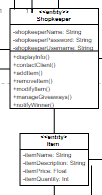
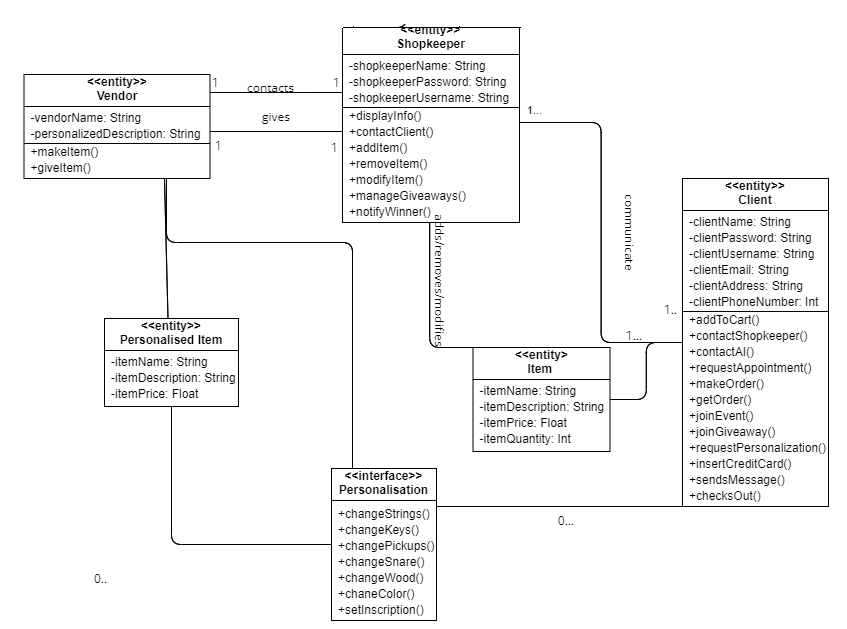
Chapter 5

Design Patterns

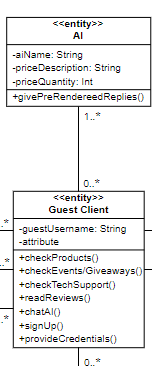
5.1 Builder



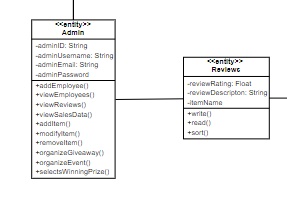
5.2 Decorator



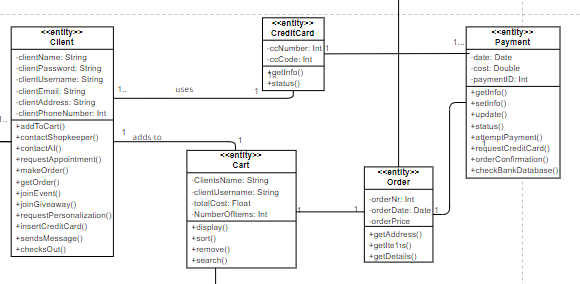
5.3 Singleton



5.4 Observer



5.5 State



5.6 Chain of Command

