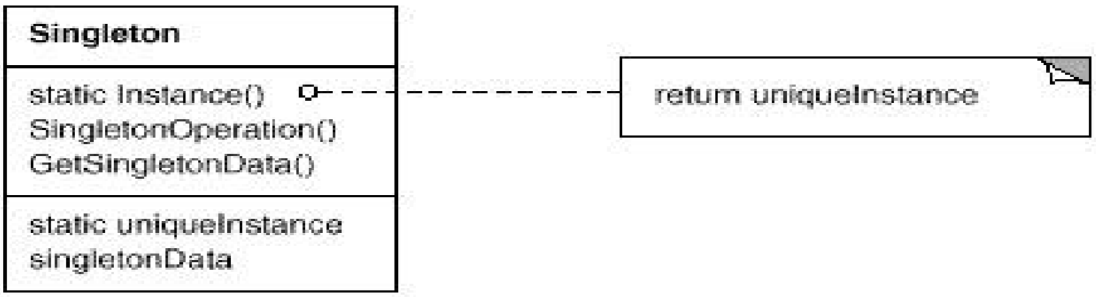
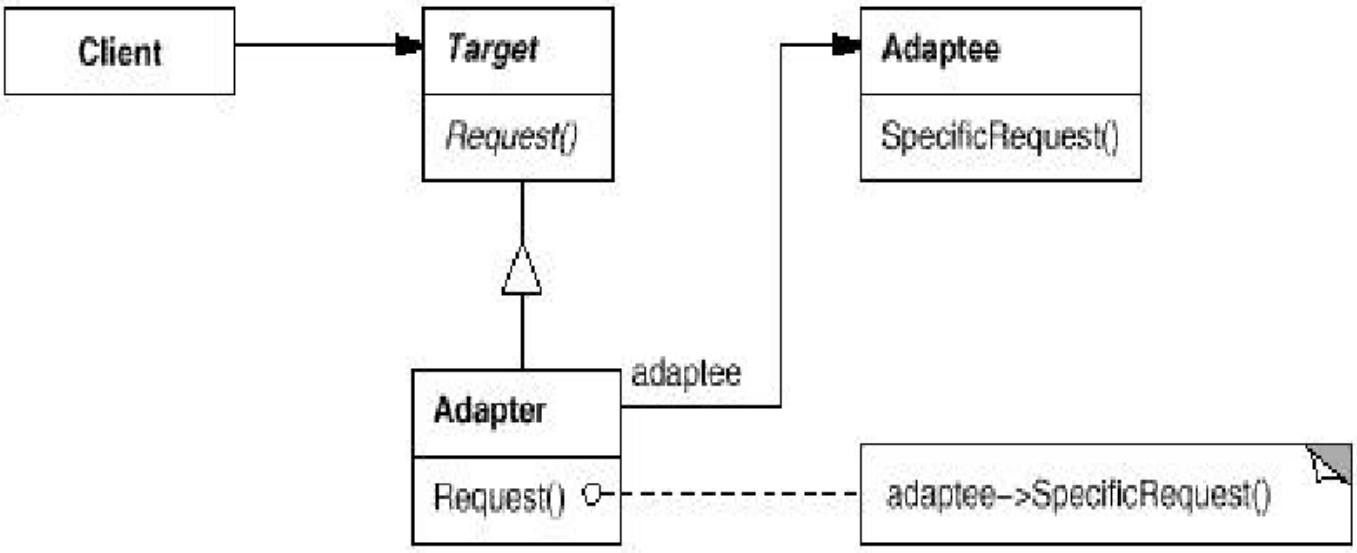
Singleton Pattern

Intent: Ensure that a class have only one instance created and provide a global point to access to it.



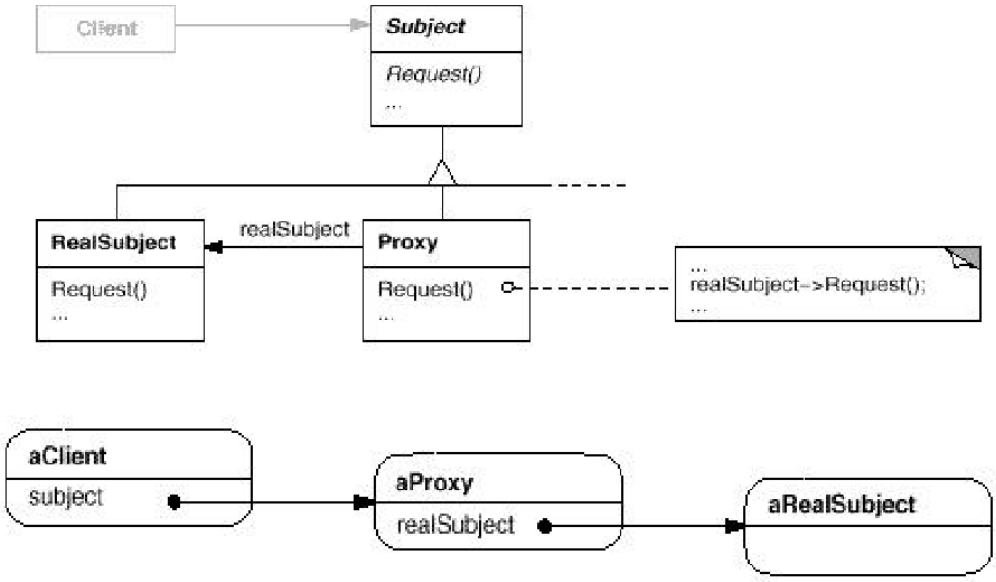
Adapter Pattern

Intent: Convert the interface of a class in to another interface client expected and it let incompatible interfaces work togethers.



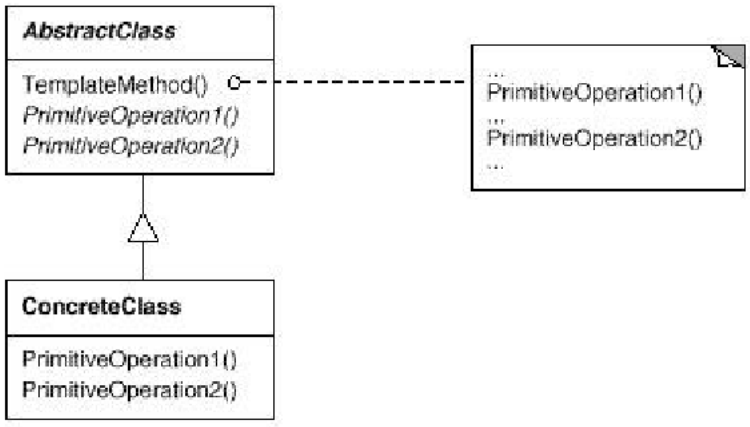
Proxy Pattern

Intent: Provide surrogate or place holder for another object to control access to it.



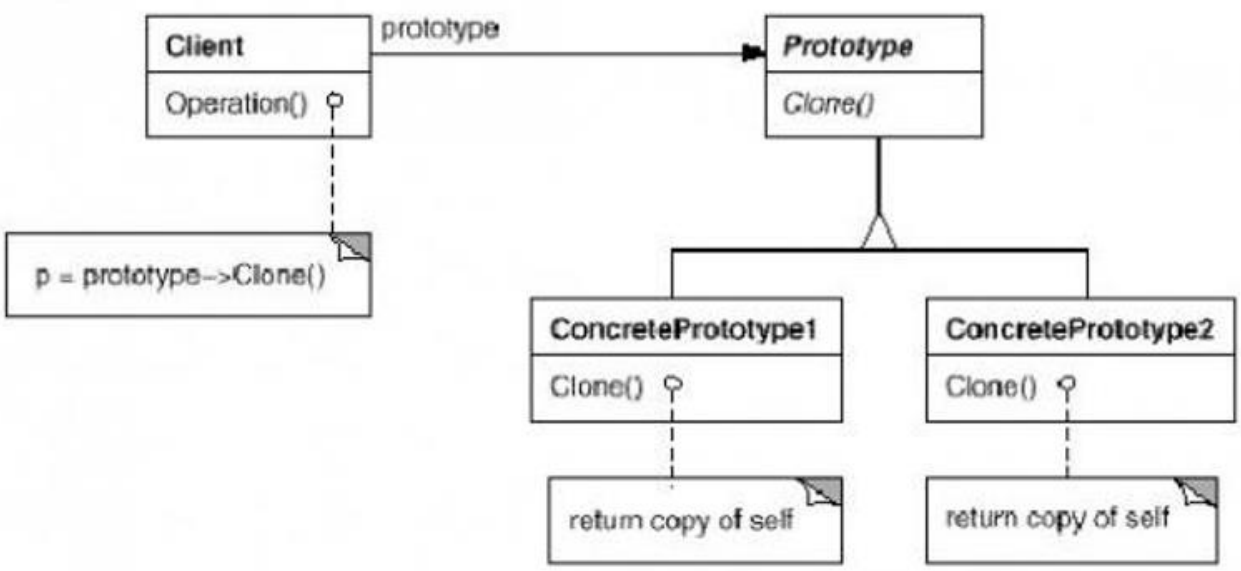
Template Pattern

Intent: Define the skeleton of the algorithms in an operation and deferring some steps to subclass without changing the algorithms structure. 4. Structure



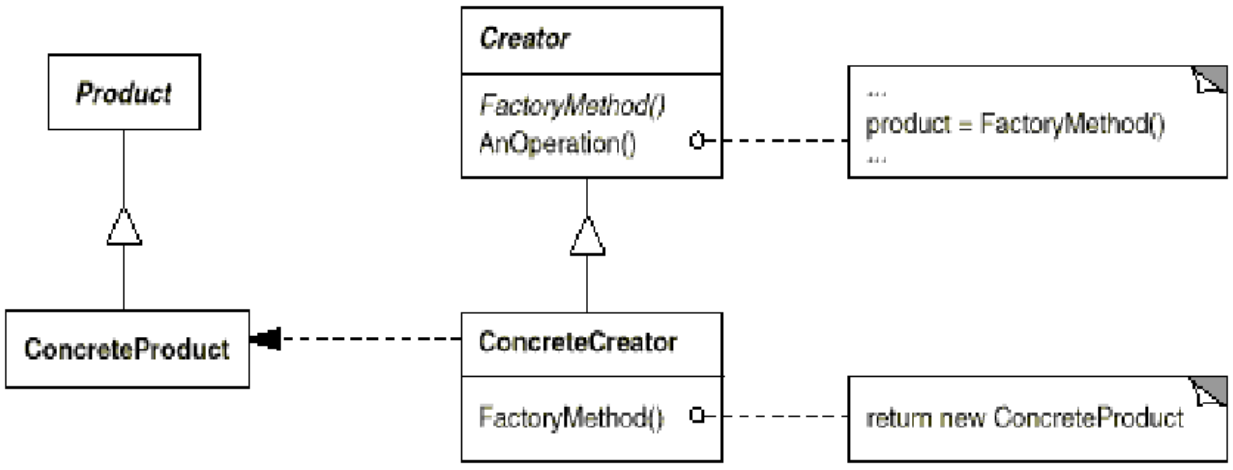
Prototype Pattern

Intent: Specifies the kind of object from prototypical instance, and create new object by copying from this prototype.



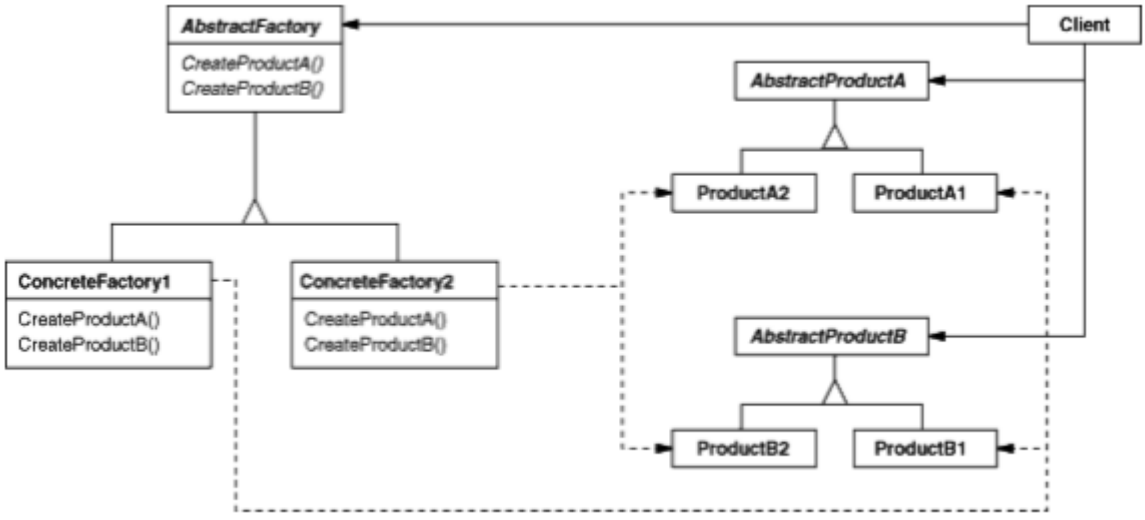
Factory Method Pattern

Intent: Define an interface for creating object but let subclass decide which class to instantiate.



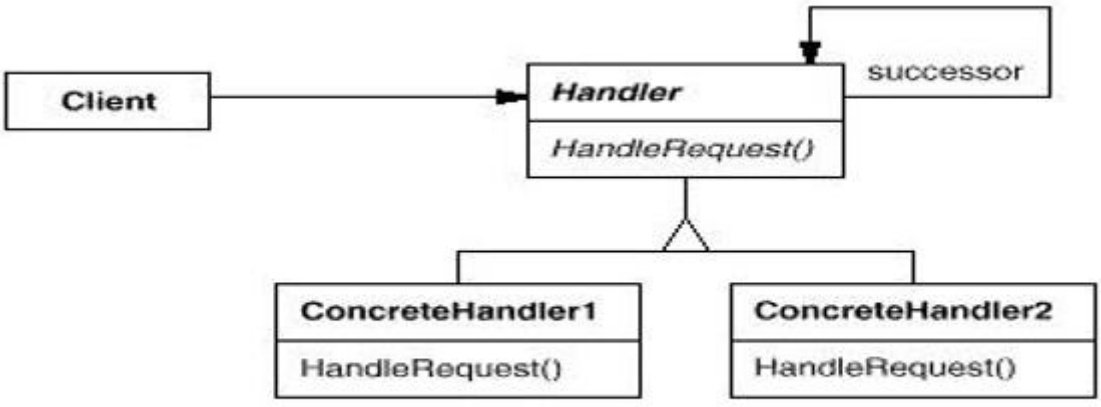
Abstract Factory Pattern

Intent: Provide an interface for creating families of related or dependent without specifies their concrete class.



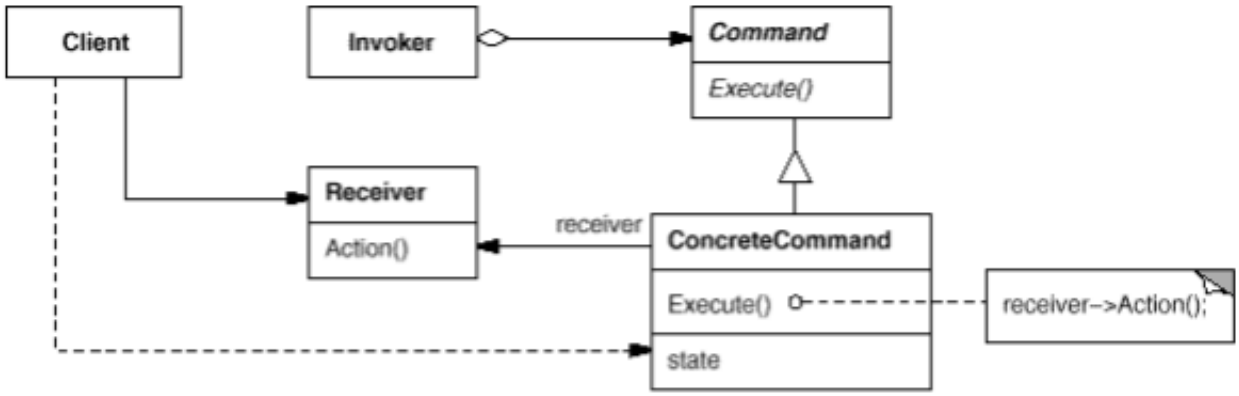
Chain of Responsibility Pattern

Intent: Avoid coupling the sender of a request to its receiver by giving more than one object a chance to handle the request. Chain the receiving objects and pass the request along the chain until an object handles it.



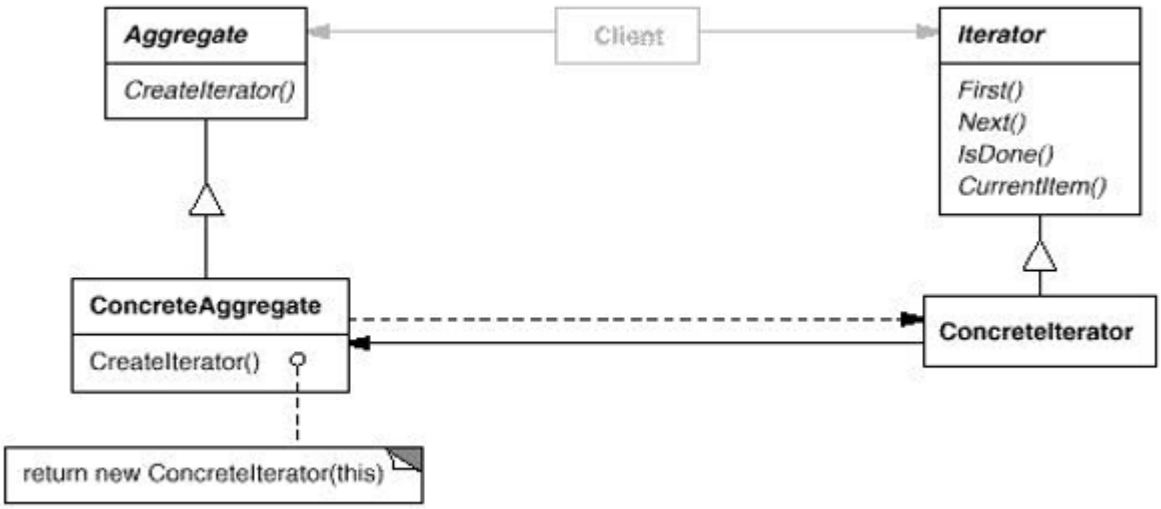
Command Pattern

Intent: Encapsulation a request as object thereby letting you parameterize clients with different requests, queue or log requests, and support undoable operations.



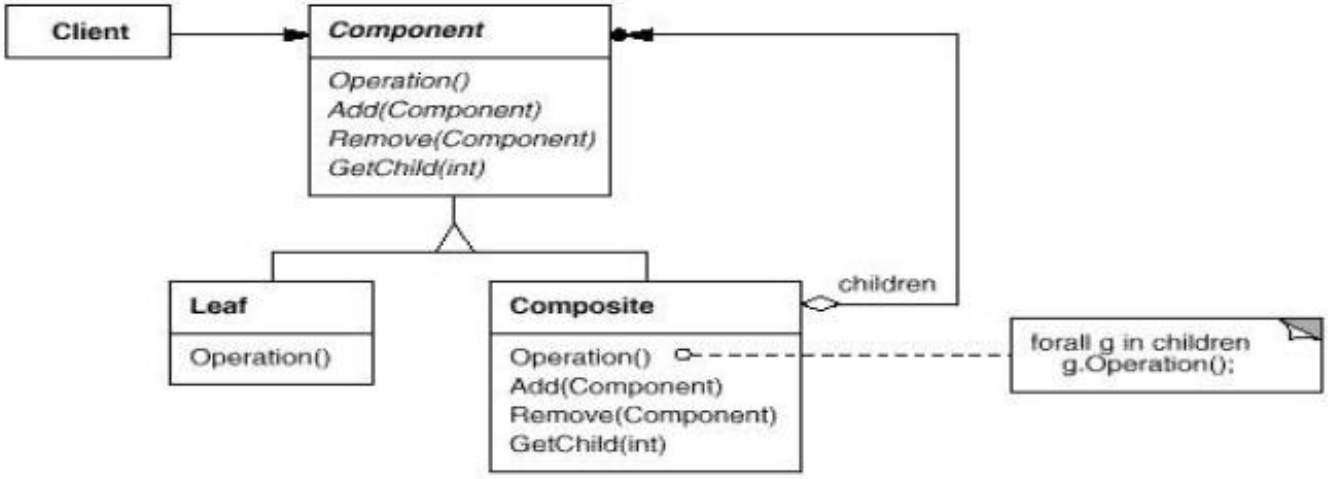
Iterator Pattern

Intent: Provide a way to access the elements of an aggregate object (collection) sequentially without exposing its underlying representation.



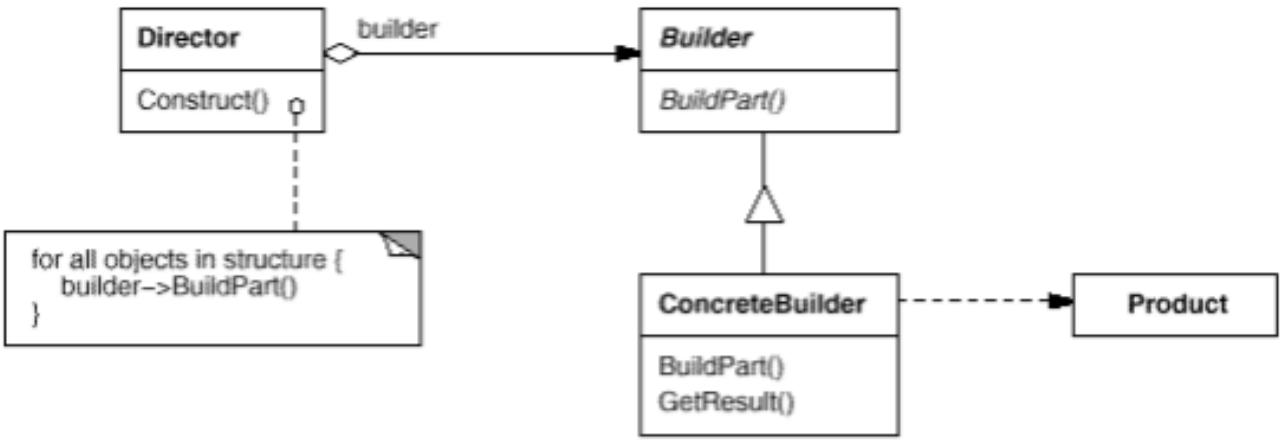
Composite Pattern

Intent: Compose objects into tree structures to represent part-whole or parent-child hierarchies. Composite lets clients treat individual objects and compositions of objects uniformly.



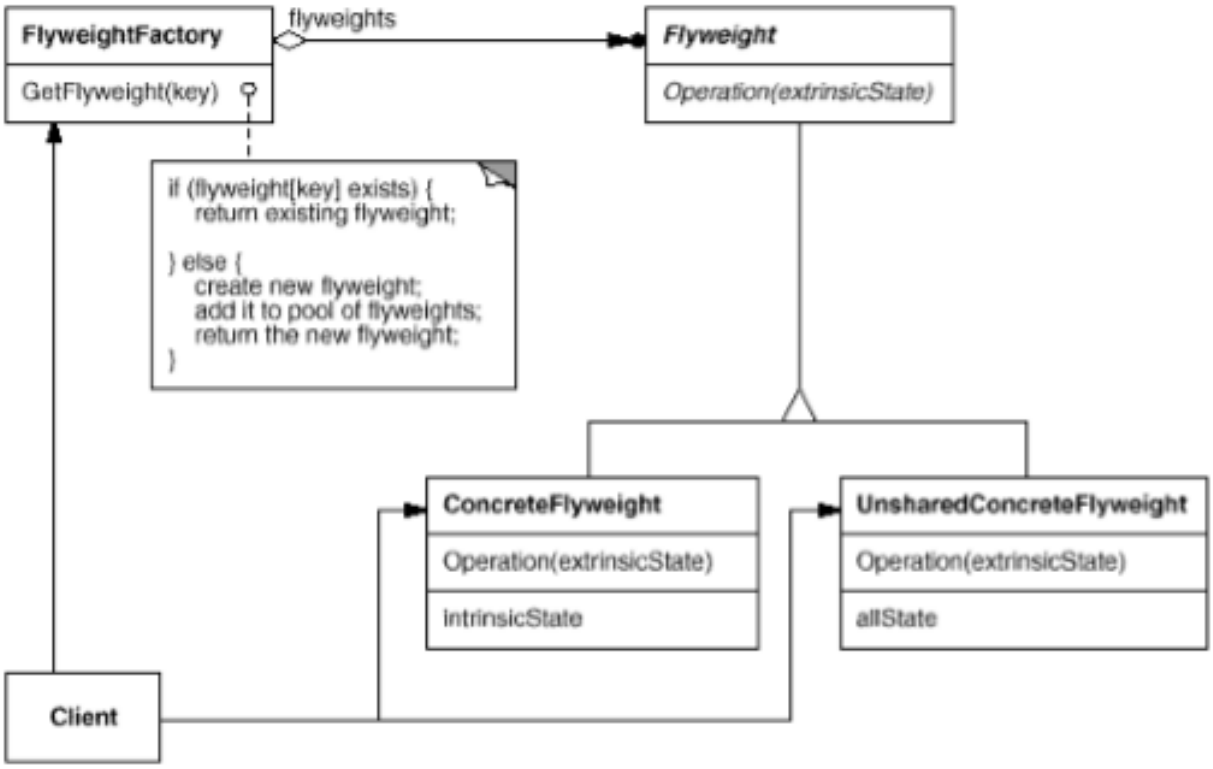
Builder Pattern

Intent: Separate the construction of a complex object from its representation so that the same construction process can create different representations.



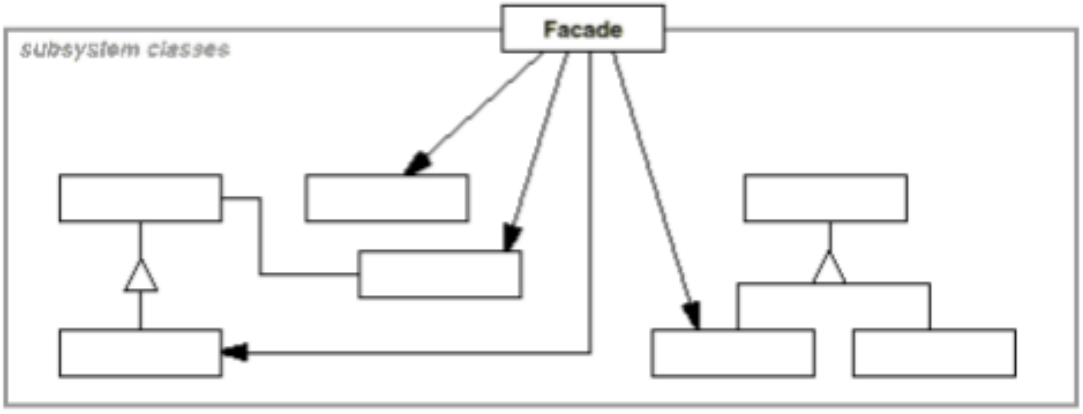
Flyweight Pattern

Intent: Use sharing to support large numbers of fine-grained objects efficiently.



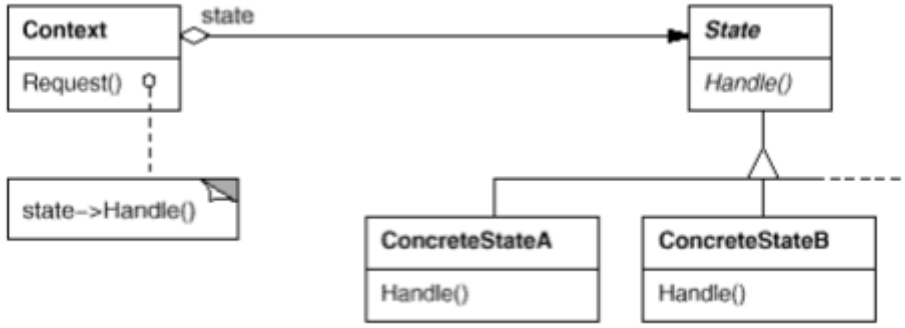
Facade Pattern

Intent: Provide a unified interface to a set of interfaces in a subsystem. Facade defines a higher-level interface that makes the subsystem easier to use.



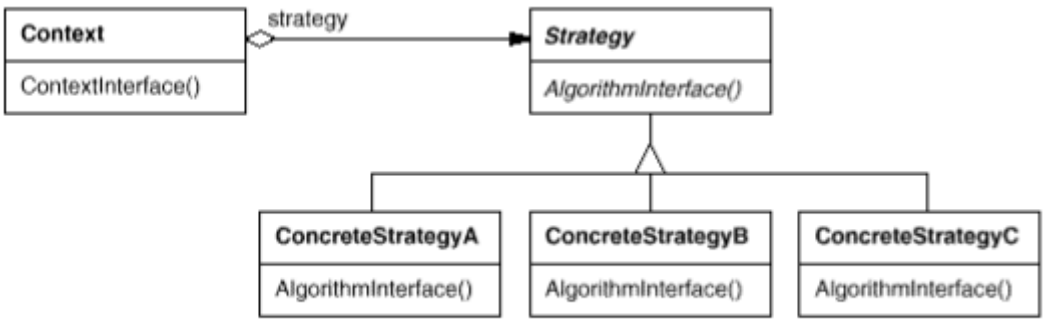
State Pattern

Intent: Allow an object to alter its behavior when it internal state change. The object will appear to change its class.



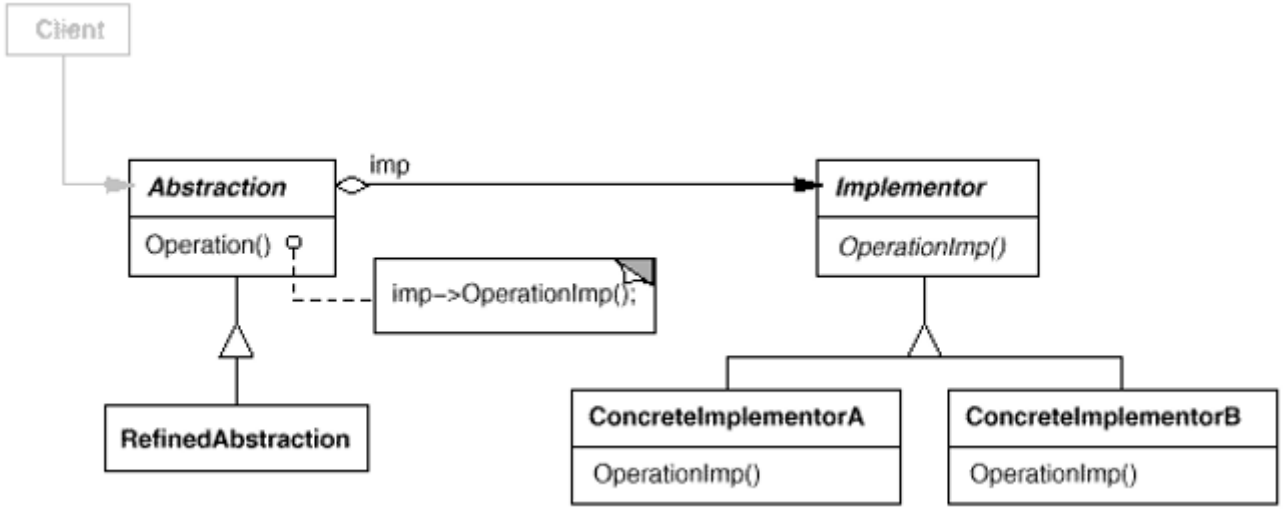
Strategy Pattern

Intent: Define a family of algorithms, encapsulate each one and make them interchangeable and it let algorithms vary independently from client that use it.



Bridge Pattern

Intent: Decouple an abstraction from its implementation so that the two can vary independently.



Decorator Pattern

Intent: Attach additional responsibilities to an object dynamically. Decorators provide a flexible alternative to subclassing for extending functionality.