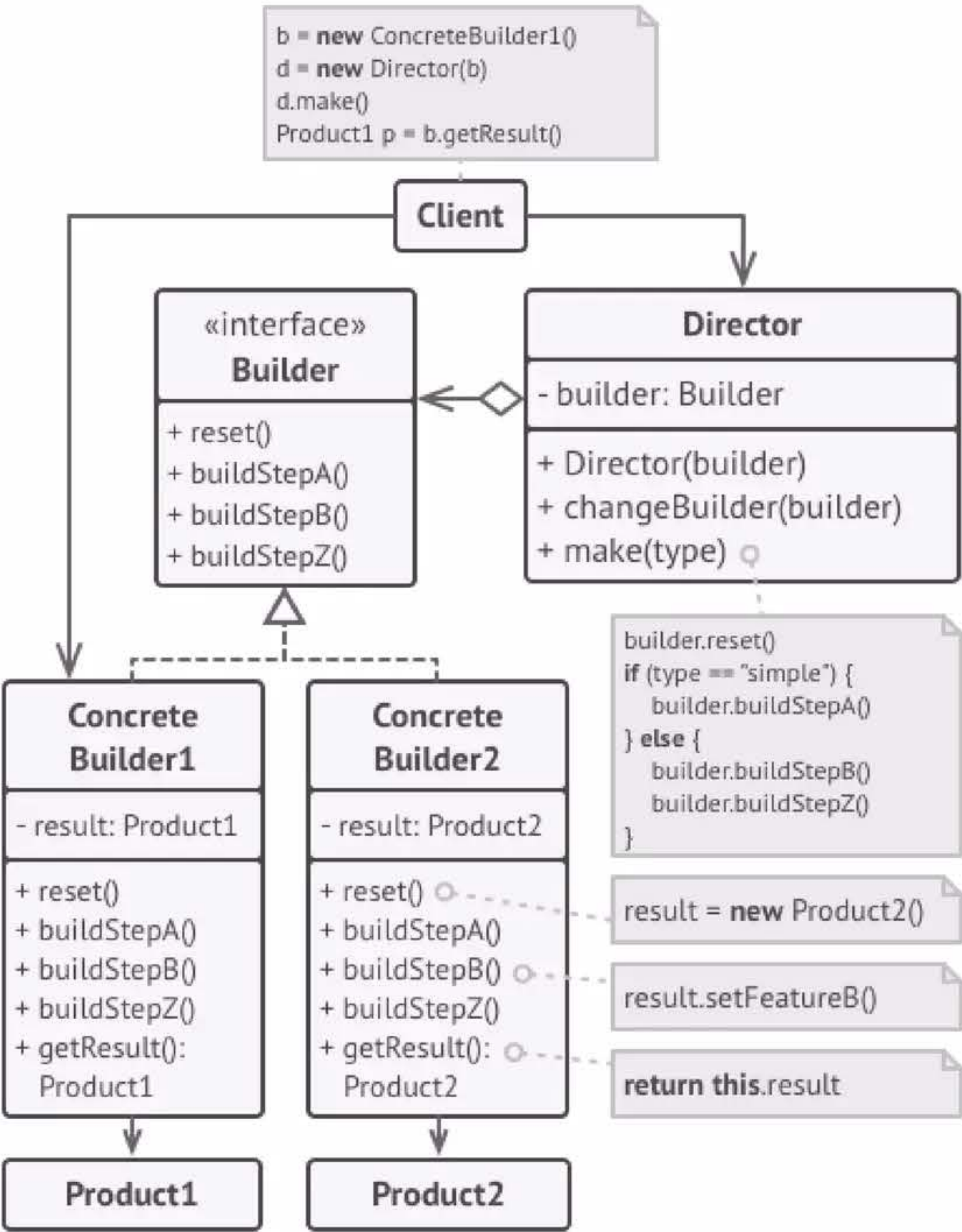
Singleton

Complexity: ★☆☆
Popularity: ★★★

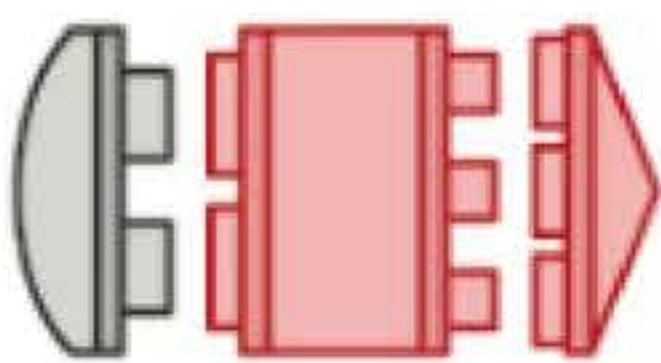


Builder

Complexity: ★★★
Popularity: ★★★

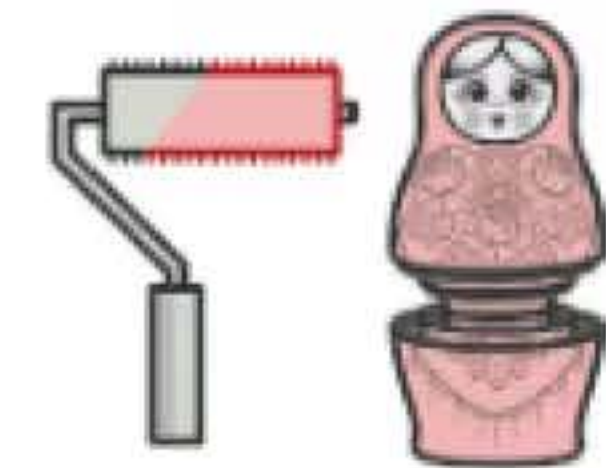
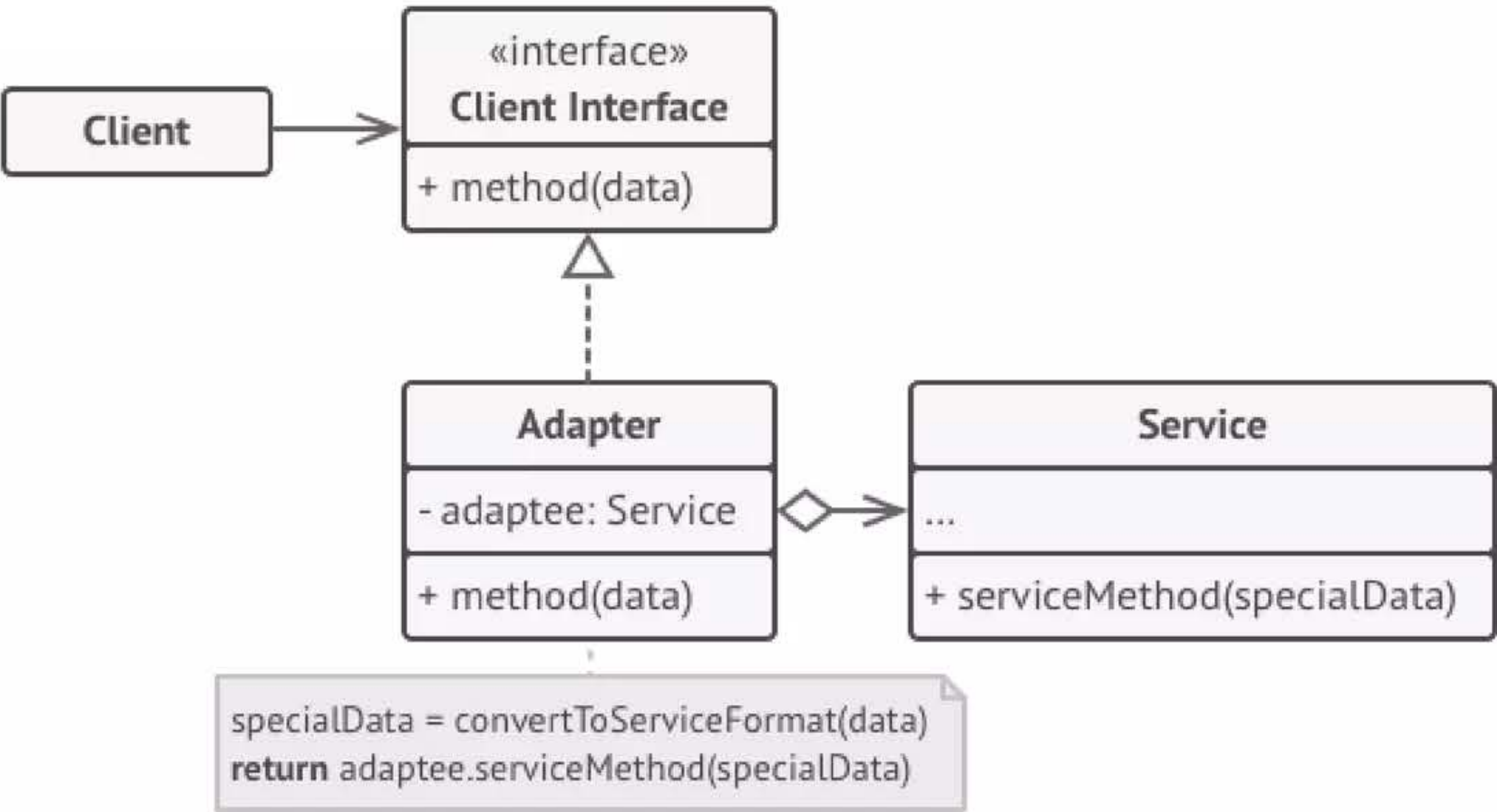


Structural



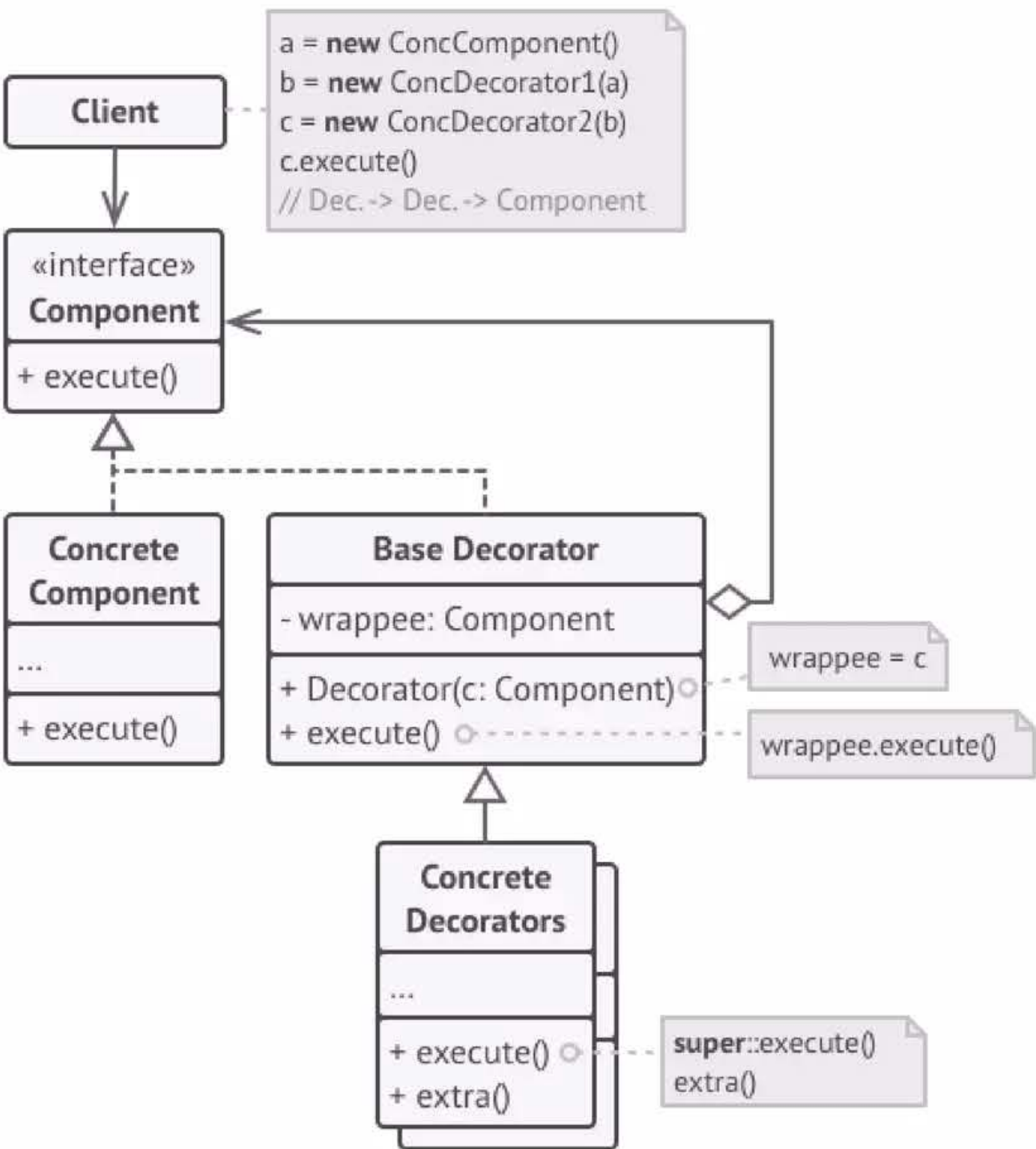
Adapter
(Wrapper)

Complexity: ★☆☆
Popularity: ★★★



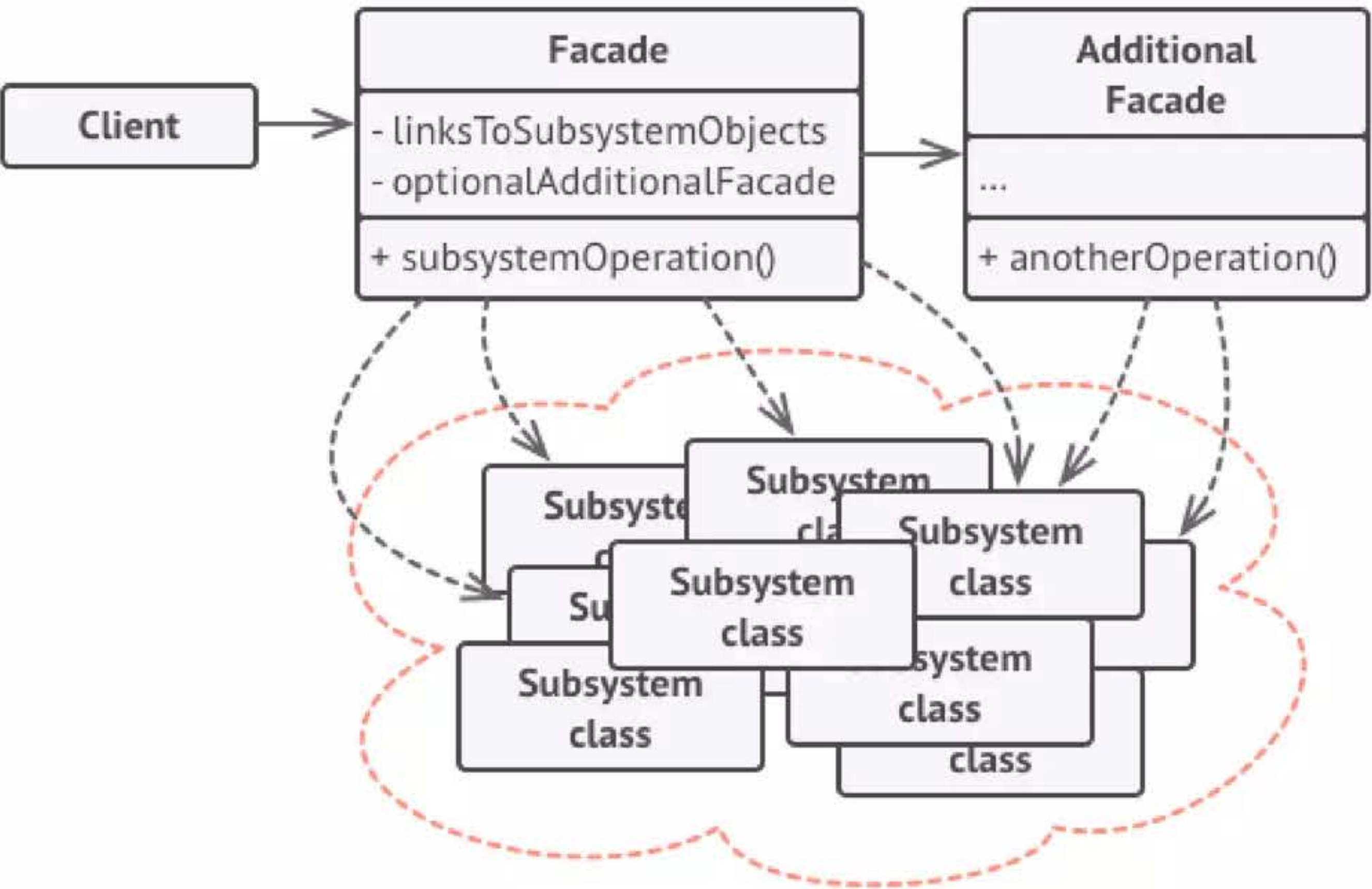
Decorator
(Wrapper)

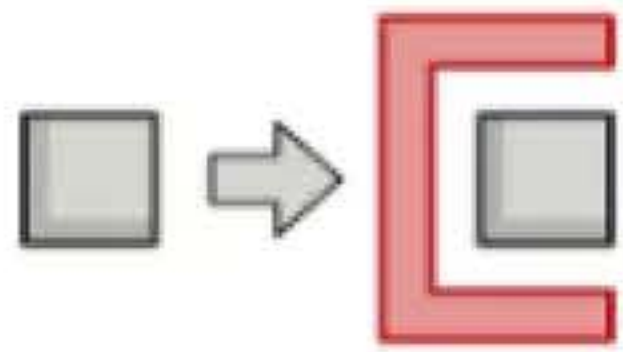
Complexity: ★★★
Popularity: ★★★



Facade

Complexity: ★☆☆
Popularity: ★★★

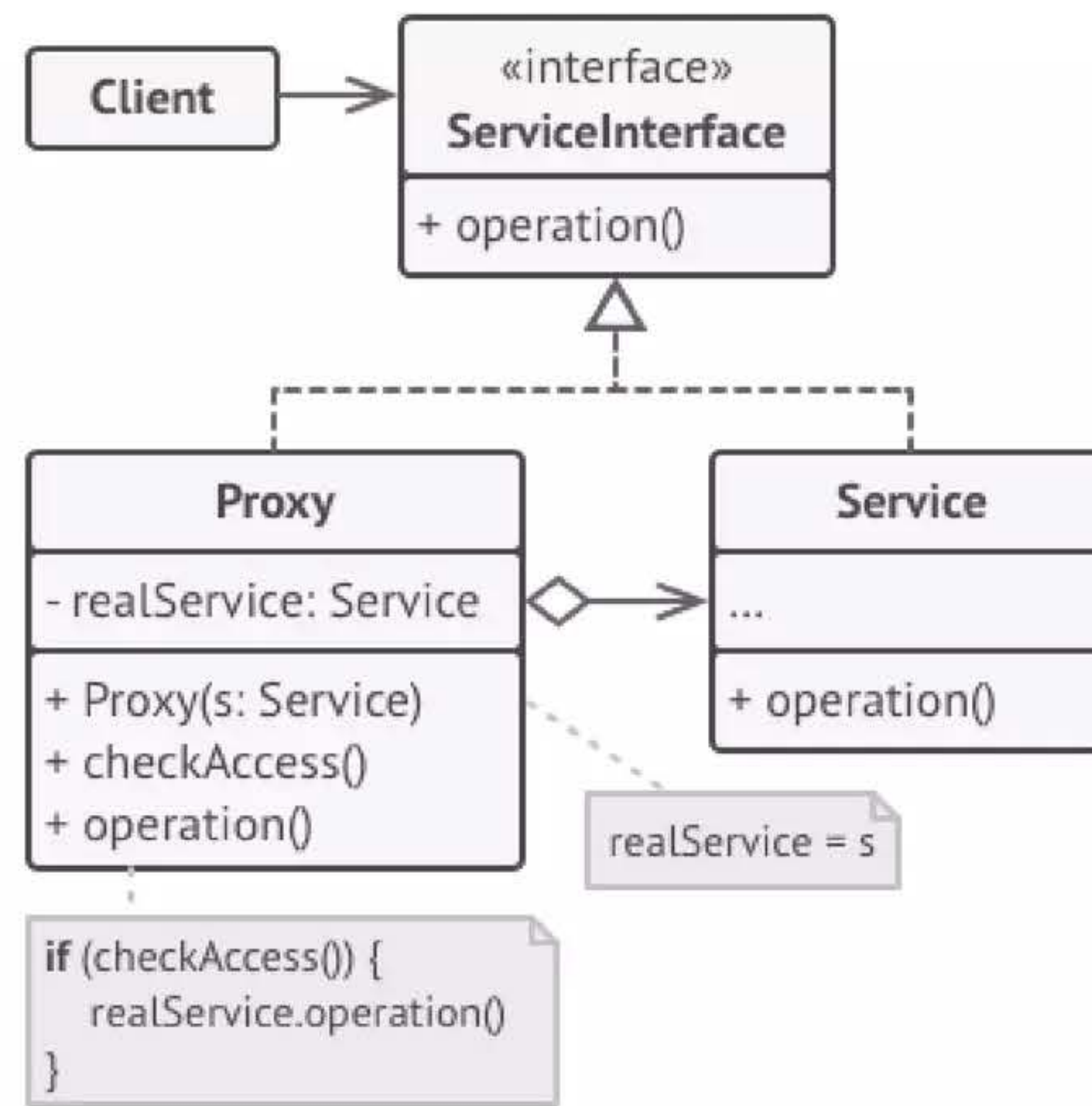




Proxy

Complexity: ★★☆☆

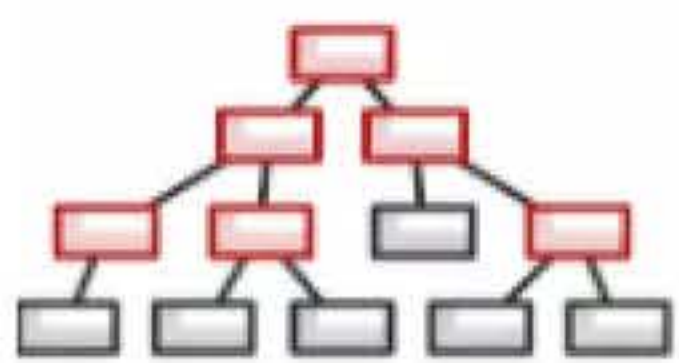
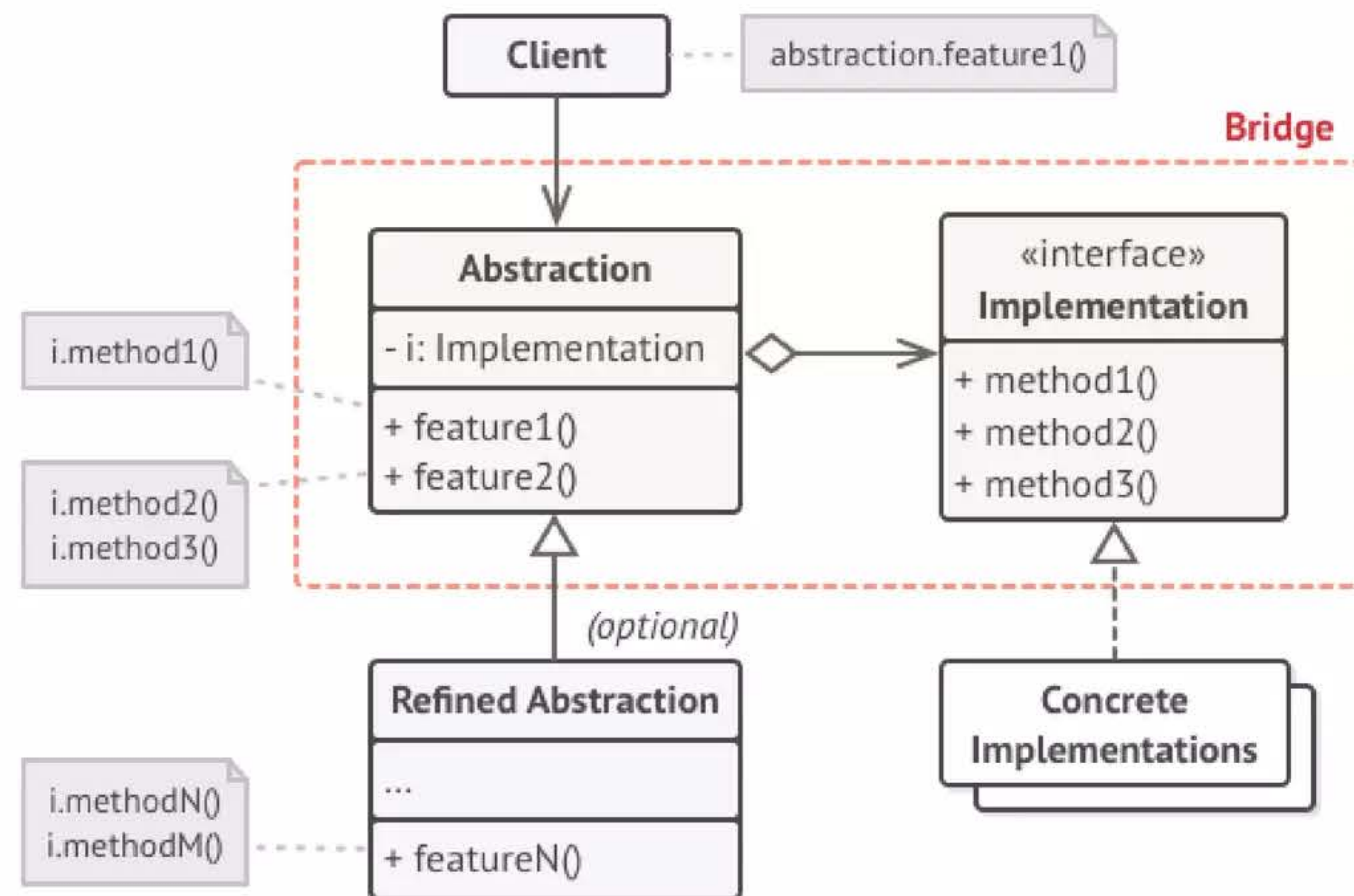
Popularity: ★☆☆☆



Bridge

Complexity: ★★★★★

Popularity: ★☆☆☆

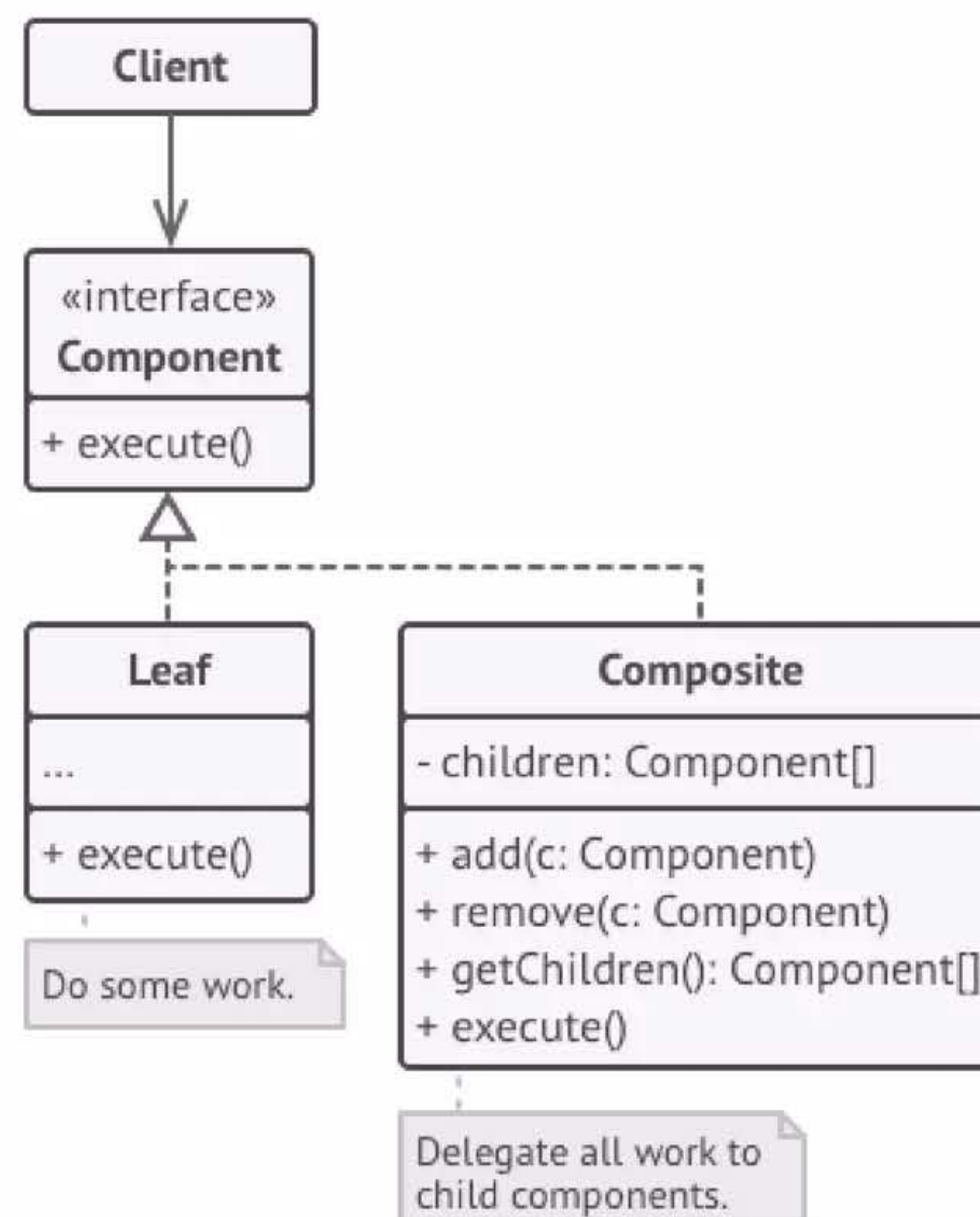


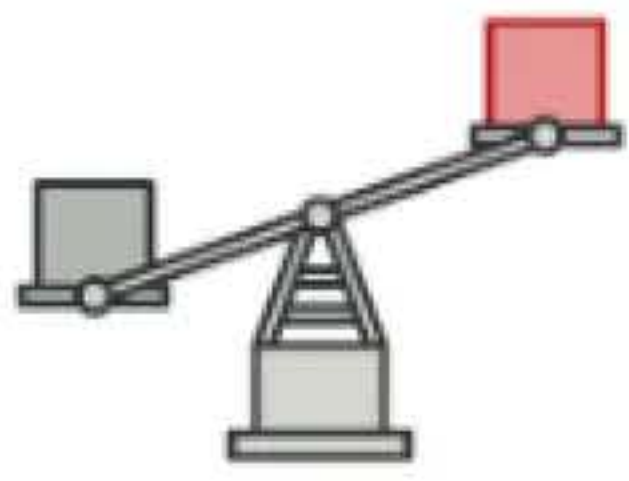
Composite

(Object Tree)

Complexity: ★★☆☆

Popularity: ★★☆☆



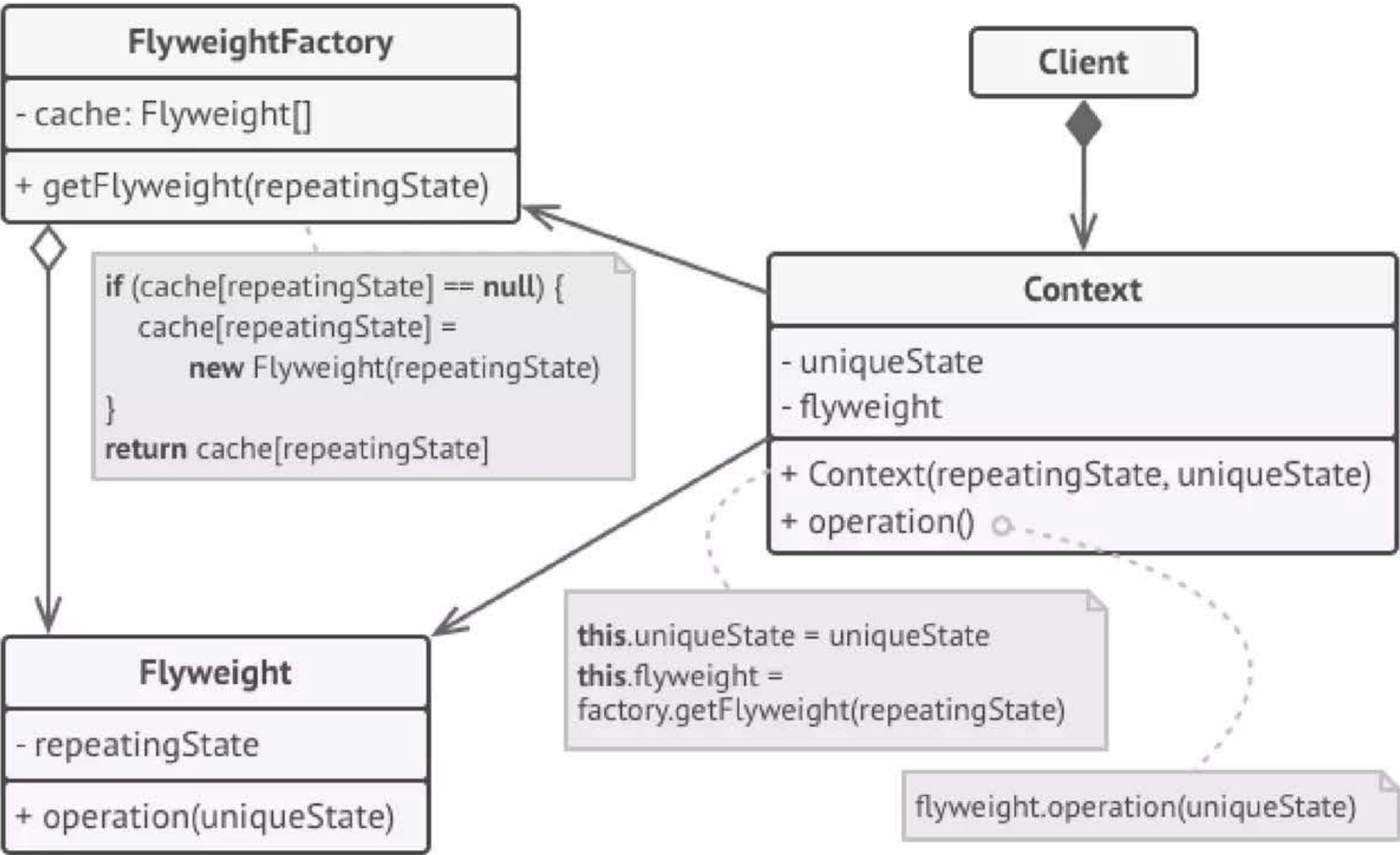


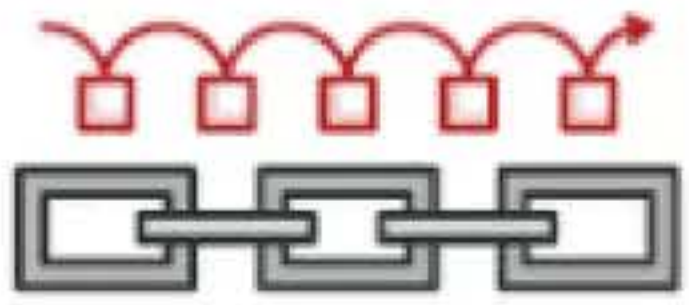
Flyweight

(Cache)

Complexity: ★★★★★

Popularity: ★☆☆☆☆



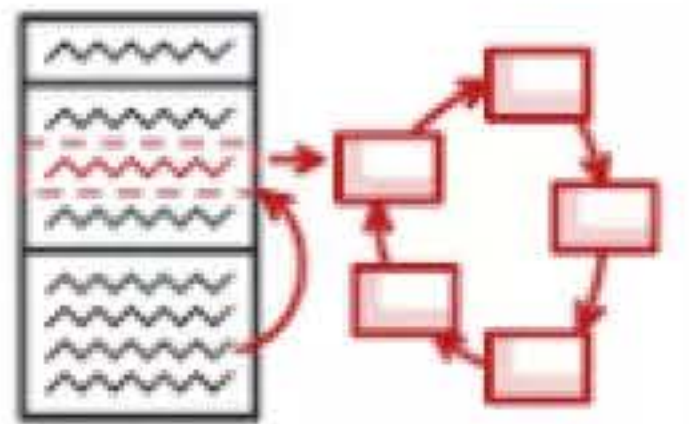


Chain of Responsibility

(CoR, Chain of Command)

Complexity: ★★☆☆

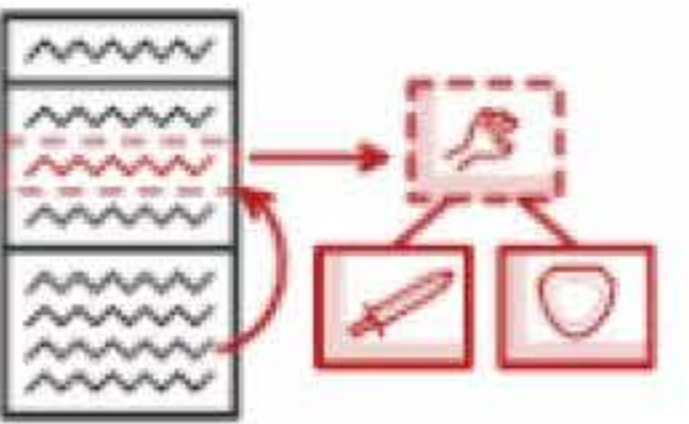
Popularity: ★☆☆☆



State

Complexity: ★☆☆☆

Popularity: ★★☆☆

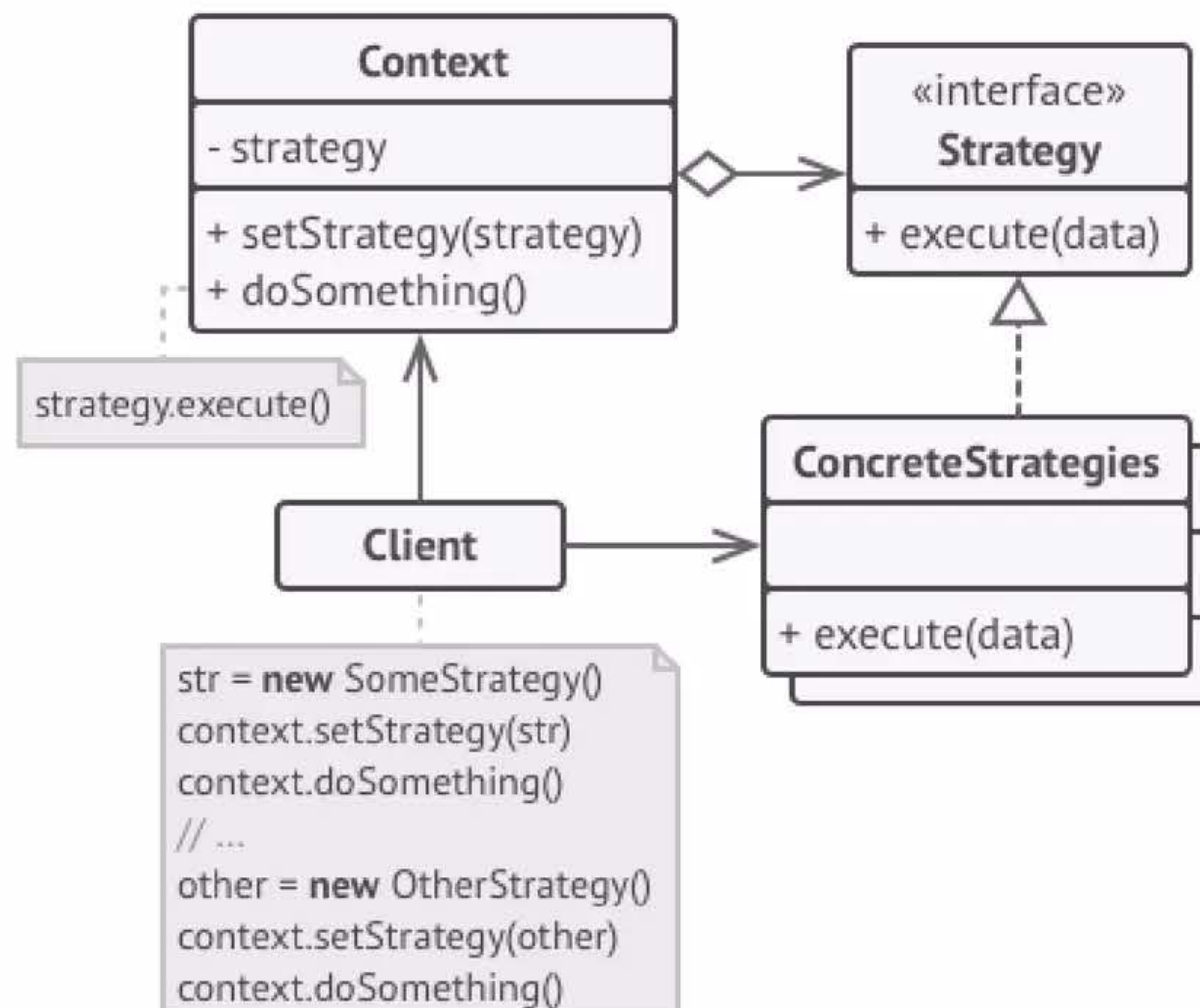
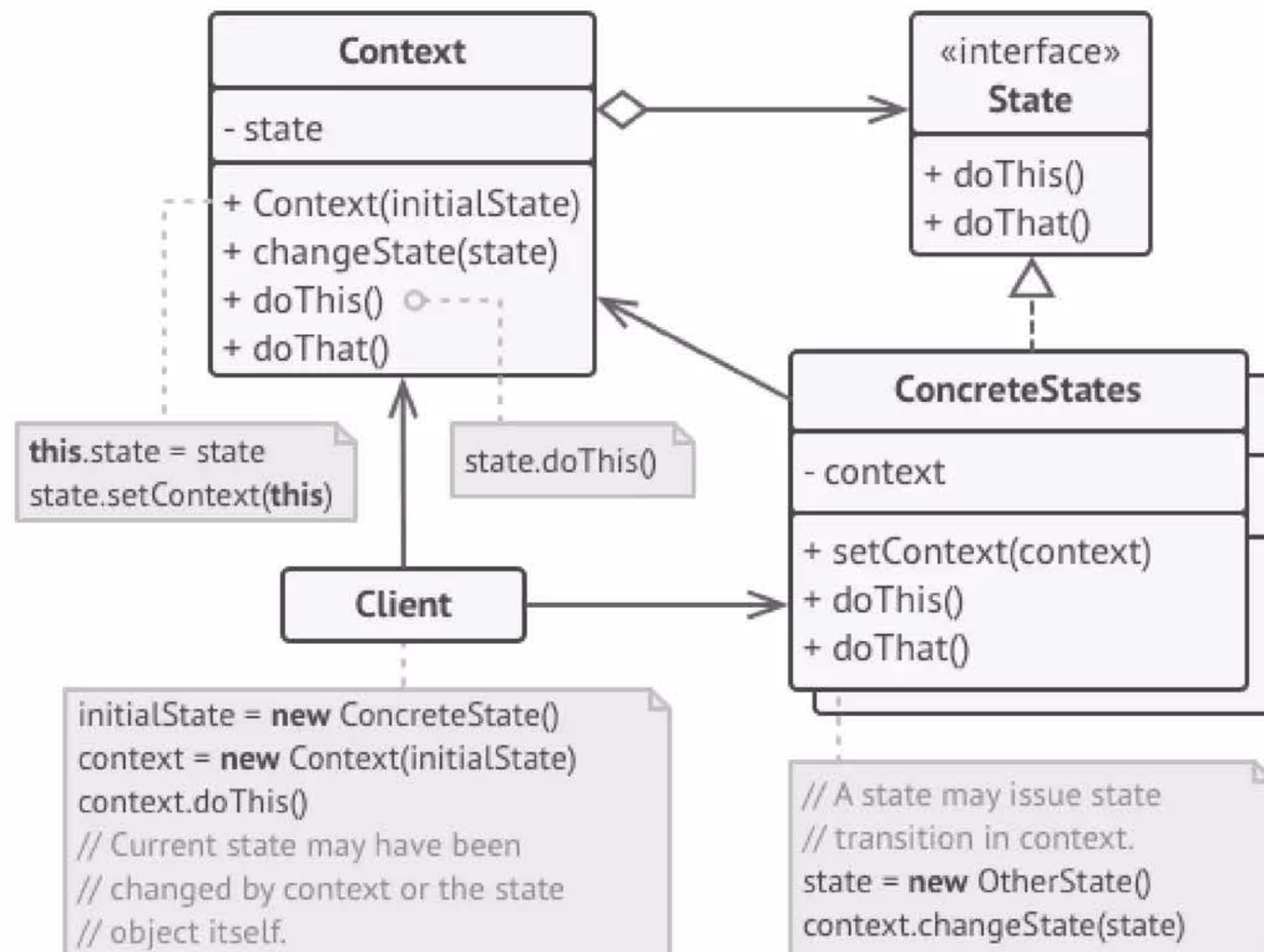
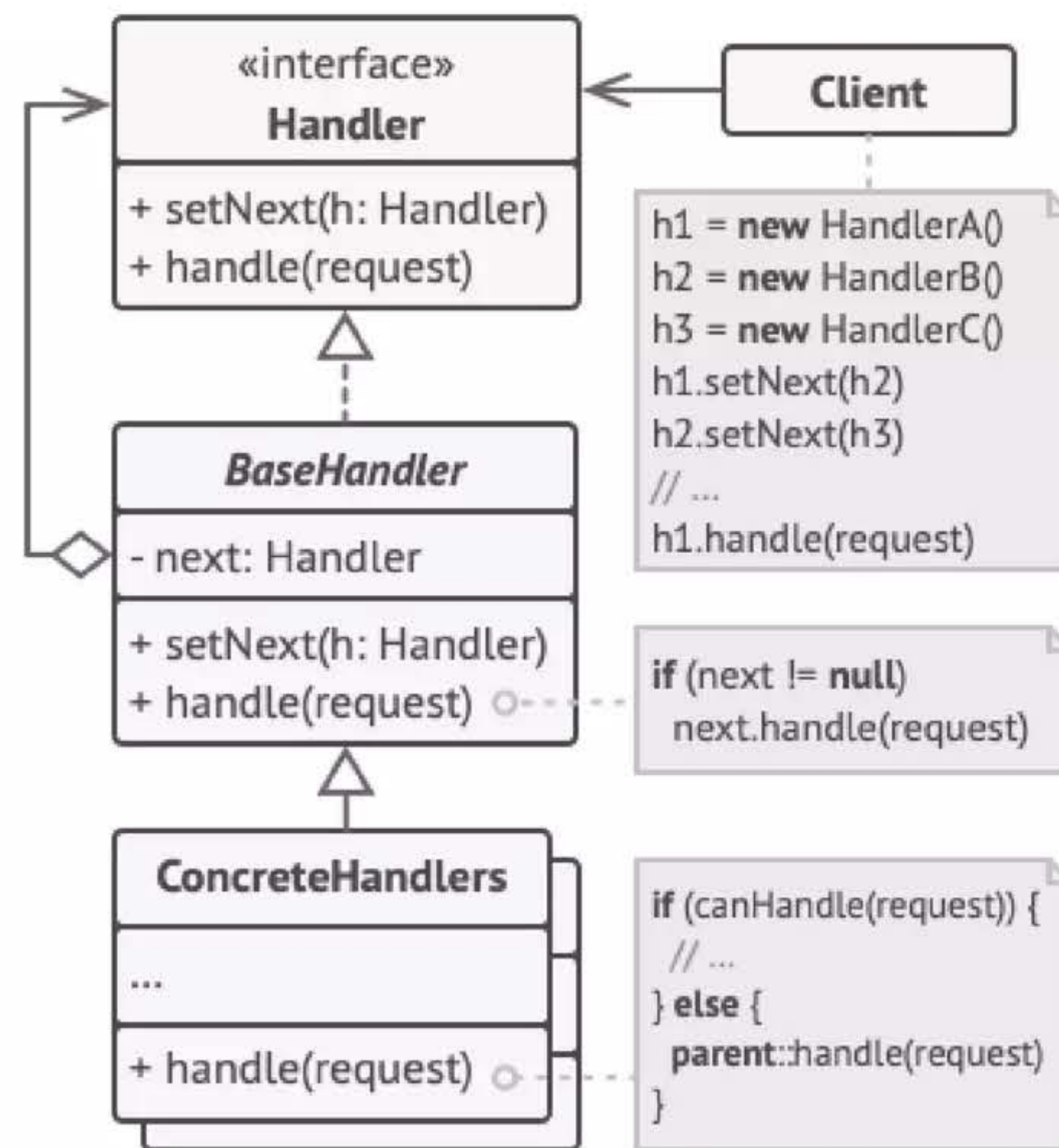


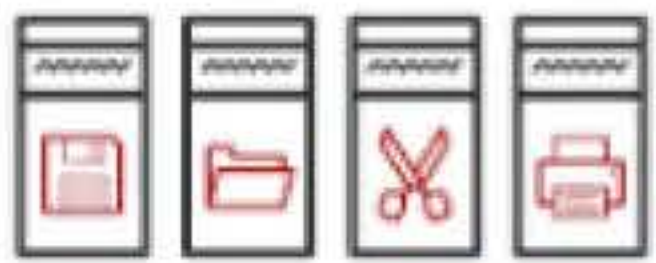
Strategy

Complexity: ★☆☆☆

Popularity: ★★★★★

Behavioral



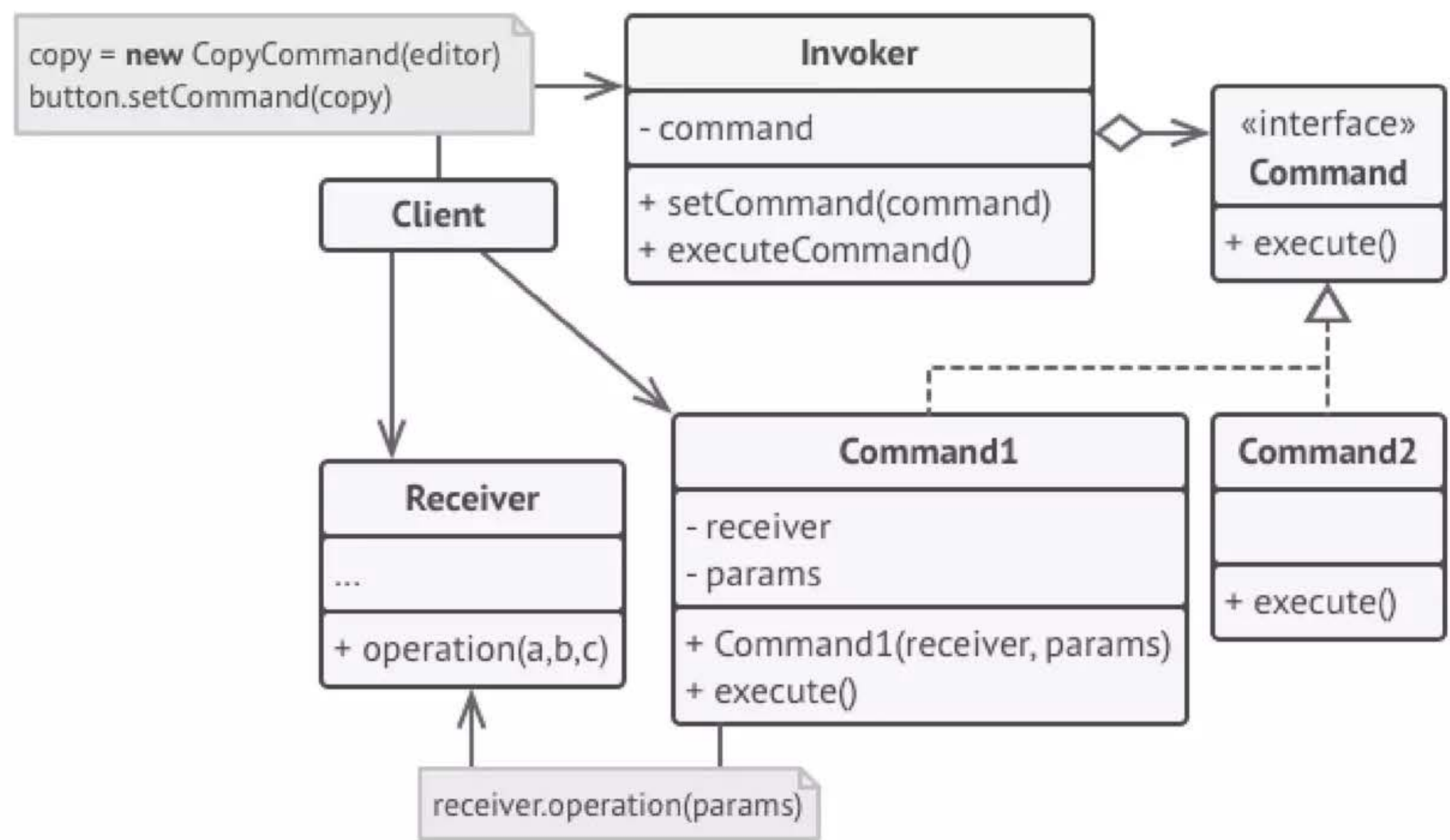


Command

(Action, Transaction)

Complexity: ★☆☆

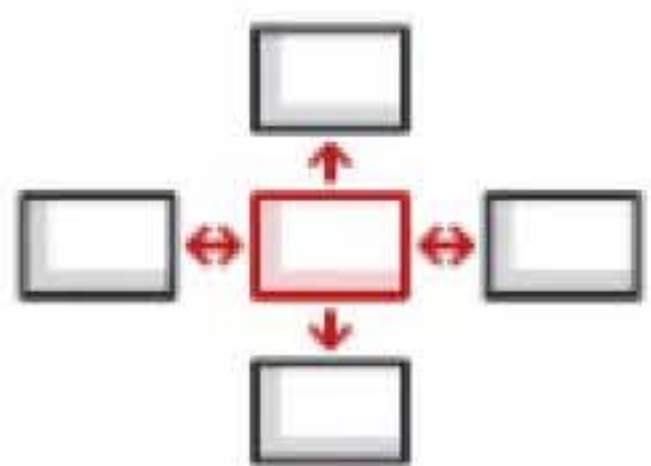
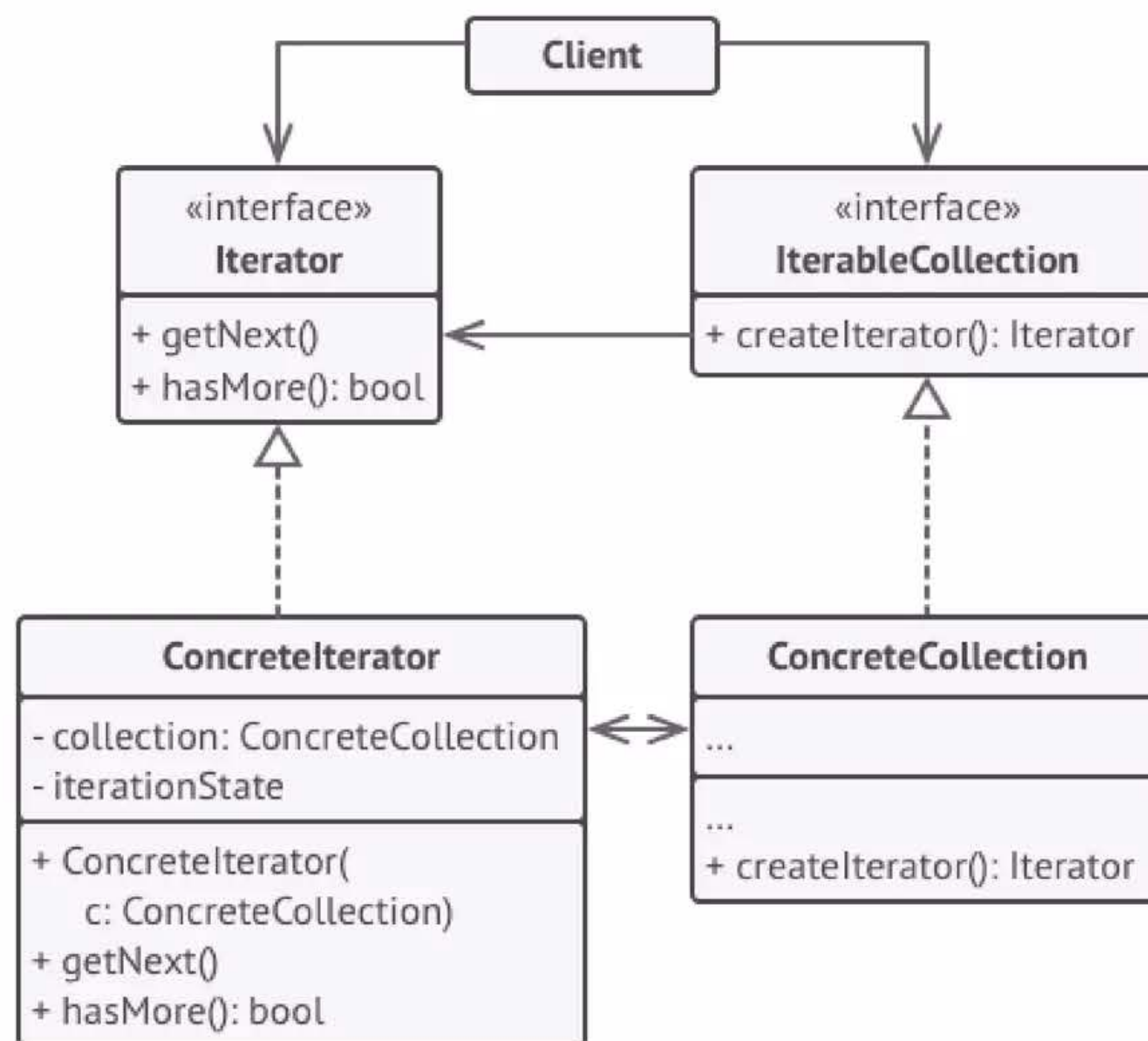
Popularity: ★★★



Iterator

Complexity: ★★★

Popularity: ★★★

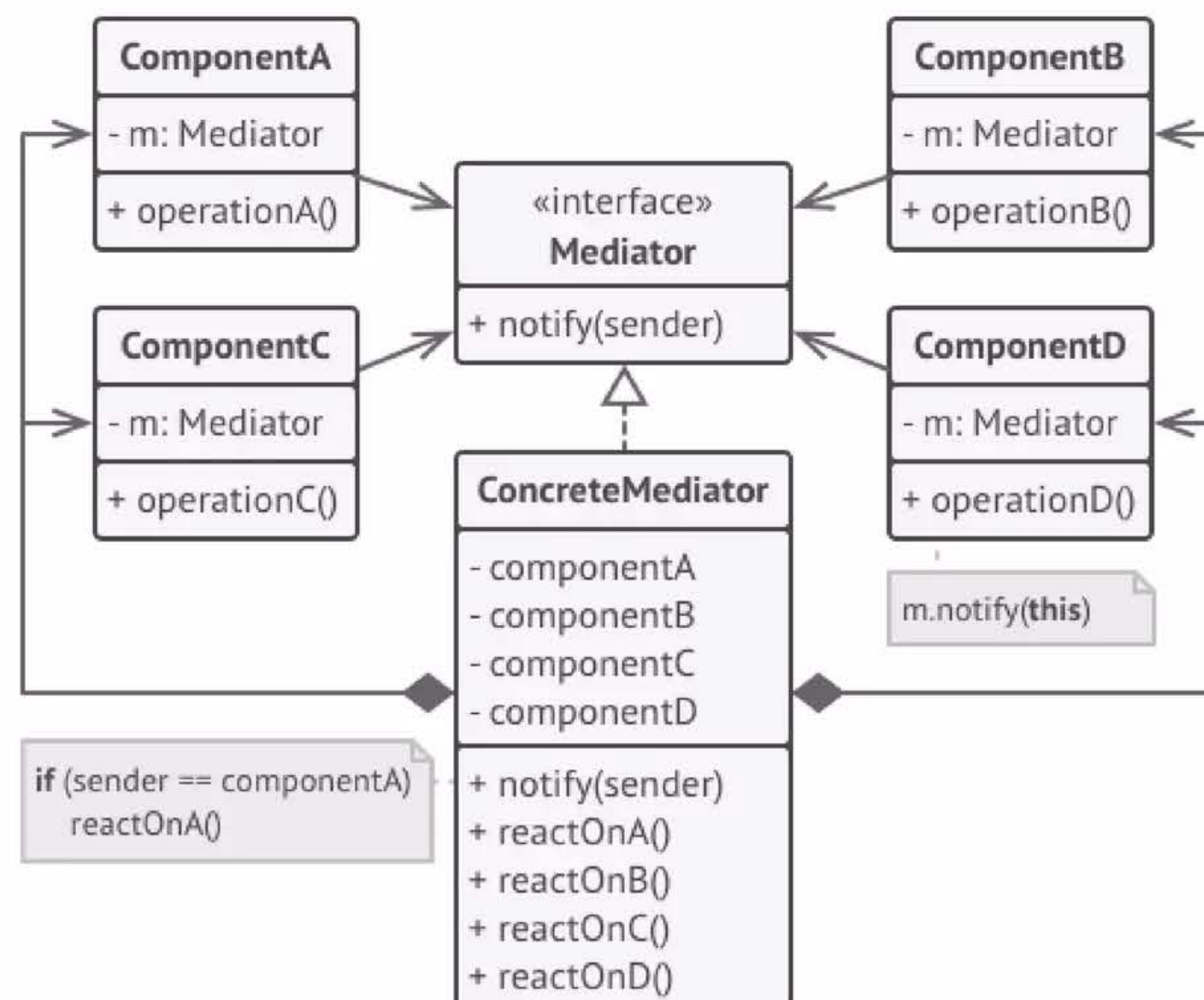


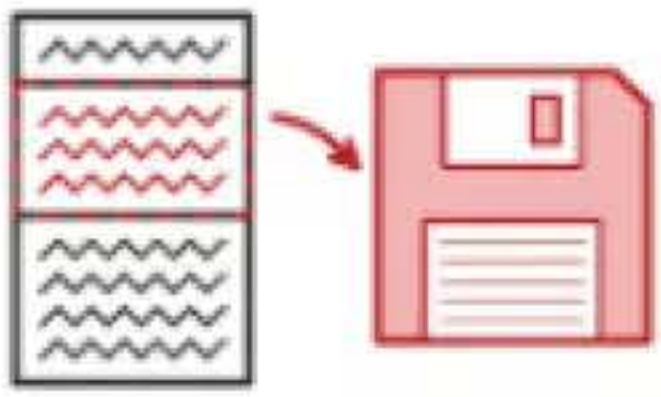
Mediator

(Intermediary, Controller)

Complexity: ★★★

Popularity: ★★★



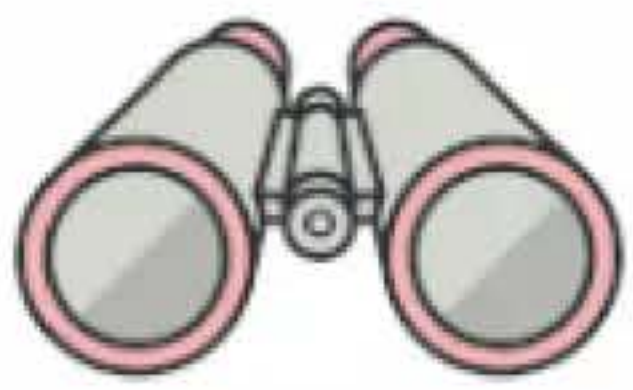
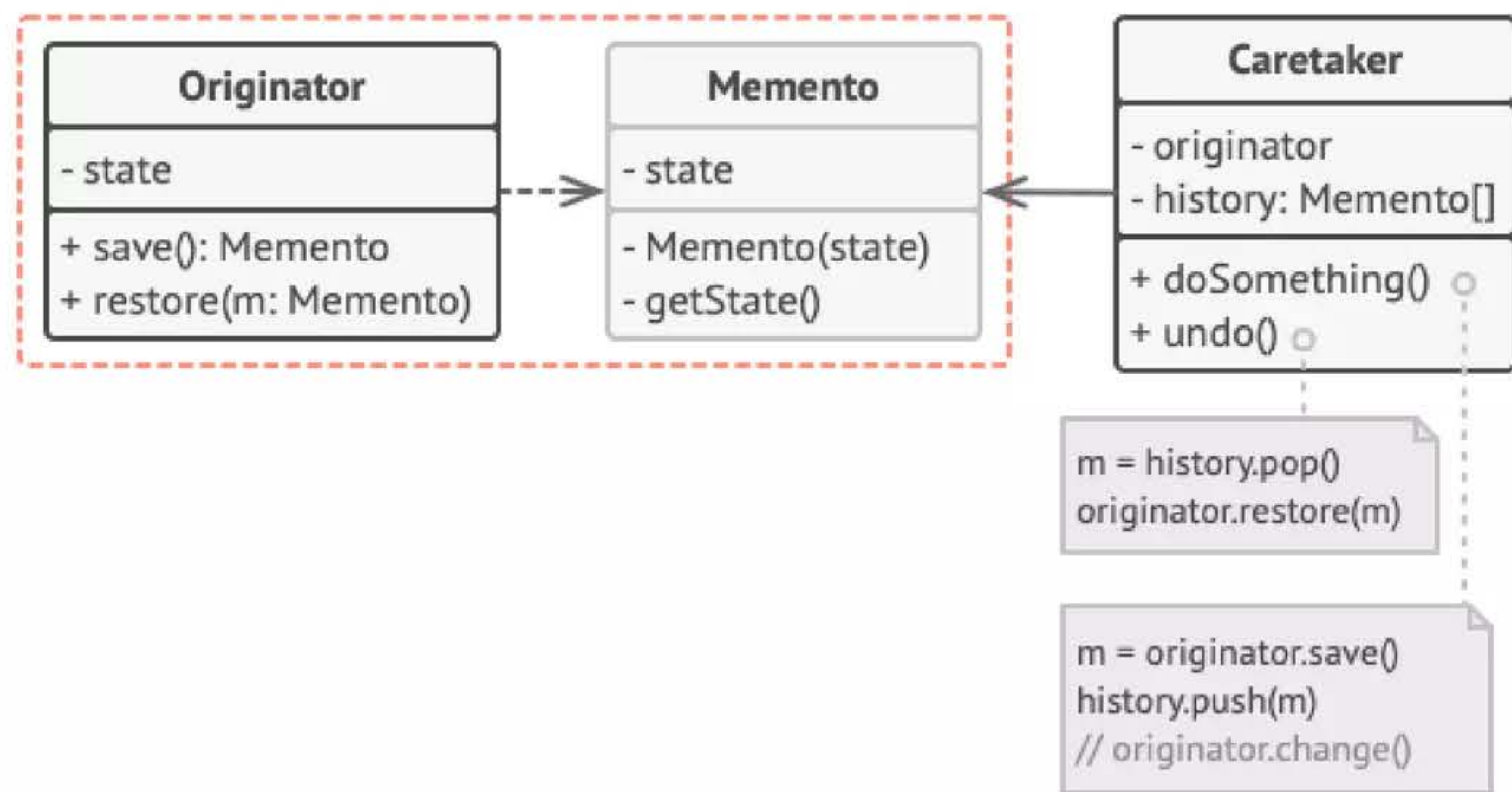


Memento

(Snapshot)

Complexity: ★★★

Popularity: ★☆☆

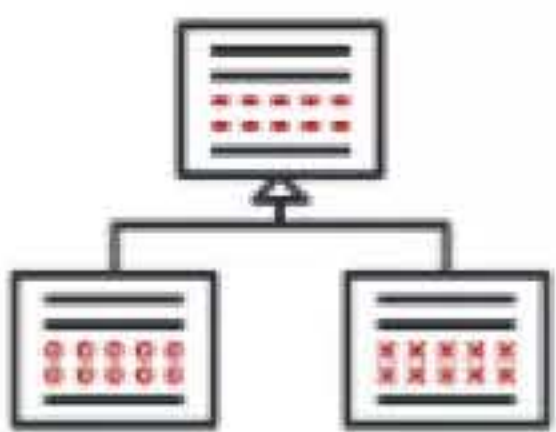
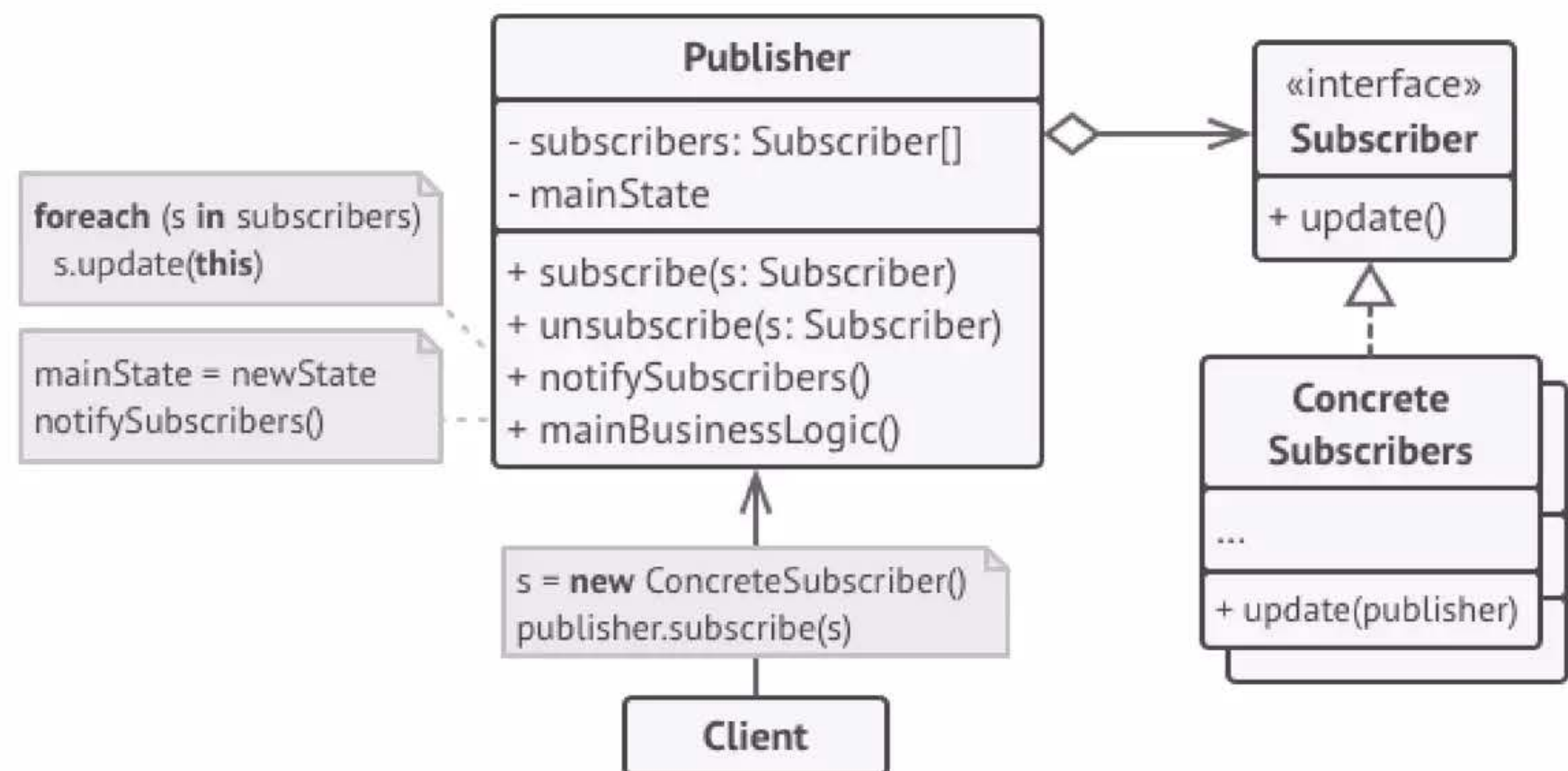


Observer

(Event-Subscriber,
Listener)

Complexity: ★★☆☆

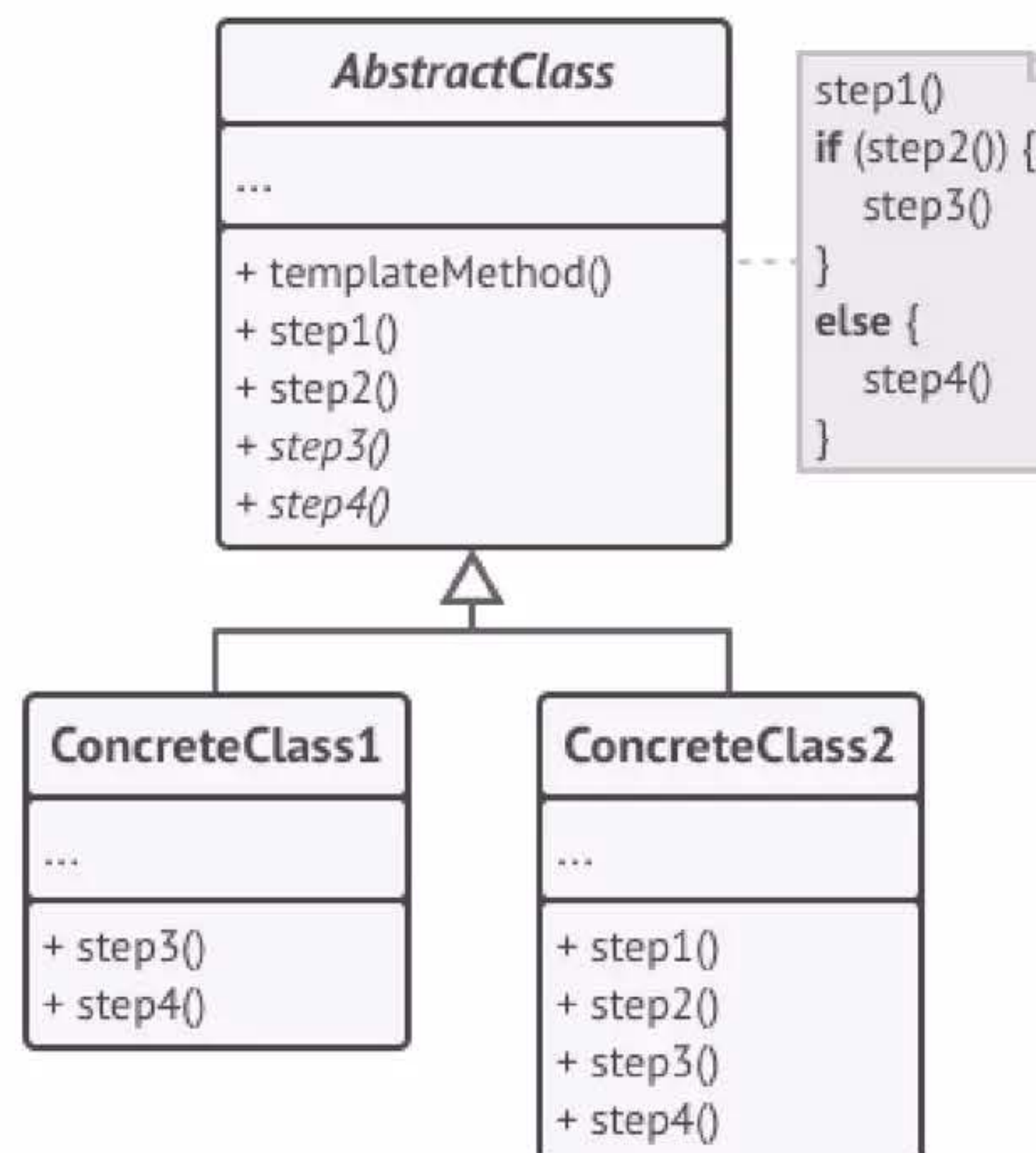
Popularity: ★★★★★

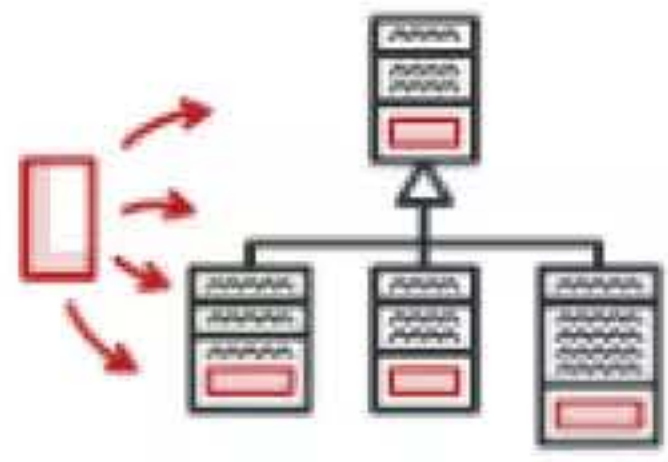


Template Method

Complexity: ★☆☆

Popularity: ★★☆☆





Visitor

Complexity: ★★★★★

Popularity: ★☆☆☆☆

