

	Creation	Division of Labor	Resource Management	Increase Robustness	Manage Object/Class State/Attributes	Coordinate Concurrent Access to a Shared Resource
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		Read/Write Lock Scheduler
Interface Extending the Behavior of a Class	Factory Method	Adapter Interface Observer	Proxy Strategy	Strategy	Null Object	
Internal Class Organization	Prototype Singleton	Template Method		Immutable	Immutable Marker Interface	Balking Guarded Suspension Single Threaded Execution
Manage Object Initialization	Cache Management	Layered Initialization		Immutable		
Externalize Object State as a Discrete Object			Command Snapshot		Flyweight State	
Manage a Collection	Object Pool	Composite	Iterator			
Reduce Coupling		Adapter Façade Observer	Dynamic Linkage Iterator Proxy Virtual Proxy	Little Language		Consumer-Producer