**Design Patterns**

1. **Template Method Pattern** – We use the generalized algorithm Session into LootSession, MonarchSession and TimedSession.

**In:** Src/sf/freecol/server/model

Session Class:

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1. **Chain of Responsibility** – There is a chain of objects that are responsible for handling requests. In this case, the Try/Catch method is used.

**In**: src/net/freecol/common/util/introspector.java

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1. **Singleton** - it has only one instance, specification. This class is responsible for only this object and provides a global point of accessing it, getSpecification.

**In:** src/net/freecol/common/model/FreeColSpecObject.java

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