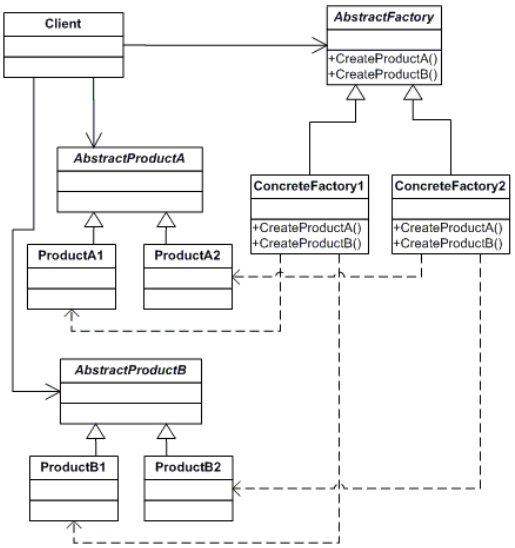
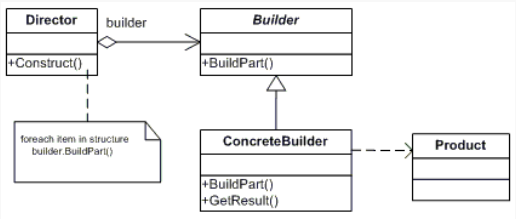
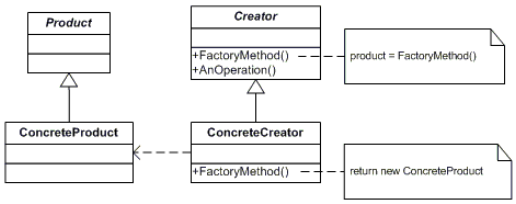
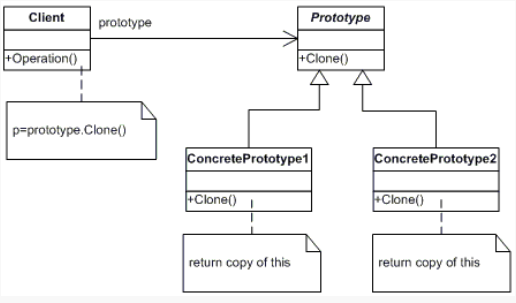
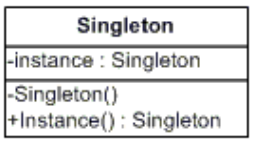
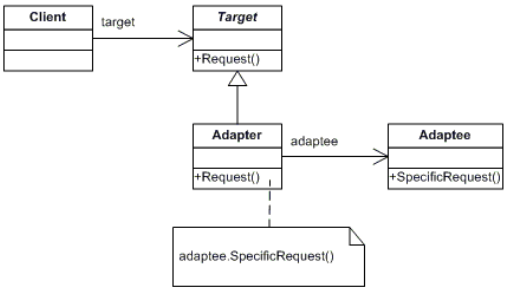
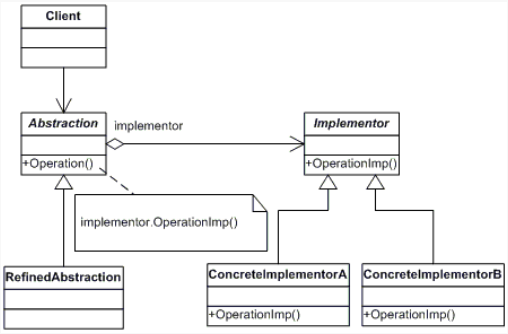
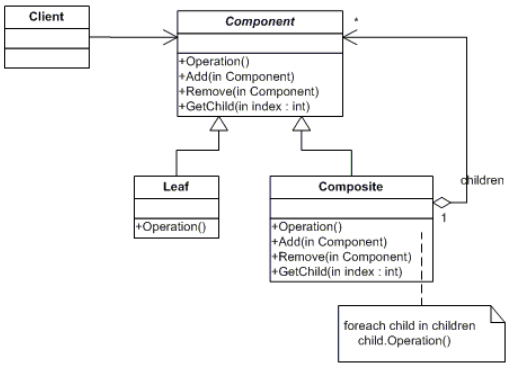
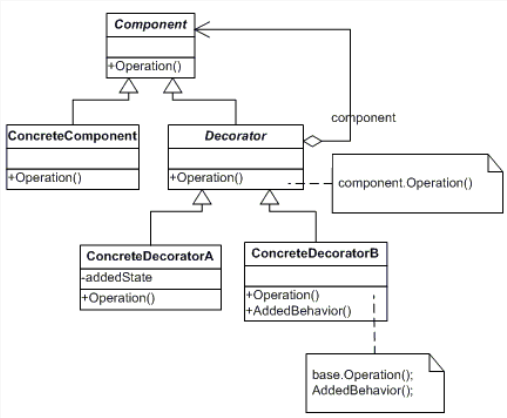
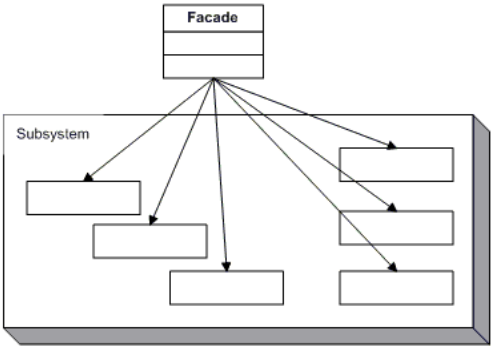
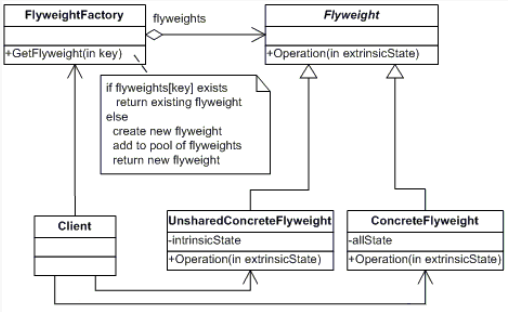
Creational Patterns

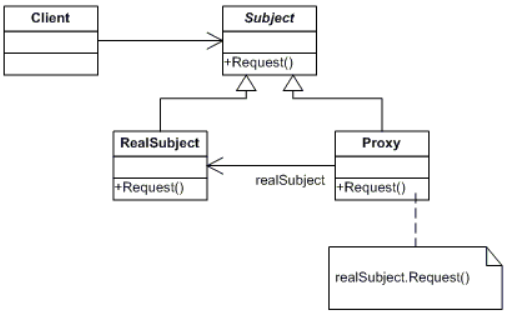
Pattern	Description	Image
Abstract Factory	Creates an instance of several families of classes	
Builder	Separates object construction from its representation	
Factory Method	Creates an instance of several derived classes	
Prototype	A fully initialized instance to be copied or cloned	

Singleton	A class of which only a single instance can exist	

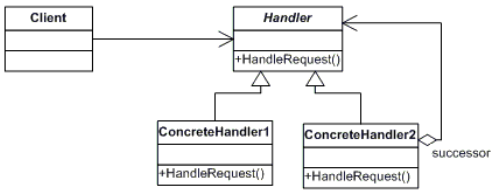
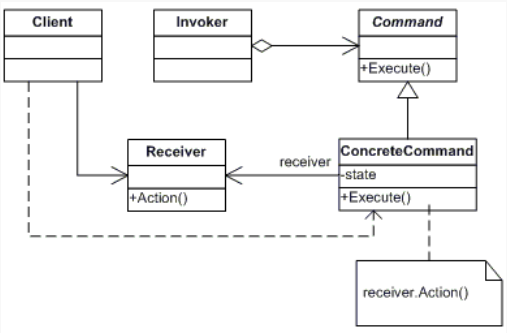
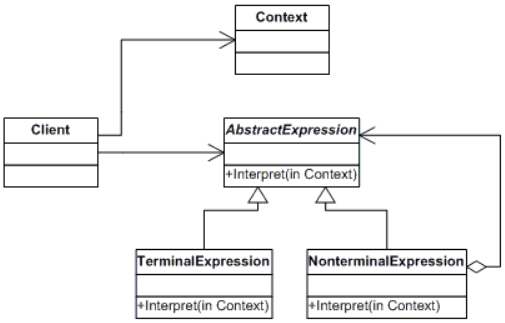
Structural Patterns

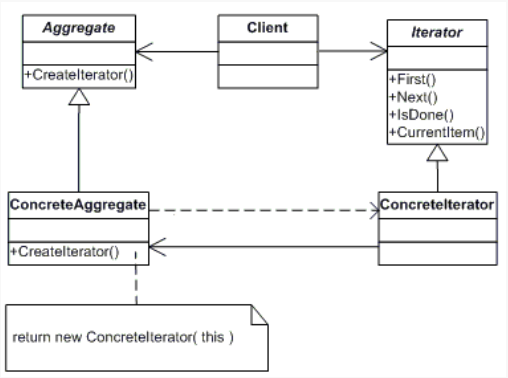
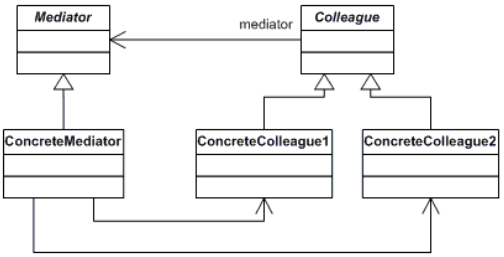
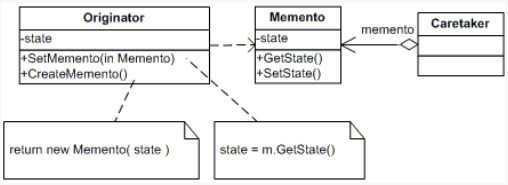
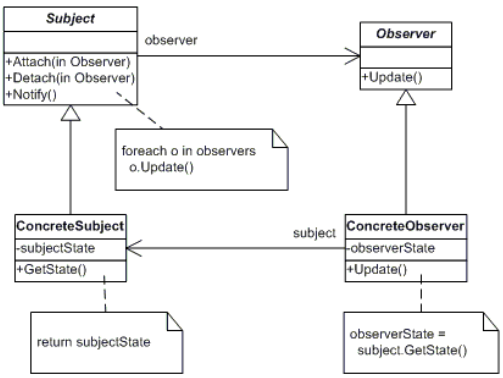
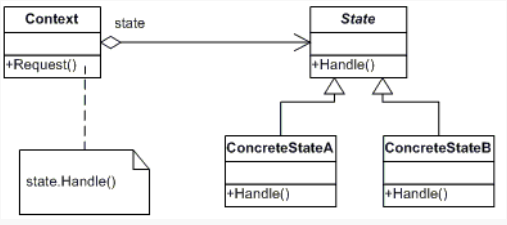
Pattern	Description	Image
Adapter	Match interfaces of different classes	
Bridge	Separates an object's interface from its implementation	

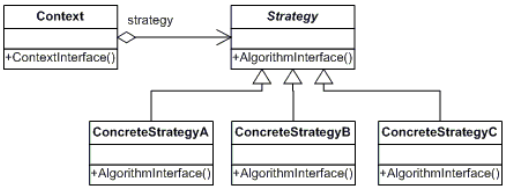
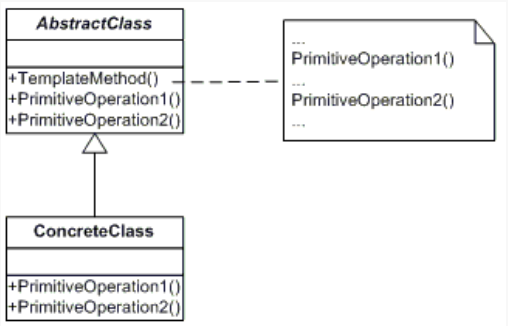
Composite	A tree structure of simple and composite objects	
Decorator	Add responsibilities to objects dynamically	
Facade	A single class that represents an entire subsystem	
Flyweight	A fine-grained instance used for efficient sharing	

Proxy	An object representing another object	

Behavioral Patterns

Pattern	Description	Image
Chain of Resp.	A way of passing a request between a chain of objects	
Command	Encapsulate a command request as an object	
Interpreter	A way to include language elements in a program	

Iterator	Sequentially access the elements of a collection	
Mediator	Defines simplified communication between classes	
Memento	Capture and restore an object's internal state	
Observer	A way of notifying change to a number of classes	
State	Alter an object's behavior when its state changes	

Strategy	Encapsulates an algorithm inside a class	
Template Method	Defer the exact steps of an algorithm to a subclass	
Visitor	Defines a new operation to a class without change