

Adapter

Type: Structural

What it is:

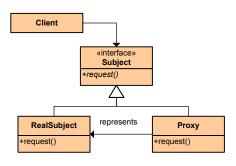
Convert the interface of a class into another interface clients expect. Lets classes work together that couldn't otherwise because of incompatible interfaces.

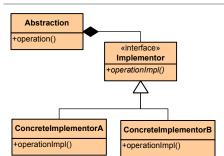
Proxy

Type: Structural

What it is:

Provide a surrogate or placeholder for another object to control access to it.





Bridge

Type: Structural

What it is:

Decouple an abstraction from its implementation so that the two can vary

independently.

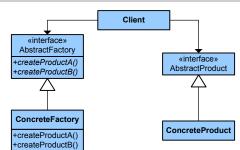
Abstract Factory

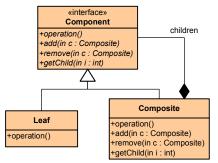
Type: Creational

What it is:

Provides an interface for creating families of related or dependent objects without specifying their

concrete class.





Composite

Type: Structural

What it is:

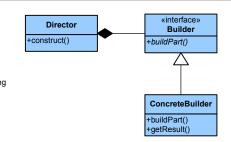
Compose objects into tree structures to represent part-whole hierarchies. Lets clients treat individual objects and compositions of objects uniformly.

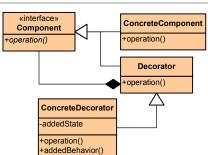
Builder

Type: Creational

What it is:

Separate the construction of a complex object from its representing so that the same construction process can create different representations.





Decorator

Type: Structural

What it is:

Attach additional responsibilities to an object dynamically. Provide a flexible alternative to sub-classing for extending

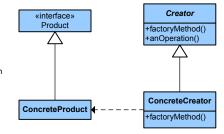
functionality.

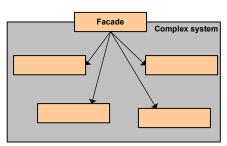
Factory Method

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.



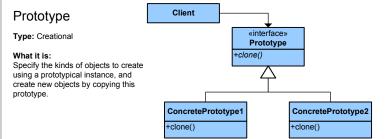


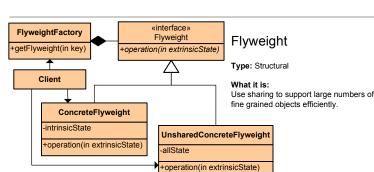
Facade

Type: Structural

Provide a unified interface to a set of interfaces in a subsystem. Defines a highlevel interface that makes the subsystem

easier to use.





Singleton

Type: Creational

What it is:

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

Singleton -static uniqueInstance

-singletonData +static instance() +SingletonOperation()