

# Patterns

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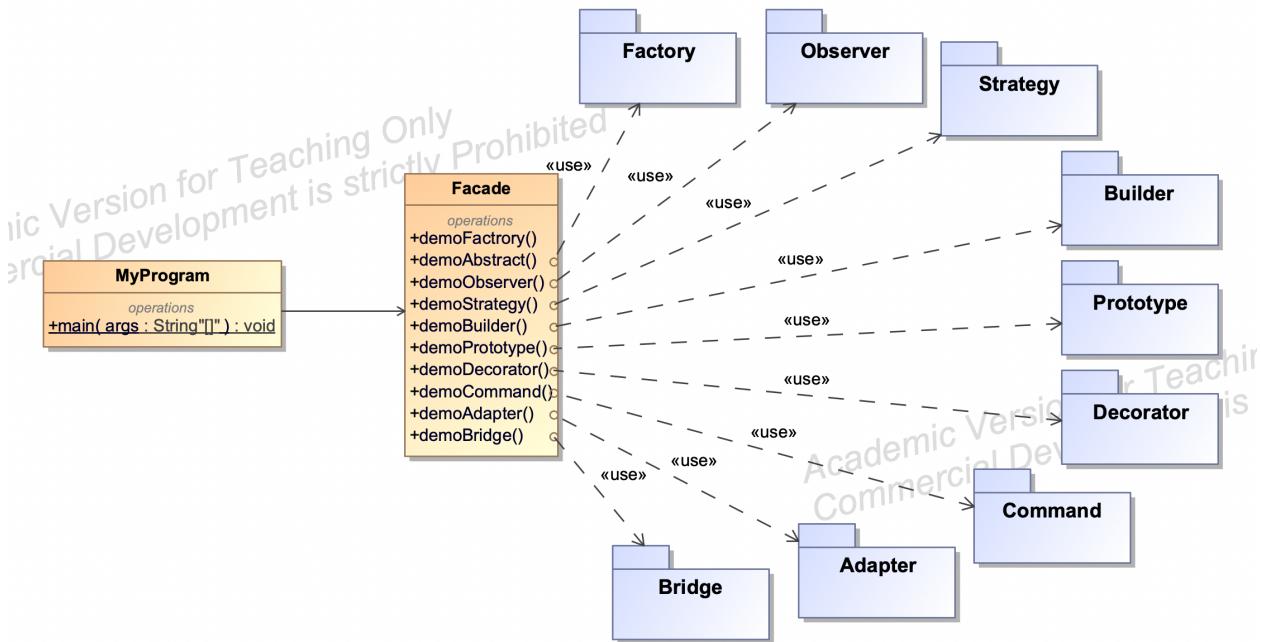
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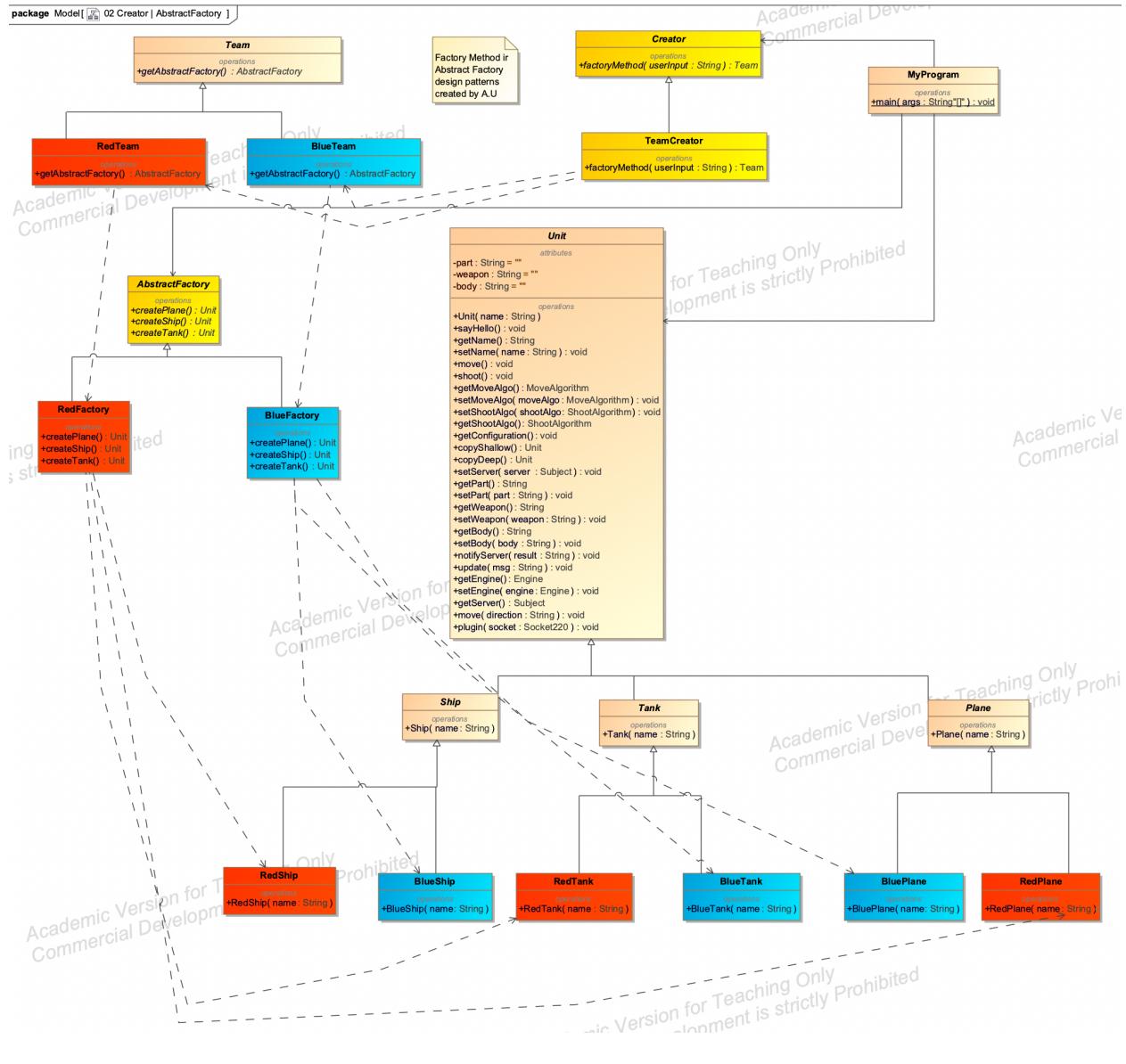
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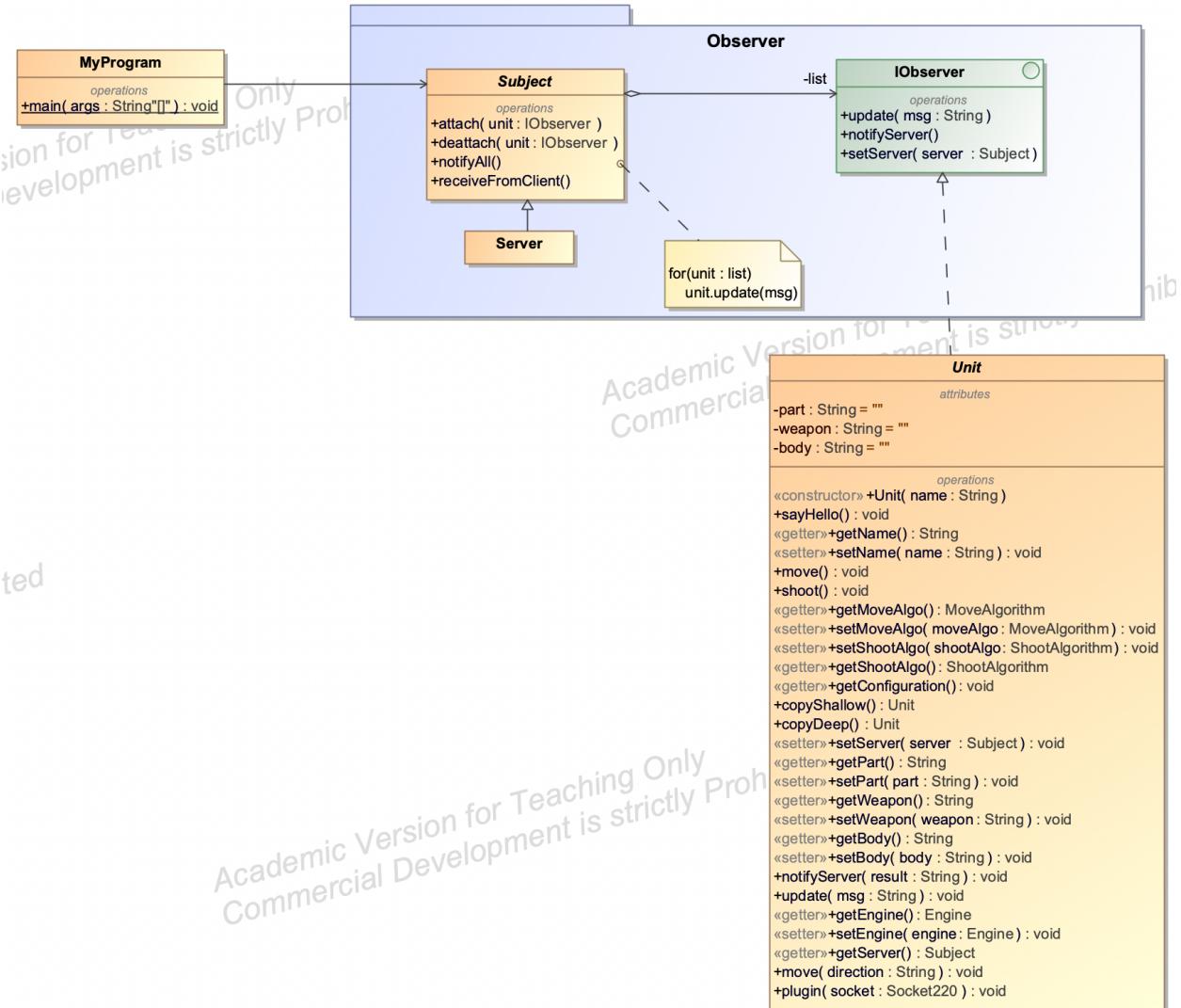
## Facade



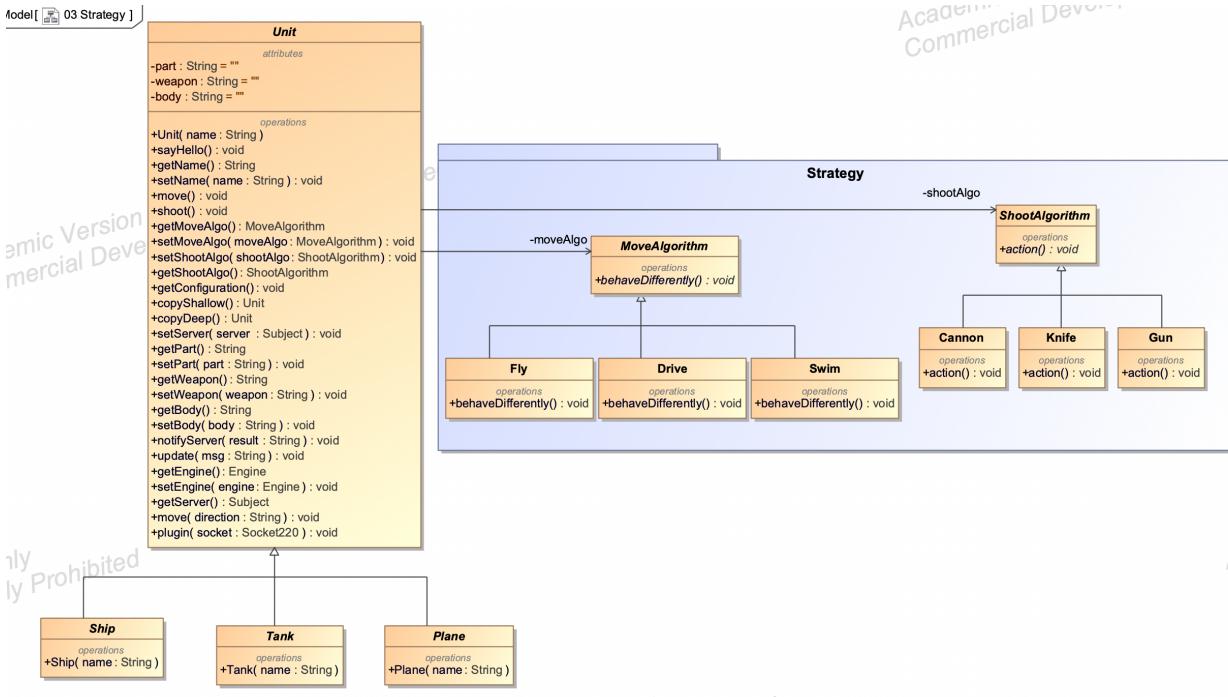
## Abstract Factory



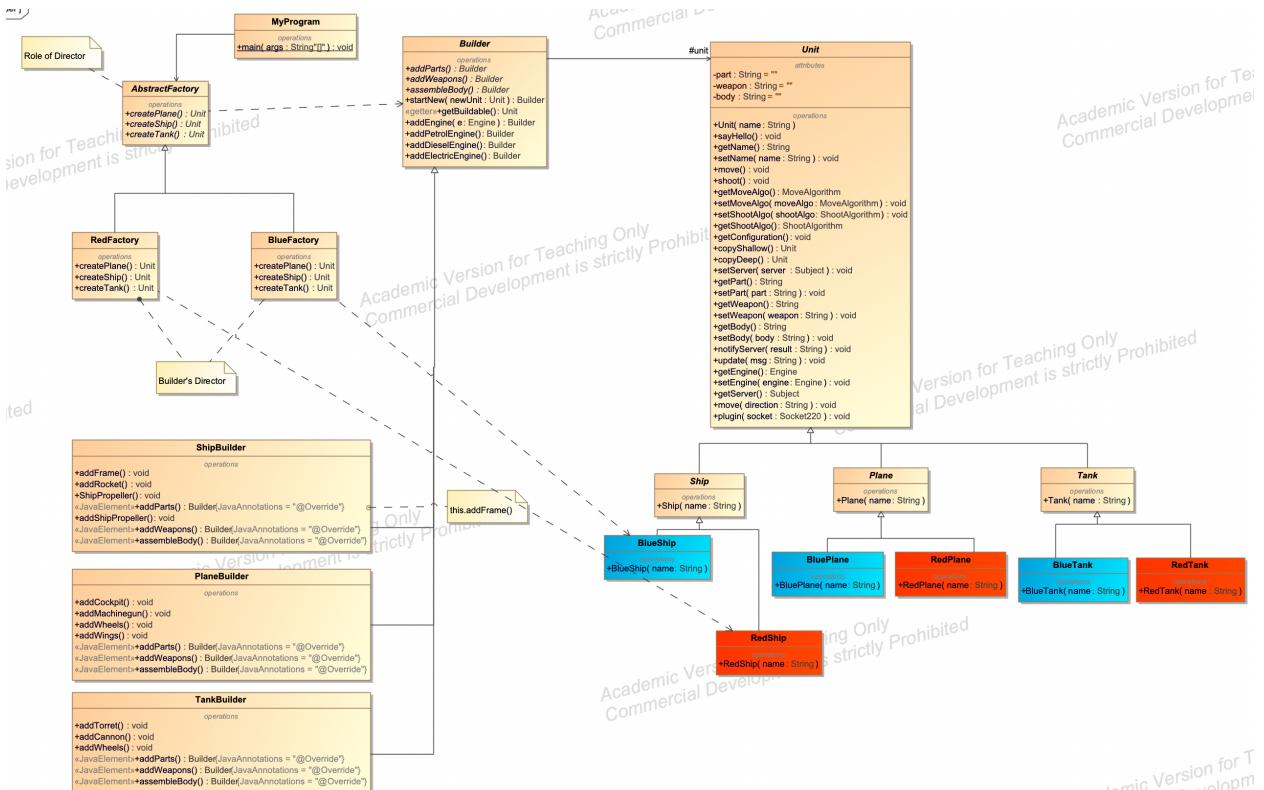
# Observer



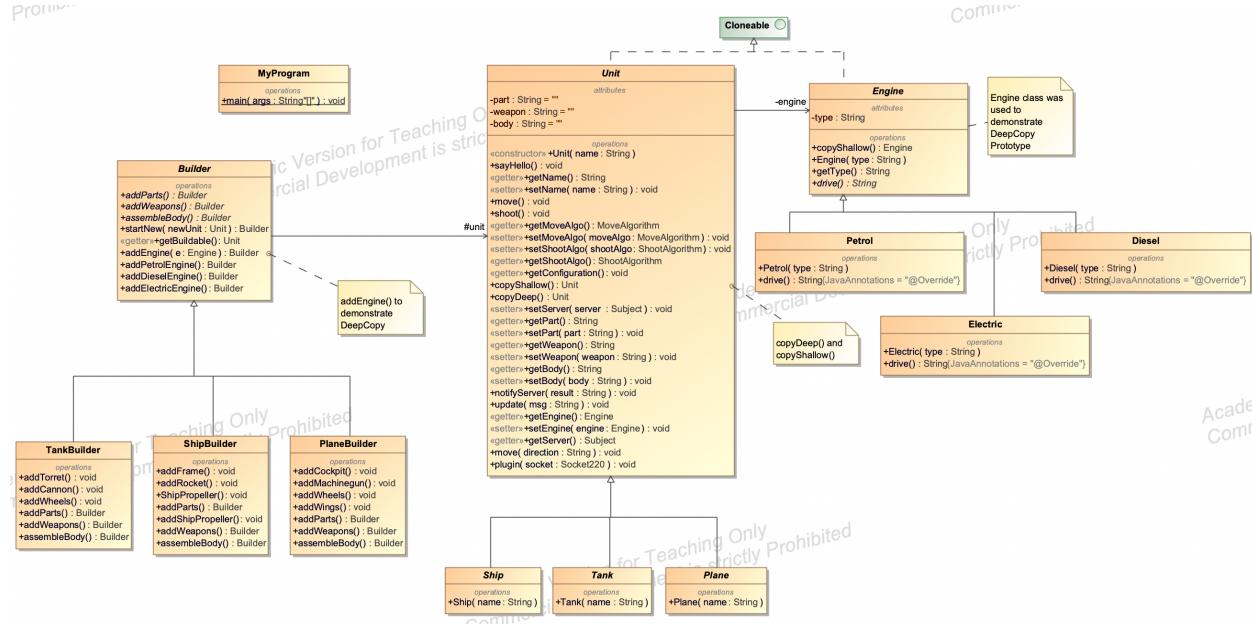
## Strategy



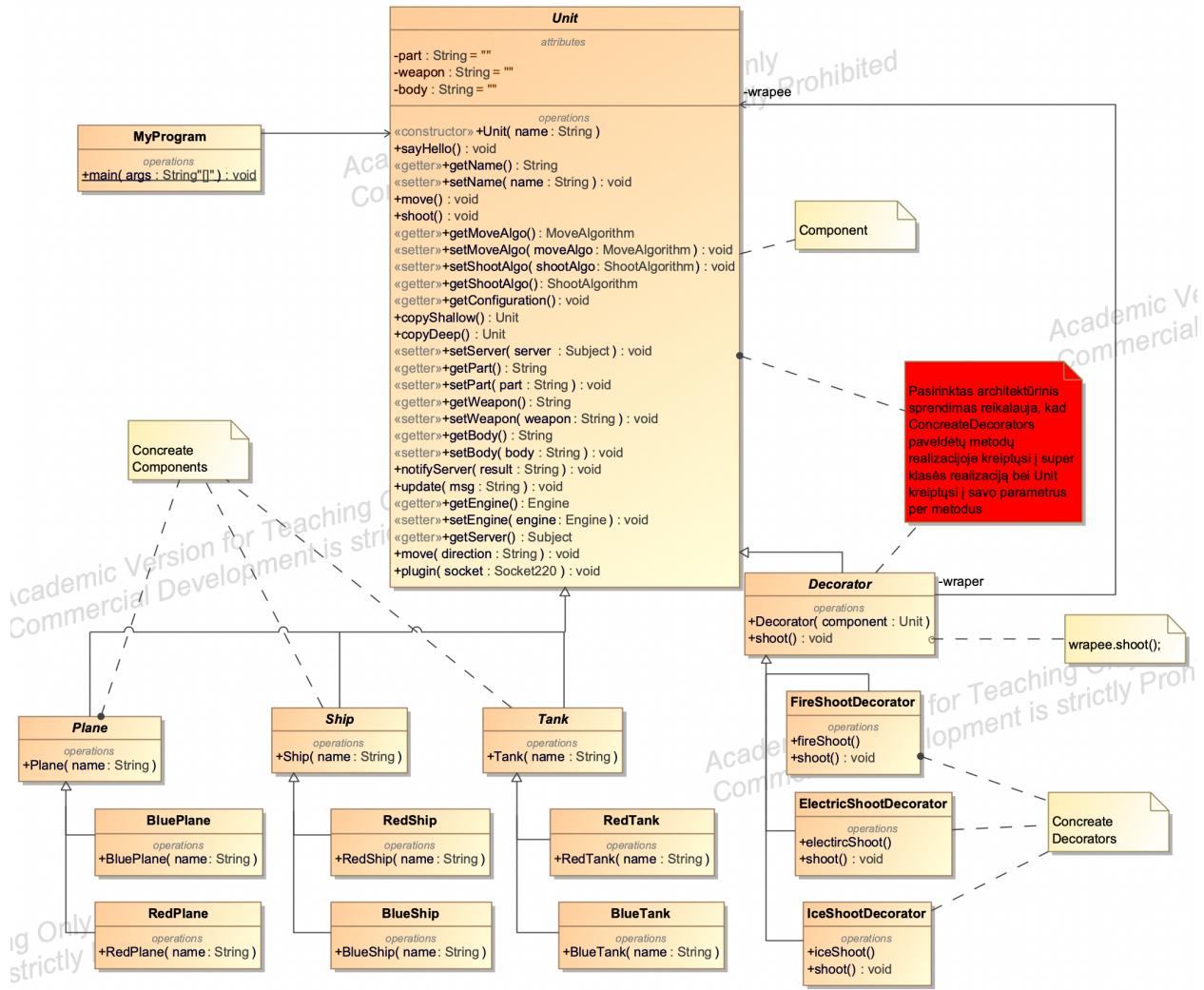
## Builder



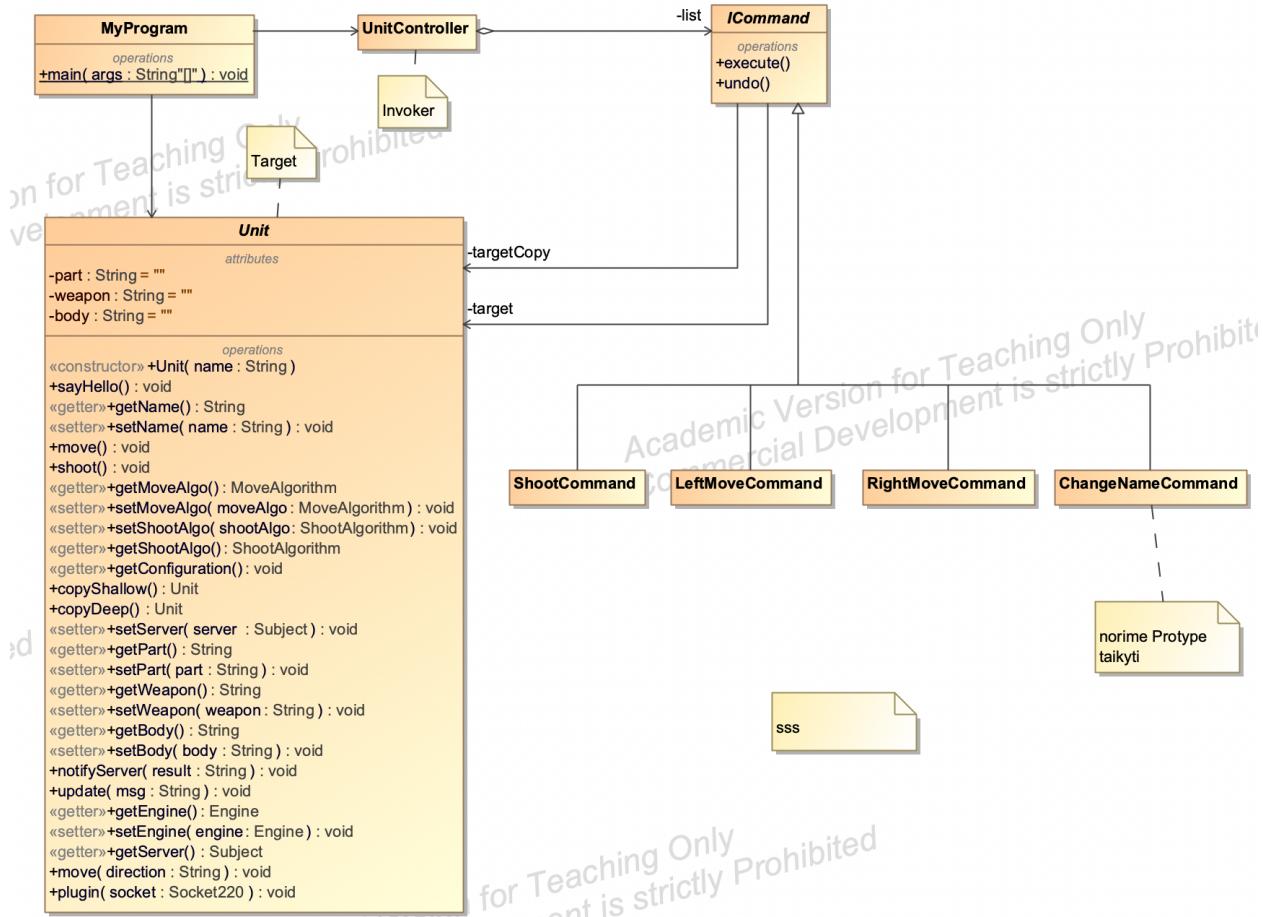
# Prototype



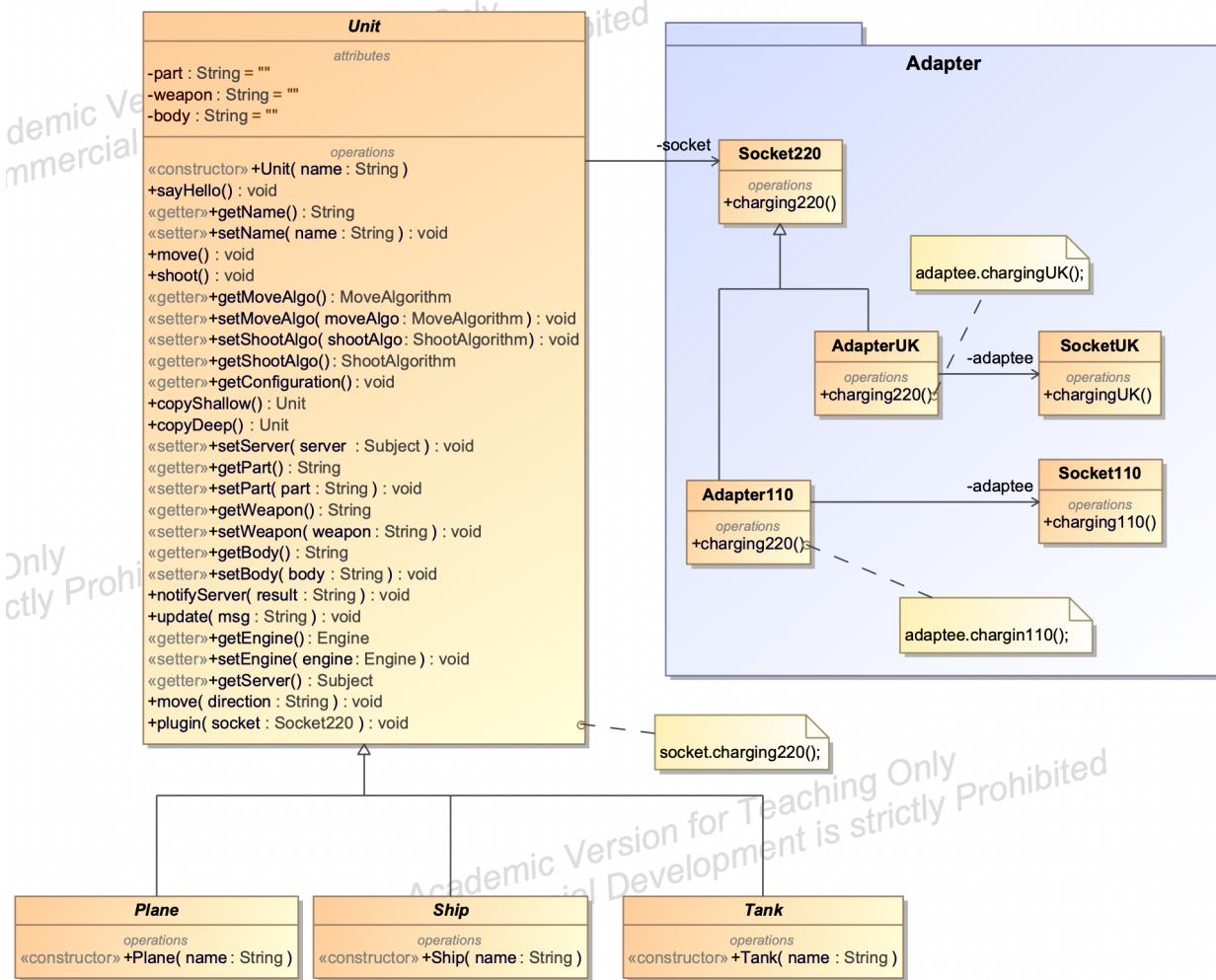
# Decorator



## Command



## Adapter



## Bridge

