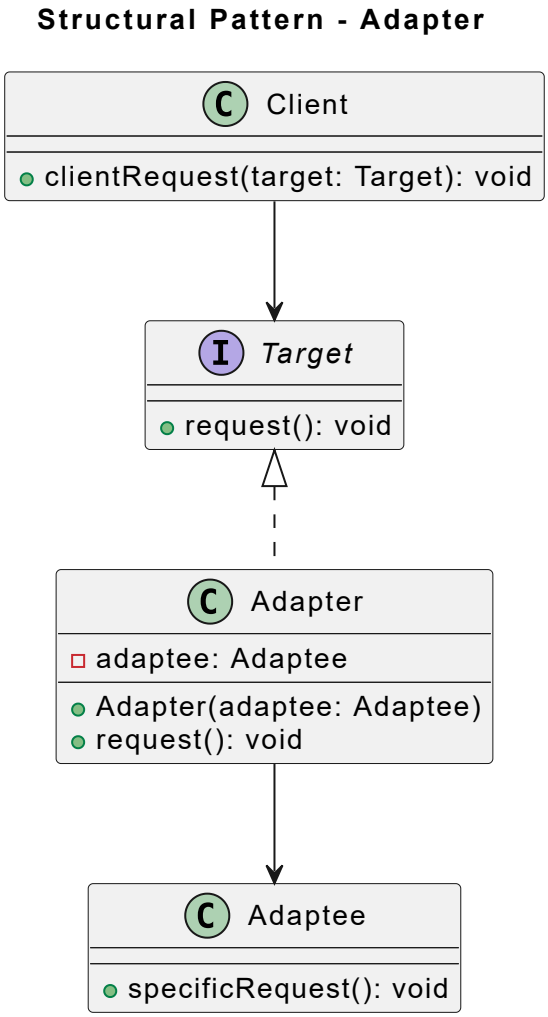
Structural Patterns

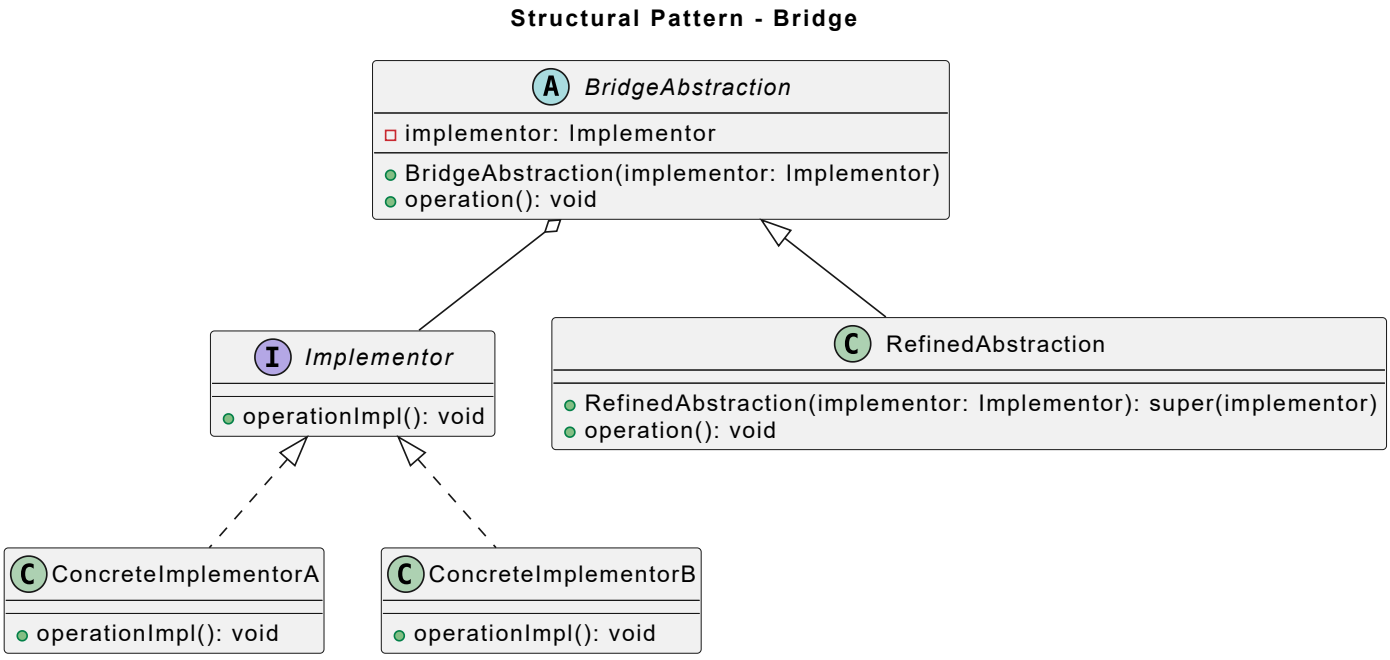
Adapter

Adapters are used to convert from one implementation to another.



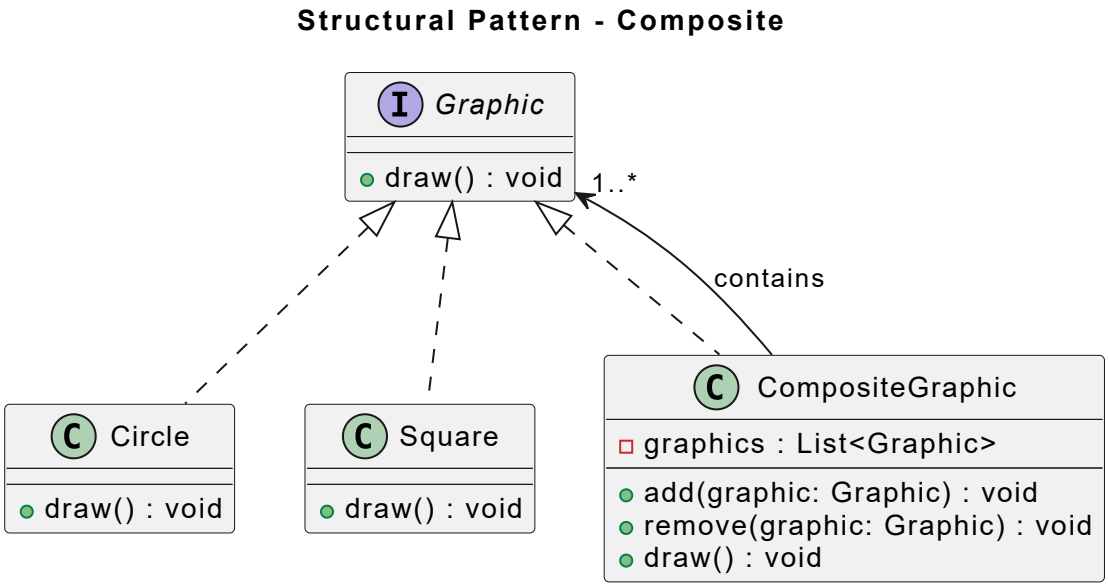
Bridge

Bridge pattern is used to decouple abstractions from implementations



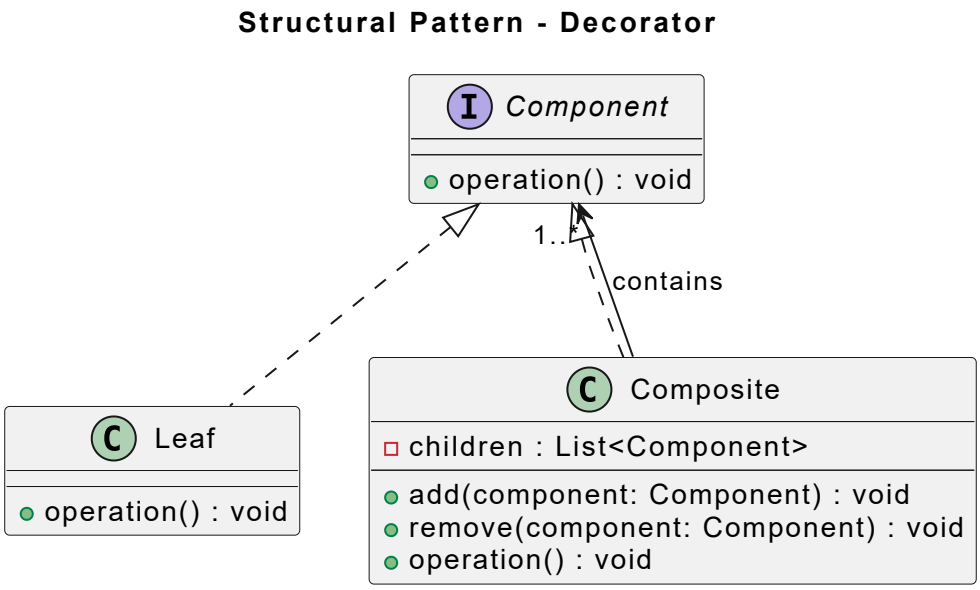
Composite

Composite classes may be used to simplify multiple types into a single component. This provides a means to represent complex hierarchies in a simplified fashion.



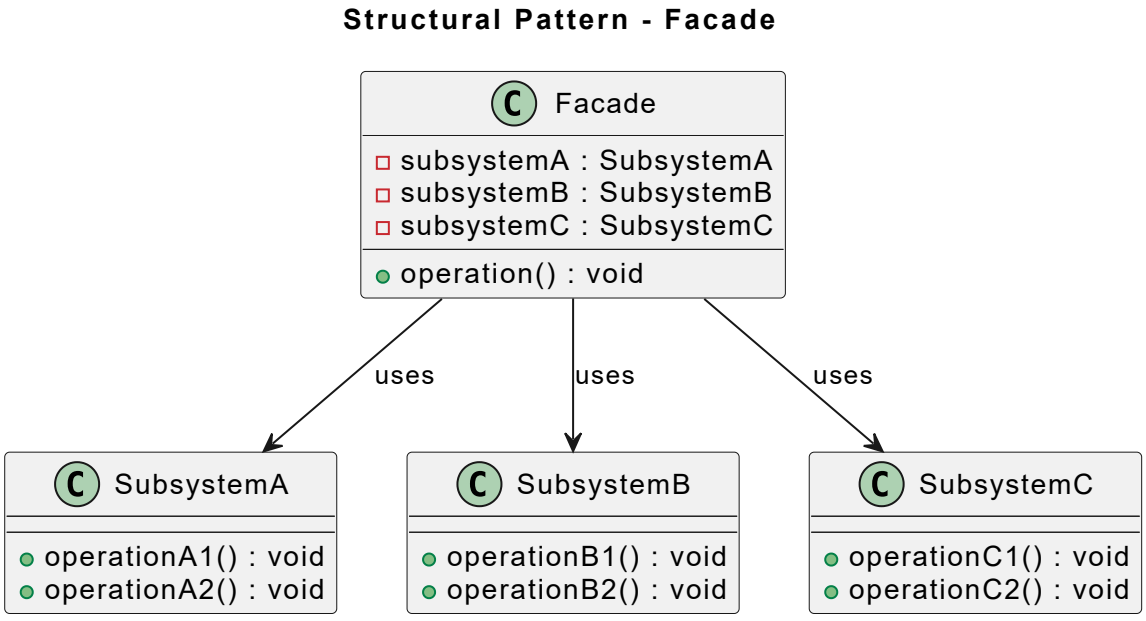
Decorator / Wrapper

Decorators provide a means to add functionality to a object dynamically without sub-classing.



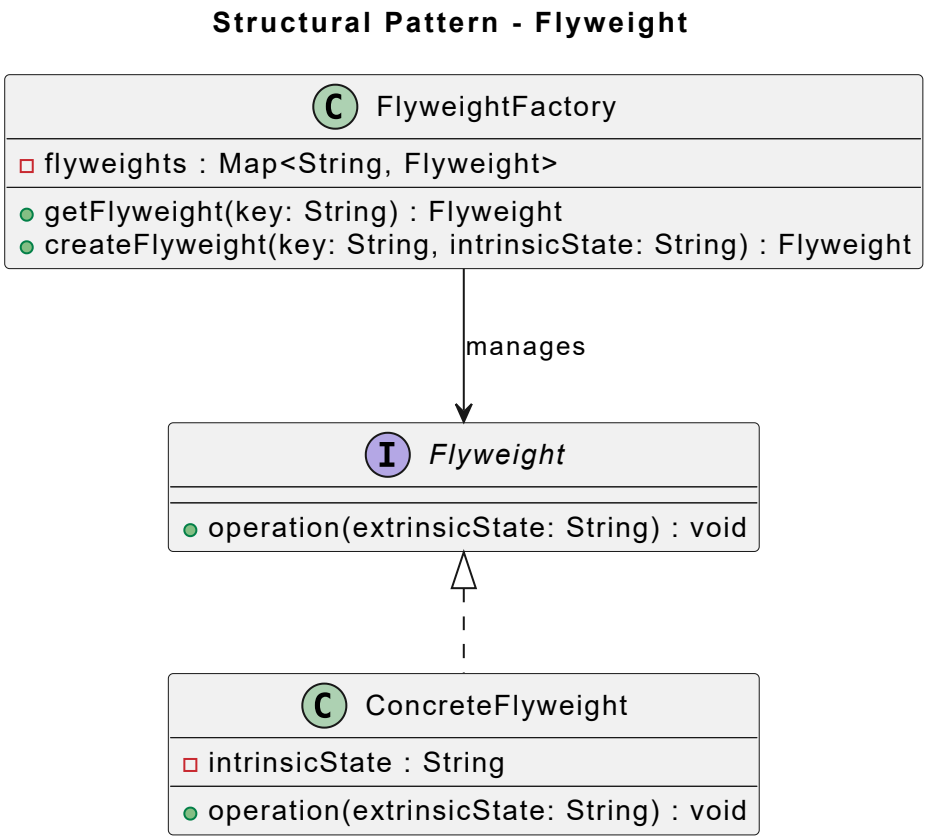
Facade

Facades may be used to isolated sub-systems of functionality into a simplified abstraction. This provide a means to manage access to a collection of functionality in from a single point.



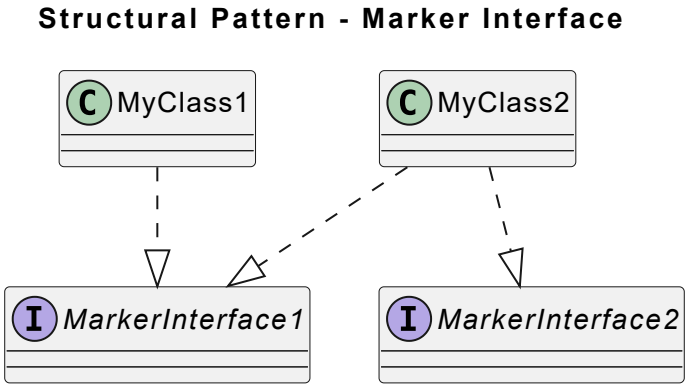
Flyweight

Flyweight provides a means to reduce resources by allowing child classed to reference the same implementation instead of creating their own.



Marker/Tagging Interfaces

Marker interfaces are a means to provide additional metadata to your type definitions.



Proxy

Proxies are similar to an adapter but typically provide an additional layer such as logging or access control.

Structural Pattern - Proxy