Making Expertise a Reusable

Capturing expertise in patterns developers as an architectural concept (Christopher Alexander)

The early work in identifying and applying software design patterns. Gives guidelines using a

A general, or basic, idea that descriptive is

Reusable patterns are based on the same general

correct. Good or fair.

Creational Patterns

- Abstract Factory
  - Builder
  - Factory Method
  - Prototype
  - Singleton

Structural

- Adapter
- Bridge
- Composite
- Decorator
- Facade
- Flyweight
- Proxy

Behavioral Patterns

- Chain of Responsibility
- Command
- Interpreter
- Iterator
- Mediator
- Memento
- Observer
- State
- Strategy
- Template Method
- Visitor