

Behavioural Design Patterns

Behavioural Design Patterns - Focus on the communication between objects, the following are some examples :

- **Memento**: Allows restoring an object to a previous state.
- **State**: Allows an object to behave differently depending on the state it is in.
- **Iterator**: Allows iterating over an object without having to expose the object's internal structure (which may change in the future).
- **Strategy**: Allows passing different algorithms (behaviours) to an object. Allows defining a template (skeleton) for an operation. Specific steps will then be implemented in subclasses.
- **Command**: Allows decouple a sender from a receiver. The sender will talk to the receiver through a command. Commands can be undone and persisted.
- **Observer**: Allows an object notify other objects when its state changes.
- **Mediator**: Allows an object to encapsulate the communication between other objects.
- **Chain of Responsibility**: Allows building a chain of objects to process a request.
- **Visitor**: Allows adding new operations to an object structure without modifying it.