Strategy pattern extracts different algorithms and encapsulated them inside classes which allow us to change between them easily, it is related to The Field of All Possibilities is the Course of All Solutions, this means We choose our destinies, because the unified field is the field of all possibilities.

Template pattern defines a skeleton of an algorithm in a super class but the subclasses execute specific steps, it is related to The Whole is Contained in Every Part, because the algorithm is in all the subclasses, everything is an expression of the same Unified field.

Observer pattern lets objects be notified when a subject changed, this pattern is related with Every Action has a Reaction, because every time a subject has a change, the reaction is all the objects are notified.

Composite pattern is to create objects into tree structures and we treat these objects in an informal manner. This pattern is related to the SCI principle Outer Depends on Inner, because the objects have tree structure, this means one object can refer recursively to an object with the same structure, so the outner depens on inner.

Command pattern encapsulated a request as an object and let implement do and undo behavior. This pattern is related to the SCI principle Every Action has a Reaction, because every action will be executed and be stored in a list, the raction we can do with this is we can see all the steps done or we can undo or revert the changes.

State pattern allows an object change its behavior depending of the current state. This pattern is related to the SCI principle Every Action has a Reaction, because as soon an action is executed, the state will be updated and the reaction will be changing the behavior or the object.

chain of responsibility pattern we chain different handlers together. This pattern is related to the SCI principle Life is Found in Layers, because each layer would be the handler, and all these layers will be in the chain so we can say the chain is found is handlers like the life is found in layers