

Enlaza cada patrón con su definición

PATTERN	DESCRIPTION
Decorator	Subclasses decide how to implement steps in an algorithm.
State	Encapsulates a request as an object.
Strategy	Allows objects to be notified when state changes.
Observer	Simplifies the interface of a set of classes.
Template Method	Wraps an object to provide new behavior.
Command	Encapsulates state-based behaviors and uses delegation to switch between behaviors.
Proxy	Encapsulates interchangeable behaviors and uses delegation to decide which one to use.