**Gof Design Patterns** João Amorim 57409 **1 – Iterator -** net.sf.freecol.common.model.UnitIteratorA screenshot of a computer program

Description automatically generated

In this example, the iterator pattern is being implemented directly by the means of a custom iterator in this case.

**Class Diagram –**

**A diagram of a diagram

Description automatically generated**

**2 – Template -** net.sf.freecol.server.ai.TrasportableAIObject

**A screenshot of a computer program

Description automatically generated**

We can see the template pattern here because in this case this class serves has an “template” for objects in the game having methods that are common for all of them and having abstract methods that have different behaviours in the classes that implement them.

**Class Diagram –**

A screenshot of a computer

Description automatically generated

**3 – Facade -** net.sf.freecol.client.gui.action.Option

**A screenshot of a computer program

Description automatically generated**

This interface provides a simplified, unified interface to a complex subsystem.

**Class Diagram –** **A diagram of a computer

Description automatically generated**

There are more classes that implement methods of Option but for the sake of simplicity and size of the diagram I selected 4.