

	Creation	Division of Labor	Resource Management	Increase Robustness
Object Indirectly Extending the Behavior of an Object	Builder	Bridge Chain of Responsibility Visitor	Visitor	Mediator
Object Extending the Behavior of an Object	Abstract Factory	Delegation Filter Wrapper		Two-Phase Termination
Interface Extending the Behavior of a Class	Factory Method	Adapter Interface Observer	Proxy Strategy	Strategy
Internal Class Organization	Prototype Singleton	Template Method		Immutable
Manage Object Initialization	Cache Management	Layered Initialization		Immutable
Externalize Object State as a Discrete Object			Command Snapshot	
Manage a Collection	Object Pool	Composite	Iterator	
Reduce Coupling		Adapter Façade Observer	Dynamic Linkage Iterator Proxy Virtual Proxy	Little Language

Manage Object/Class State/Attributes	Coordinate Concurrent Access to a Shared Resource
	Read/Write Lock Scheduler
Null Object	
Immutable Marker Interface	Balking Guarded Suspension Single Threaded Execution
Flyweight State	
	Consumer-Producer