In user class diagram, I used the bridge design pattern combined with the command pattern. I used the bridge pattern to allow changeable implementations whilst keeping the client interface. This is done so different clients can access information through the same interface without affecting the classes that the current client is not part of. The client does not know which concrete implementation is being used which is good in terms of security so the client cannot damage the system. The command pattern is used to allow the for requests to be encapsulated which reduces the code size. The requests can be queued and executed later which is useful in increasing the performance of operations.