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Adapter (/patterns/adapter/)	difficulty-beginner gang of four java		
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Aggregator Microservices (/patterns/aggregator)	ator-		
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Business Delegate (/patterns/business-	+ creational		
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CQRS (/patterns/cqrs/)	business tier		
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Caching architectural			
(/patterns/caching/)	difficulty-intermediate java performance		
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Callback (/patterns/callback/)			
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Chain of responsibility (/patterns/chain/)	? other		
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Command (/patterns/command/)	c. behavioral		
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Data business tier			
Access			
Object (/patterns/dao/)	difficulty-beginner java		
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Data Bus (/patterns/data-bus/)			
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Data Mapper (/patterns/data-mapper/)	architectural		
difficulty-beginner java			
Data Transfer persistence tier			
Object			
(/patterns/data-transfer-object/)	difficulty-beginner java		
	architectural		
Decorator (/patterns/decorator/)			

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d-locking/)
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el/)
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difficulty-beginner java reactive
<u>m</u> structural
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difficulty-beginner java **Fluent Interface** (/patterns/fluentinterface/) o behavioral difficulty-intermediate functional java Flux (/patterns/flux/) difficulty-intermediate java Flyweight (/patterns/flyweight/) presentation tier difficulty-intermediate gang of four java performance controller/) difficulty-intermediate java **Guarded Suspension** (/patterns/guarded-suspension/) presentation tier difficulty-beginner java Halfconcurrency Sync/Halfdifficulty-intermediate java **Async** (/patterns/half-sync-half-async/) concurrency Hexagonal Architecture (/patterns/hexagonal/) difficulty-expert java **Intercepting Filter** (/patterns/intercepting-filter/) architectural difficulty-intermediate java Interpreter o: behavioral (/patterns/interpreter/) difficulty-intermediate gang of four java lterator (/patterns/iterator/) o: behavioral difficulty-beginner gang of four java Layers (/patterns/layers/) o: behavioral difficulty-intermediate java spring architectural Lazy Loading (/patterns/lazy-loading/) difficulty-beginner idiom java performance ? other Marker Interface (/patterns/marker/) difficulty-beginner java **Mediator** (/patterns/mediator/) ? other difficulty-intermediate gang of four java Memento o behavioral (/patterns/memento/) difficulty-intermediate gang of four java o: behavioral Model-View-Controller (/patterns/modelview-controller/) difficulty-intermediate java presentation tier Model-View-Presenter (/patterns/model-viewpresenter/) difficulty-intermediate java presentation tier Module (/patterns/module/) difficulty-beginner java Monad (/patterns/monad/) + creational difficulty-expert functional java MonoState ? other

(/patterns/monostate/)

Multiton (/patterns/multiton/)	difficulty-beginner java + creational
	culty-beginner java
	eational
(/patterns/mute-idiom/)	
	difficulty-beginner idiom java
Mutex (/patterns/mutex/)	? other
difficulty-interr	nediate java
Naked Objects econcurrency	,
(/patterns/naked-	
objects/)	difficulty-expert java
	architectural
Null Object (/patterns/null-object	z/)
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Object Mother (/patterns/object-	-mother/) 📬 behavioral
difficu	ulty-beginner java
Object Pool + crea	ational
(/patterns/object-pool/)	
	difficulty-beginner java performance
Observer (/patterns/observer/)	+ creational
	difficulty-beginner gang of four java reactive
Page Object (/patterns/page-obje	ect/) 🕵 behavioral
difficulty-intermediate java	
≡ testing	
Partial Response (/patterns/parti	
	architectural architectural
Poison Pill (/patterns/poison-pill/)	
Deirocka Class Data // / :	difficulty-intermediate java reactive
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Consumer	
(/patterns/producer-consumer/)	difficulty-intermediate i/o java reactive
Drawing (/orthografication)	• concurrency
Promise (/patterns/promise/)	
Property / /pottorne /property /	difficulty-intermediate functional java reactive
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difficulty-beginner java	
+ creational	difficulty beginner and of facer income
Prototype (/patterns/prototype/)	
Drove (/ /o attaura / /o man n / /	+-creational
Proxy (/patterns/proxy/)	
Queue based load loveling//a-d	difficulty-beginner gang of four java
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leveling/)	
	difficulty-intermediate java performance
Reactor (/patterns/reactor/)	? other

Reader Writer Lock (/patterns/reader-writer-lock/)

Repository (/patterns/repository/)	ncurrency		
	difficulty-intermediate java spring		
Resource Acquisition Is Initialization (/patterns/resource-acquisition-is-initialization/)	persistence tier		
	difficulty-beginner idiom java		
Retry (/patterns/retry/)	? other		
difficulty-expert java perfori	mance		
Semaphore ? other	lees to the second		
(/patterns/semaphore/)	difficulty-intermediate java		
Servant (/patterns/servant/)	Q concurrency		
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locator/)	difficulty-beginner java performance		
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Specification (/patterns/specification/)	+ creational		
difficulty-beginner java			
State 😍 behavioral			
(/patterns/state/)	difficulty-intermediate gang of four java		
•	• behavioral		
Step Builder (/patterns/step-builder/)			
	difficulty-intermediate java		
Strategy (/patterns/strategy/)	+ creational		
difficulty-beginner gang of four java			
Template 😋 behavioral			
method			
(/patterns/template-method/)	difficulty-beginner gang of four java		
	😋 behavioral		
Thread Local Storage (/patterns/tls/)			
	difficulty-intermediate java		
Thread Pool (/patterns/thread-pool/)	∞ concurrency		
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difficulty-intermediate	java			
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Currently showing 105 Patterns of 105 Patterns total

Github Repository (https://github.com/iluwatar/java-design-patterns) \cdot Designed by markusmo3 (https://github.com/markusmo3) \cdot Commit \langle / \rangle a0d79af (https://github.com/iluwatar/java-design-patterns/commit/a0d79af9090e61d05c57ad67f9a9bb4adbd8ed6b)