

1 Object Oriented Patterns

1.1 GOF Patterns

1.1.1 Bridge

1. Design Patterns for Generic Programming in C++
<https://www.lrde.epita.fr/dload/papers/coots01.html>
2. Generic programming in POOMA and PETE
https://www.researchgate.net/publication/221024955_Generic_programming_in_POOMA_and_PETE

2 Functional Parsers

2.1 Monoid

1. <https://fsharpforfunandprofit.com/posts/monoids-without-tears/>

2.2 Monad

2.2.1 Parsers Combinators

1. <https://fsharpforfunandprofit.com/posts/understanding-parser-combinators/>