- 1) Strategy
- 2) Facade
- 3) Factory
- 1) Strategy
- 2) Observer
- 1) State
- 2) Facade/Adapter
- 1) Adapter
- 2) Strategy
- 1) Strategy
- 2) State DC mal
- 1) Observer
- 2) Factory
- 3) State
- 1) Observer
- 2) Facade





