

Purpose	Design Pattern	Aspect(s) That Can Vary
Behavioral	Chain of Responsibility	object that can fulfill a request
	Command	when and how a request is fulfilled
	Interpreter	grammar and interpretation of a language
	Iterator	how an aggregate's elements are accessed, traversed
	Mediator	how and which objects interact with each other
	Memento	what private information is stored outside an object, and when
	Observer	number of objects that depend on another object; how the dependent objects stay up to date
	State	states of an object
	Strategy	an algorithm
	Template Method	steps of an algorithm
	Visitor	operations that can be applied to object(s) without changing their class(es)