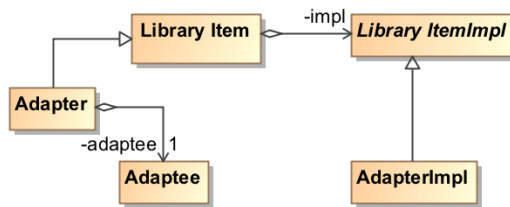


Design Patterns

You can create and edit the design patterns for the selected [Class](#). A detailed description of templates can be found in the **Design Patterns** of **Reusable Object-Oriented Software**.

To create the design pattern for the selected class

1. From the Class's shortcut menu, select **Tools**, and then select **Apply Pattern**.
2. The Pattern Wizard dialog opens. For a detailed description of this dialog, read [Pattern Wizard](#).
3. Select the design pattern you want to apply and select the desired options. Click **OK**.



Related References

- [Working with Classes](#)
- [Creating a Structured Class](#)
- [Design Patterns](#)
- [Creating Class Elements](#)
- [Attribute](#)
- [Operation](#)
 - [Parameter](#)

Related Pages

- [Class diagram](#)
- [Class Diagram Wizard](#)
- [Behavior](#)
- [Package](#)
- [Pattern Wizard](#)
- [Model Elements](#)