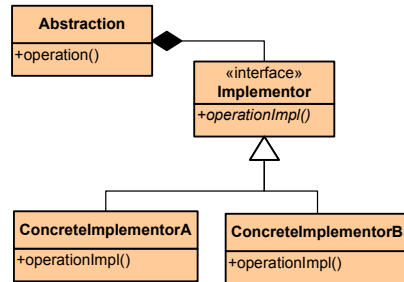


Adapter

Type: Structural

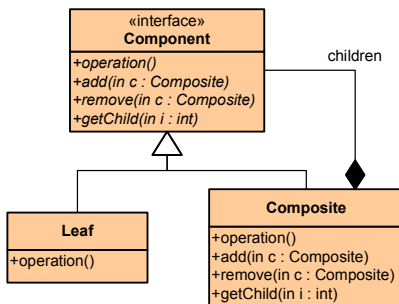
What it is:
Convert the interface of a class into another interface clients expect. Lets classes work together that couldn't otherwise because of incompatible interfaces.



Bridge

Type: Structural

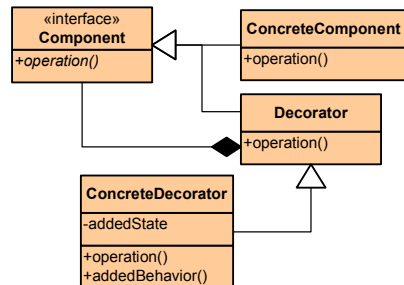
What it is:
Decouple an abstraction from its implementation so that the two can vary independently.



Composite

Type: Structural

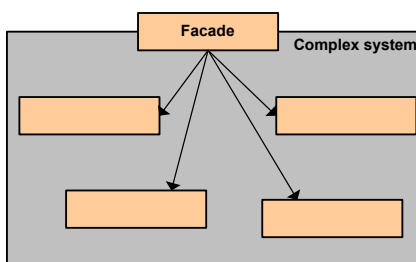
What it is:
Compose objects into tree structures to represent part-whole hierarchies. Lets clients treat individual objects and compositions of objects uniformly.



Decorator

Type: Structural

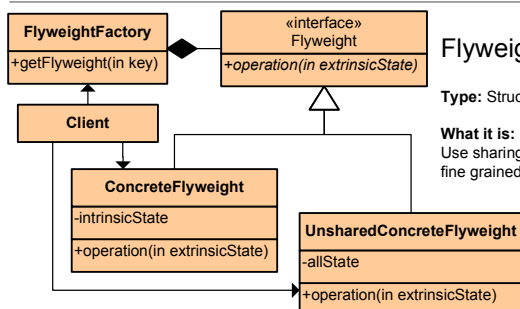
What it is:
Attach additional responsibilities to an object dynamically. Provide a flexible alternative to sub-classing for extending functionality.



Facade

Type: Structural

What it is:
Provide a unified interface to a set of interfaces in a subsystem. Defines a high-level interface that makes the subsystem easier to use.



Flyweight

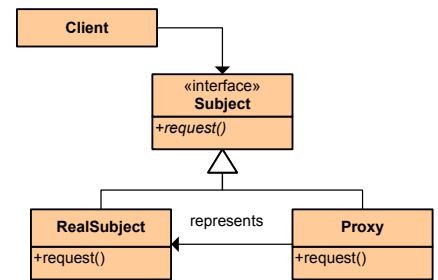
Type: Structural

What it is:
Use sharing to support large numbers of fine grained objects efficiently.

Proxy

Type: Structural

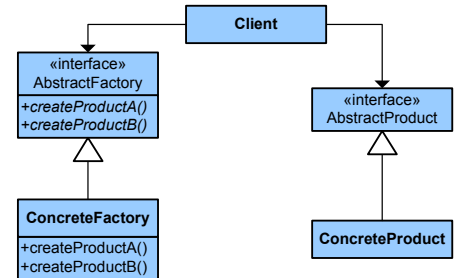
What it is:
Provide a surrogate or placeholder for another object to control access to it.



Abstract Factory

Type: Creational

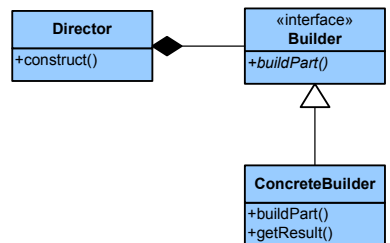
What it is:
Provides an interface for creating families of related or dependent objects without specifying their concrete class.



Builder

Type: Creational

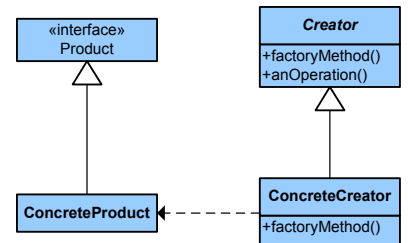
What it is:
Separate the construction of a complex object from its representing so that the same construction process can create different representations.



Factory Method

Type: Creational

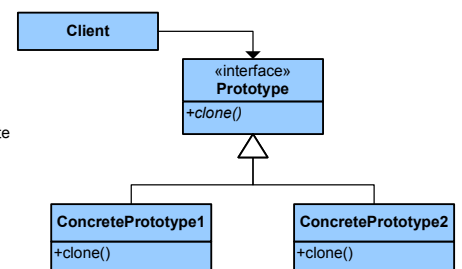
What it is:
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.



Prototype

Type: Creational

What it is:
Specify the kinds of objects to create using a prototypical instance, and create new objects by copying this prototype.



Singleton

Type: Creational

What it is:
Ensure a class only has one instance and provide a global point of access to it.

