Frame 1. Structure Adopted for Presentation of Patterns

Element	Description
Name	Specifies the name of the pattern, which must be unique and reflect the applicability of the pattern.
Domain	Corresponds to the pattern application domain.
Purpose	Describes the objective of applying the pattern.
Problem	Describes the situation where the pattern can be applied.
Consequence	Describes the consequences of using the pattern.
Type	Specifies the type of requirement: functional, non-functional or business rule.
Solution	A template is presented for writing the fixed and variable part of the requirement that the pattern must represent. The notation <...> is used to describe the variable part that is called a parameter and must be replaced by the pertinent data for the requirement to be elaborated.
Related Patterns	Specifies the related patterns that are complementary to the pattern in question. This element benefits the software engineer by indicating other possible patterns that can be used when using the pattern in question.