| | 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<br>Chain of Responsibility<br>Visitor | Visitor | Mediator | | |
| **Object Extending the Behavior of an Object** | Abstract Factory | Delegation<br>Filter<br>Wrapper | | Two-Phase Termination | | Read/Write Lock<br>Scheduler |
| **Interface Extending the Behavior of a Class** | Factory Method | Adapter<br>Interface<br>Observer | Proxy<br>Strategy | Strategy | Null Object | |
| **Internal Class Organization** | Prototype<br>Singleton | Template Method | | Immutable | Immutable<br>Marker Interface | Balking<br>Guarded Suspension<br>Single Threaded Execution |
| **Manage Object Initialization** | Cache Management | Layered Initialization | | Immutable | | |
| **Externalize Object State as a Discrete Object** | | | Command<br>Snapshot | | Flyweight<br>State | |
| **Manage a Collection** | Object Pool | Composite | Iterator | | | |
| **Reduce Coupling** | | Adapter<br>Façade<br>Observer | Dynamic Linkage<br>Iterator<br>Proxy<br>Virtual Proxy | Little Language | | Consumer-Producer |