Q.P. Code: 16MC842



**6M** 

Reg. No:

## SIDDHARTH INSTITUTE OF ENGINEERING & TECHNOLOGY:: PUTTUR (AUTONOMOUS)

## MCA III Year I Semester Regular & Supplementary Examinations Nov/Dec 2019 DESIGN PATTERNS

Time: 3 hours Max. Marks: 60

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		(Answer all Five Units $5 \times 12 = 60$ Marks)	
		UNIT-I	
1	a	What is a Design Pattern? Explain catalog of design patterns and organization of	<b>7M</b>
		patterns.	
	b	Explain how to use a design Pattern?	5M
		OR	
2		What are the essential elements of a design pattern? Explain.	<b>6M</b>
	b	Explain Design Patterns in Smalltalk MVC.	<b>6M</b>
		UNIT-II	
3		Briefly explain intersection of functionality and union of functionality.	<b>6M</b>
	b	Discuss the role of patterns in designing a particular problem.	<b>6M</b>
		OR	
4		How to support multiple look and feel standards? Explain	6M
	b	Discuss in detail about supporting multiple window systems.	6M
		UNIT-III	
5		Explain singleton creational pattern.	<b>7M</b>
	b	Explain the role of creational patterns in design patterns	5M
		OR	
6		Explain Factory Method in detail.	<b>7M</b>
	b	Differentiate between Factory Method and Abstract Factory.	5M
		UNIT-IV	
7		Discuss in detail about flyweight Design Pattern.	<b>6M</b>
	b	Explain Proxy Design Pattern	<b>6M</b>
		OR	
8		List and explain the issues of proxy pattern	5M
	b	Briefly explain Adapter Design Pattern.	<b>7M</b>
		UNIT-V	
9		Differentiate between command and interpreter design pattern.	<b>6M</b>
	b	Explain in short about chain of responsibility.	<b>6M</b>
		OR	- <del>-</del> -
<b>10</b>	a	Explain Strategy Pattern.	<b>6M</b>

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**b** Explain Mediator Design Pattern