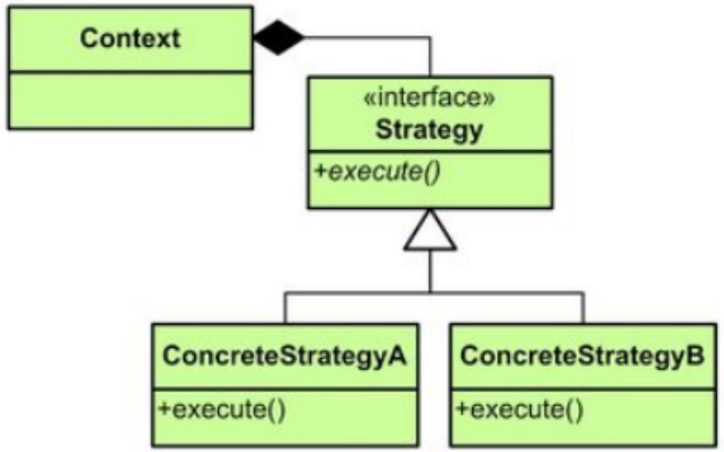
Strategy

Type: Behavioral

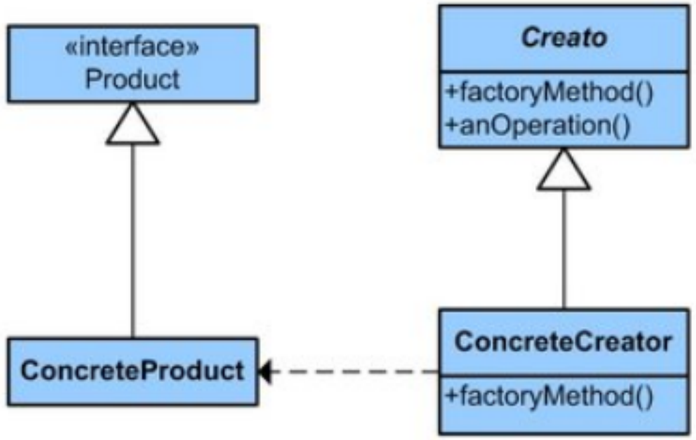
What it is:
Define a family of algorithms, encapsulate each one, and make them interchangeable. Lets the algorithm vary independently from clients that use it.



Factory Method

Type: Creational

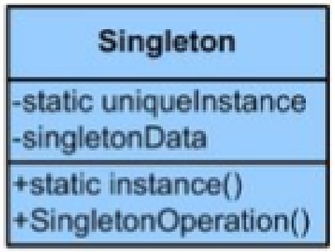
What it is:
Define an interface for creating an object, but let subclasses decide which class to instantiate. Lets a class defer instantiation to subclasses.

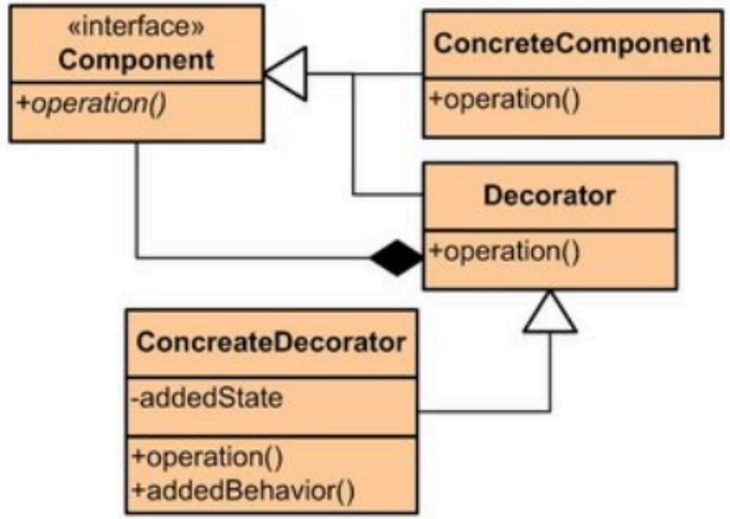


Singleton

Type: Creational

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

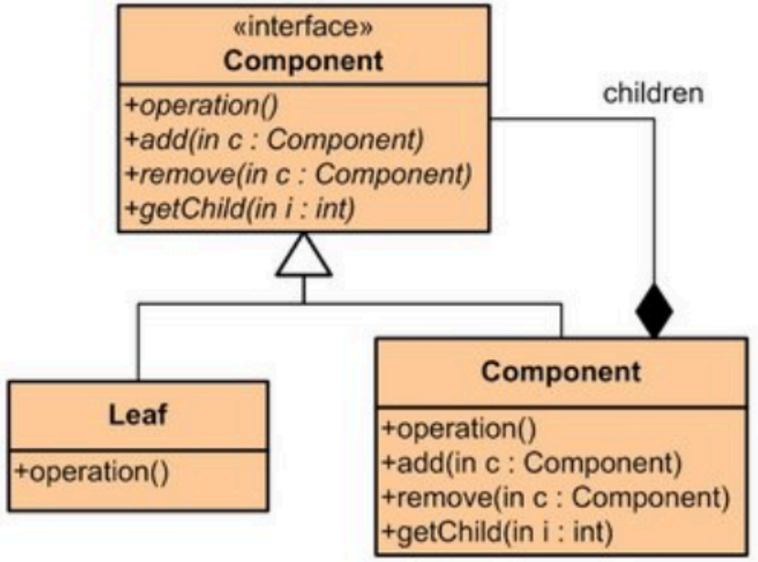




Decorator

Type: Structural

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



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.