Memento
Type: Behavioral
What it is:
Without violating encapsulation, capture and 
externalize an object's internal state 
so that the object can be restored to this 
state later.

Observer
Type: Behavioral
What it is:
Define a one-to-many dependency between 
objects so that when one object changes state, 
all its dependents are notified and 
updated automatically.

State
Type: Behavioral
What it is:
 Allow an object to alter its behavior when 
its internal state changes. The object will 
appear to change its class.

Strategy
Type: Behavioral
What it is:
Define a family of algorithms, 
ceapsculate each one, and make them 
interchangeable. Lets the algorithm vary 
 independently from clients that use it.

Template Method
Type: Behavioral
What it is:
Define the skeleton of an algorithm in an 
operation, deferring some steps to subclasses. 
Lets subclasses redefine certain steps of 
an algorithm without changing the 
algorithm's structure.

Visitor
Type: Behavioral
What it is:
Represent an operation to be 
performed on the elements of an 
object structure. lets you define a 
new operation without changing the classes of the elements on which it operates.