[**java 23种设计模式 深入理解**](https://www.cnblogs.com/magee-khl/p/7491813.html)

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以下是学习过程中查询的资料,别人总结的资料,比较容易理解(站在各位巨人的肩膀上,望博主勿究)

**创建型**  
抽象工厂模式 <http://www.cnblogs.com/java-my-life/archive/2012/03/28/2418836.html>  
工厂方法 [http://www.cnblogs.com/java-my-life/archive/2012/03/25/2416227.html](http://www.cnblogs.com/java-my-life/archive/2012/03/28/2418836.html)  
建造者模式  <http://www.cnblogs.com/java-my-life/archive/2012/04/07/2433939.html>  
原型模式 <http://www.cnblogs.com/java-my-life/archive/2012/04/11/2439387.html>  
单态模式 <http://www.cnblogs.com/java-my-life/archive/2012/03/31/2425631.html>

**结构型**  
适配器模式 <http://www.cnblogs.com/java-my-life/archive/2012/04/13/2442795.html>  
桥接模式 <http://blog.csdn.net/jason0539/article/details/22568865>  
组合模式 <http://blog.csdn.net/jason0539/article/details/22642281>  
外观模式 <http://blog.csdn.net/jason0539/article/details/22775311>  
装饰者模式 <http://www.cnblogs.com/java-my-life/archive/2012/04/20/2455726.html>  
享元模式 <http://www.cnblogs.com/java-my-life/archive/2012/04/26/2468499.html>  
代理模式 <http://www.cnblogs.com/java-my-life/archive/2012/04/23/2466712.html>

**行为型**  
责任链模式 <http://blog.csdn.net/zhouyong0/article/details/7909456>  
命令模式 <http://www.cnblogs.com/java-my-life/archive/2012/06/01/2526972.html>  
解释器模式 <http://www.cnblogs.com/java-my-life/archive/2012/06/19/2552617.html>  
迭代模式 <http://www.cnblogs.com/java-my-life/archive/2012/05/22/2511506.html>  
中介者模式 <http://blog.csdn.net/chenhuade85/article/details/8141831>  
备忘录模式 <http://www.cnblogs.com/java-my-life/archive/2012/06/06/2534942.html>  
观察者模式 <http://www.cnblogs.com/java-my-life/archive/2012/05/16/2502279.html>  
状态模式 <http://www.cnblogs.com/java-my-life/archive/2012/06/08/2538146.html>  
策略模式 <http://www.cnblogs.com/java-my-life/archive/2012/05/10/2491891.html>  
模板方法模式 <http://www.cnblogs.com/java-my-life/archive/2012/05/14/2495235.html>  
访问者模式 <http://www.cnblogs.com/java-my-life/archive/2012/06/14/2545381.html>