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# The Catalog of Design Patterns

## Creational patterns

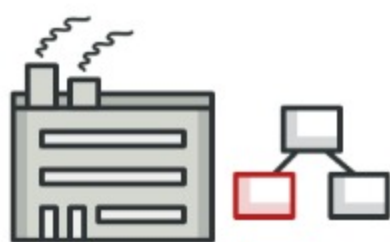
These patterns provide various object creation mechanisms, which increase flexibility and reuse of existing code.

## Structural patterns

These patterns explain how to assemble objects and classes into larger structures while keeping these structures flexible and efficient.

## Behavioral patterns

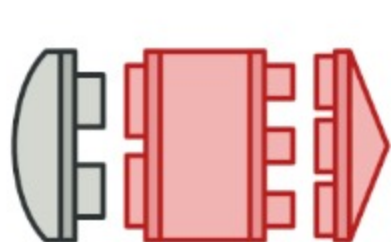
These patterns are concerned with algorithms and the assignment of responsibilities between objects.



Factory Method



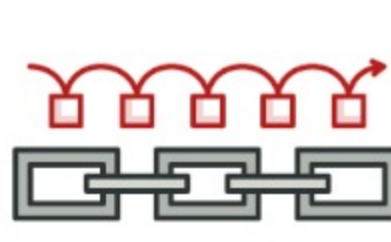
Abstract Factory



Adapter



Bridge



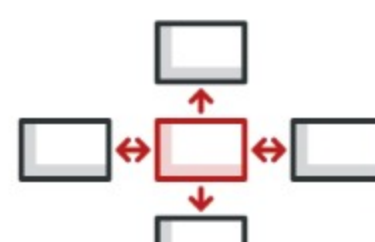
Chain of Responsibility



Command



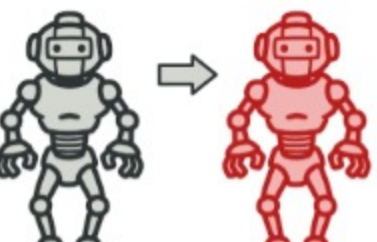
Iterator



Mediator



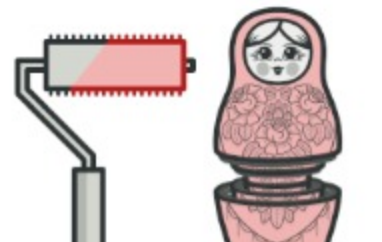
Builder



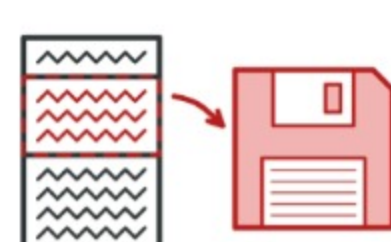
Prototype



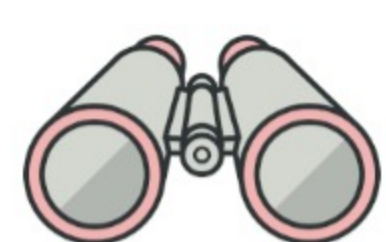
Composite



Decorator



Memento



Observer



State



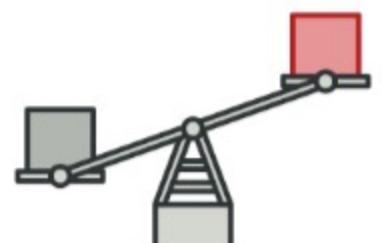
Strategy



Singleton



Facade



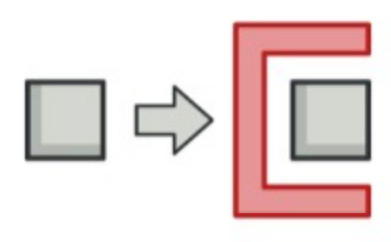
Flyweight



Template Method



Visitor



Proxy

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