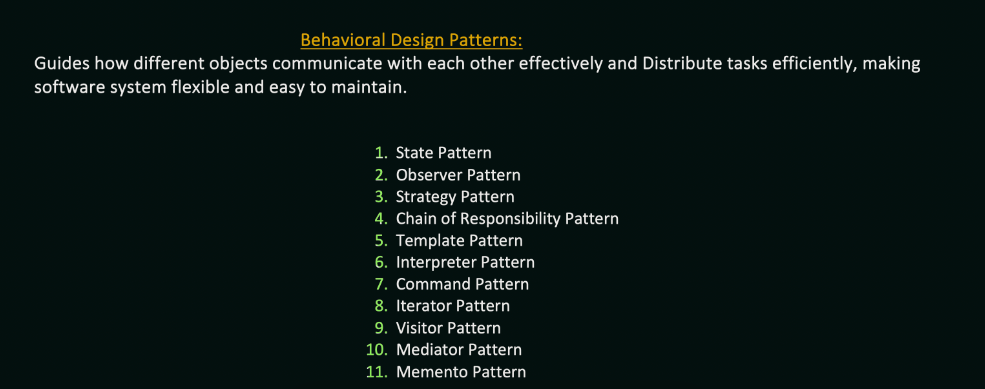
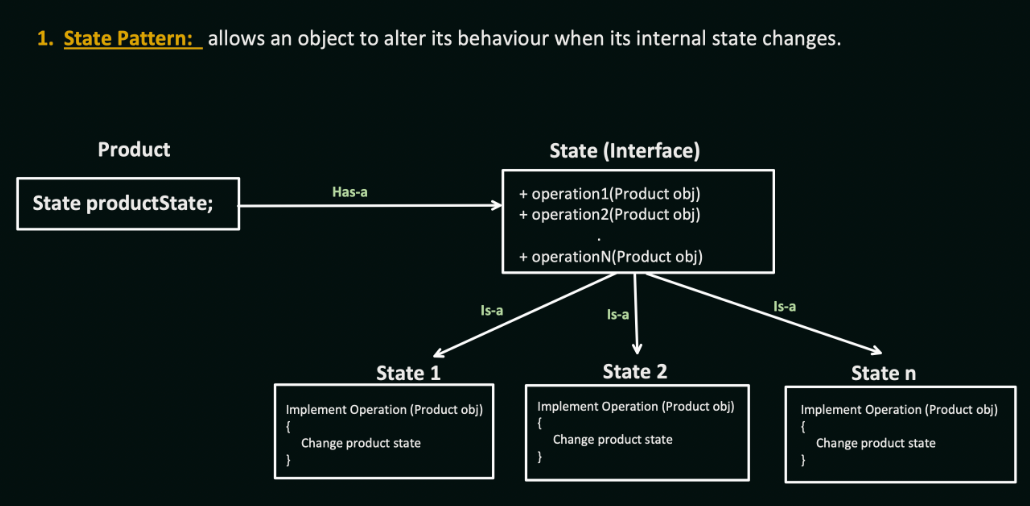
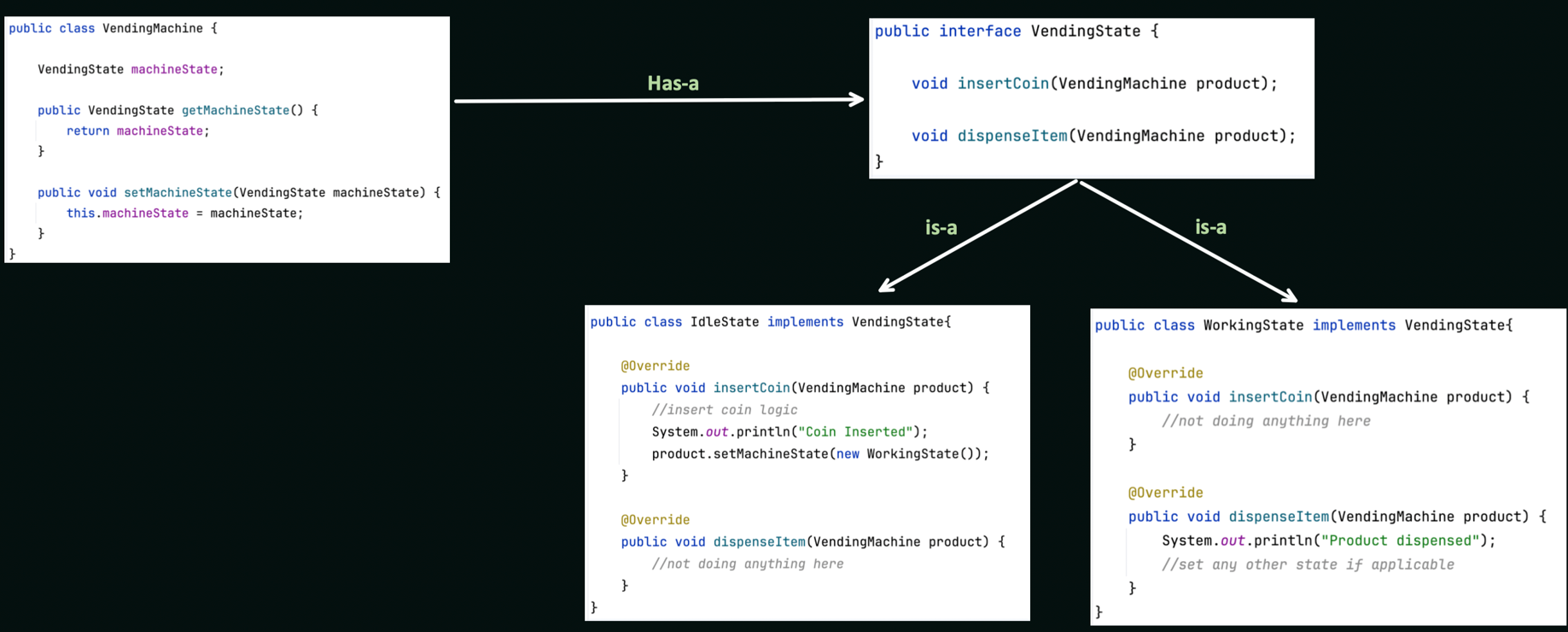
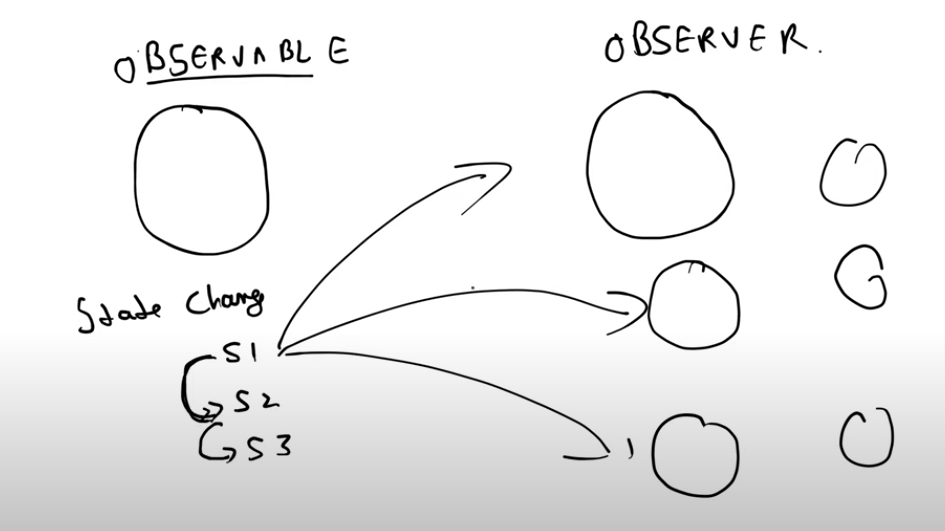
**Behavioural Design Pattern**

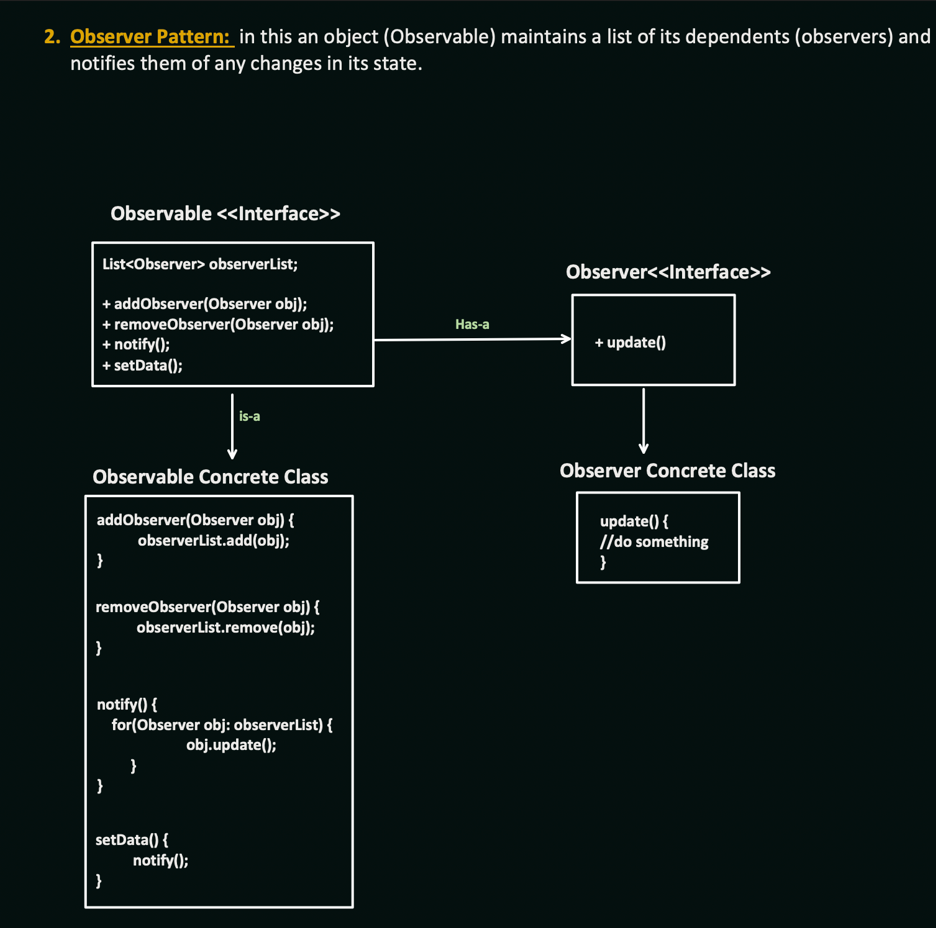
**State Pattern**

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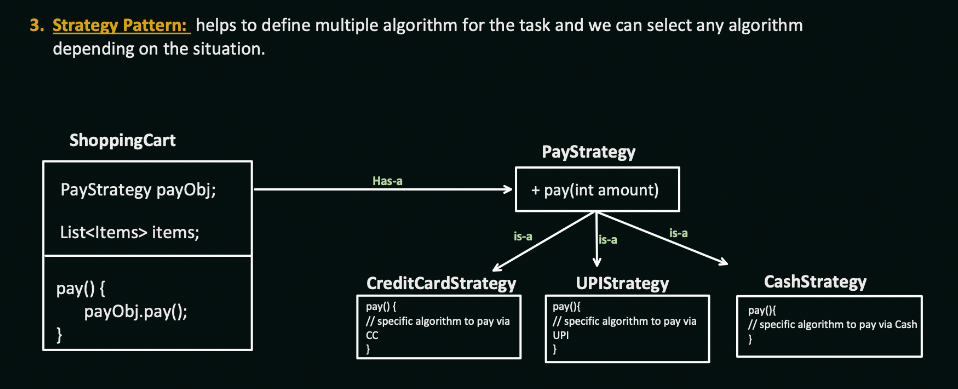
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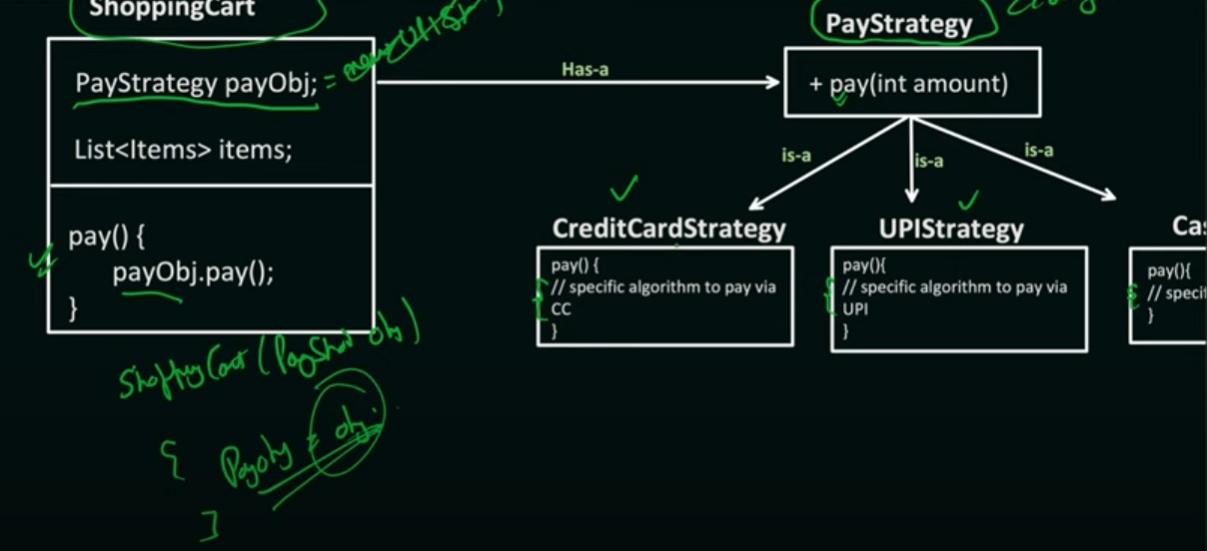
Observer Pattern  
  
  
  
  
Whenever my state. changes my observable will update the states to all the observors. One observable can be observed by many observors

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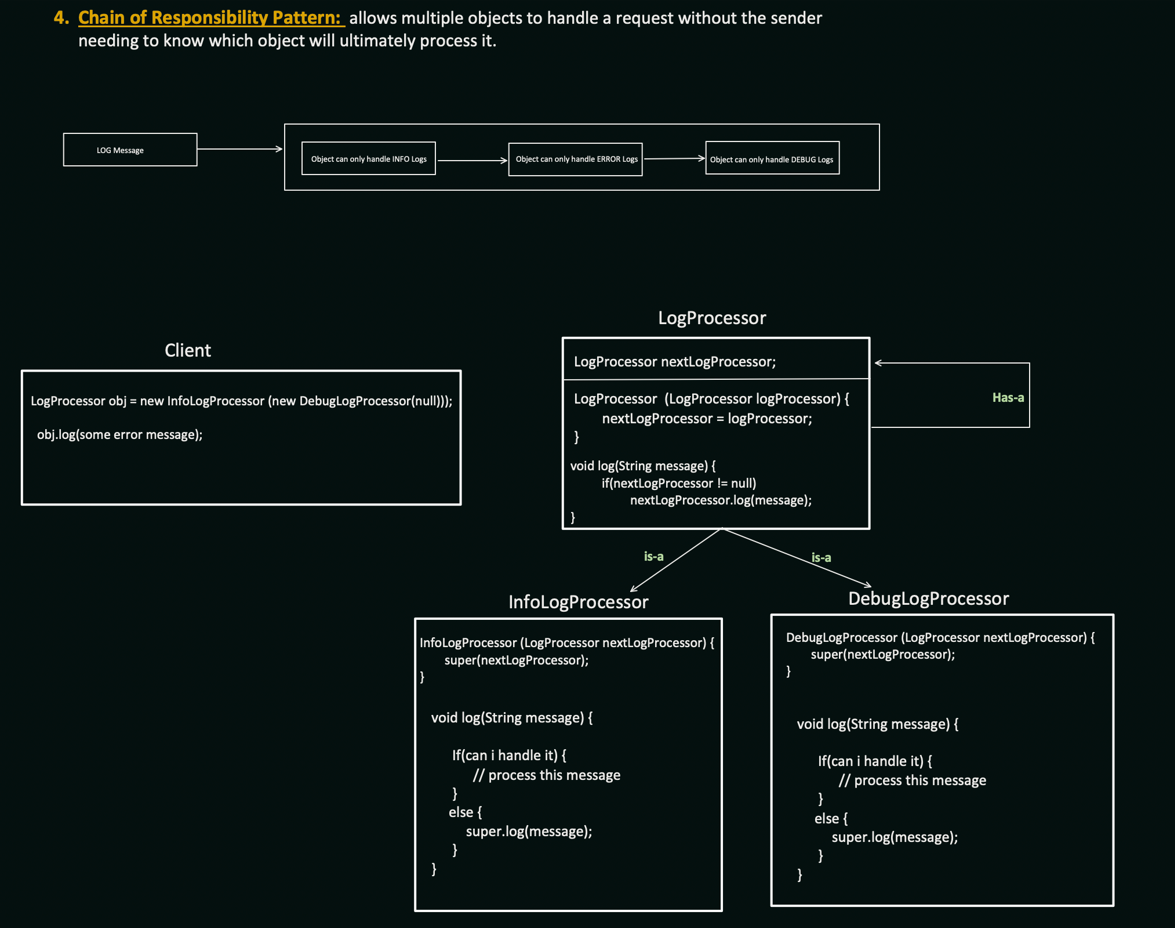
**Strategy Pattern**

We pass the strategy we want to use in the constructor of ShoppingCart.



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**Chain of Responsibility**

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