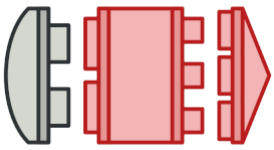
Structural Design Patterns

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

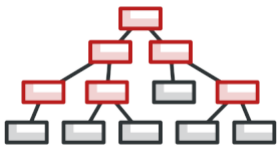


Adapter

Allows objects with incompatible interfaces to collaborate.

Bridge

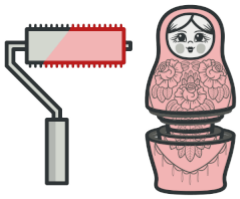
Lets you split a large class or a set of closely related classes into two separate hierarchies—abstraction and implementation—which can be developed independently of each other.



Composite

Lets you compose objects into tree structures and then work with these structures as if they were individual objects.

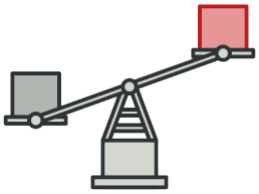
Decorator



Lets you attach new behaviors to objects by placing these objects inside special wrapper objects that contain the behaviors.

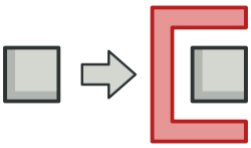
Facade

Provides a simplified interface to a library, a framework, or any other complex set of classes.



Flyweight

Lets you fit more objects into the available amount of RAM by sharing common parts of state between multiple objects instead of keeping all of the data in each object.



Proxy

Lets you provide a substitute or placeholder for another object. A proxy controls access to the original object, allowing you to perform something either before or after the request gets through to the original object.

READ NEXT

Adapter →

RETURN