Refactoring To Patterns

- C Abstract Factory
- S Adapter
- S Bridge
- C Builder
- B Chain of Responsibility
- B Command
- S Composite
- S Decorator

- S Facade
- C Factory Method
- S Flyweight
- B Interpreter
- B Iterator
- B Mediator
- B Memento
- C Prototype

- S Proxy
- B Observer
- C Singleton
- B State
- B Strategy
- B Template Method
- B Visitor