

WS36 Book Principles

23 DESIGN PATTERNS

1. SINGLETON •
2. ABSTRACT FACTORY •
3. BRIDGE •
4. BUILDER •
5. CHAIN OF RESPONSIBILITY •
6. CRISP AND •
7. COMPOSITE •
8. DECORATOR
9. FACADE
10. FACTORY METHOD
11. FLYWEIGHT
12. INTERPRETER
13. ITERATOR
14. MEDIATOR
15. MEMENTO
16. OBSERVER
17. PROTOTYPE
18. PROXY •
19. STATE •
20. STRATEGY
21. TEMPLATE METHOD
22. VISITOR
23. ADAPTER •