**Patterns**

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1. **Template Method Pattern:**

The *loadGame(File file)* method in the *MapEditorController* class located in the *net.sf.freecol.client.control* package is an example of a method that follows the Template Method pattern. It establishes a general structure for loading a game but delegates the implementation of specific details to derived classes.

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Pic. 1 to 2. Representation of method LoadGame

1. **Command Pattern**

In the code of the GUI class located in the *net.sf.freecol.client.gui* package, there are various actions such as "buy," "sell," "negotiate," "attack," and others. These are represented as choice objects (ChoiceItem) and passed to the *getChoice* method. In this way, there is an application of the Command Pattern principle.

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Pic. 3. Partial representation of the method *getIndianSettlementTradeChoice.*

1. **Proxy Pattern:**

In the GUI class within the *net.sf.freecol.client.gui* package, intermediate methods are used for user interactions. For example, methods like *getBoycottChoice* and *getBuyChoice* serve as intermediaries to obtain user choices.

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Pic. 4. Partial representation of the method *getBoycottChoice.*