Patterns

1. Action
   1. Strategy
   2. Template
   3. Mediator
   4. Iterator
   5. Observer
   6. Visitor
2. Creation
   1. Singleton
   2. Abstract factory
   3. Factory
   4. Builder
3. Structure
   1. Adapter
   2. Façade
   3. Decorator
   4. Composite
   5. Proxy

* **S**RP
* **O**CP
* **L**SP
* **I**SP
* **D**IP