SIDDHARTH GROUP OF INSTITUTIONS :: PUTTUR
Siddharth Nagar, Narayanavanam Road – 517583

QUESTION BANK (DESCRIPTIVE)

Subject with Code : SADP (13A05701) **Course & Branch**: B.Tech - CSE

Year & Sem: IV-B.Tech & I-Sem **Regulation:** R13

UNIT-I

Introduction, Architectural Styles, Shared Information Systems

1 What is Software architecture and Explain software design levels. [L2, L3]/10M
2 What is engineering? and explain. [L2]/10M
3 Explain the current state of software technology. [L2]/10M
4 Write briefly about the database integration in shared information systems. [L3]/10M
5 Examine the following
A) Architecture styles [L3]/5M
B) Pipes and Filters [L3]/5M
6 Explain the following
A) Data Abstraction and Object- Oriented Organization [L3]/5M
B) Layered systems [L3]/5M
7 Explain
A)Repositories [L3]/5M
B) Interpreters [L3]/5M
8 Explain the process control in detail. [L2]/10M
9 Explain the Event-based, Implicit Invocation. [L2]/10M
10. Define the following terms
A) Software architecture B) Architectural styles C) process control
D) Heterogeneous architecture E)Shared information Systems

UNIT-II

Introduction, Creational Patterns

1. What is meant Design Patterns? Elaborate their advantages. [L3]/10M
2. Explain the applicability, structure, participants, consequences and implementation of Abstract Factory trend. [L2]/10M
3. Depict the dynamic behavior of MVC with any one scenario . [L1,L3]/10M
4. Explain the organization of design patterns. [L2]/10M
5. Briefly explain the catalog of design patterns. [L2, L3]/10M
6. Write about the how to solve the design problems by design patterns. [L3,]/10M
7. Explain Prototype Pattern Structure, Consequences and Implementation. [L3]/10M
8. Describe Builder pattern Intent, Motivation and its Structure. [L2]/10M
9. How to select a Design pattern. Briefly explain How to use a design pattern. [L2, L3]/10M
10. Define the following terms
    A) Abstract Factory B) Builder C) Prototype D) singleton E) Factory method

UNIT-III

Structural Pattern Part-I & Part II

1. Explain briefly about Adapter Pattern. [L2]/10M
2. Explain Decorator Pattern Structure, Consequences and Implementation. [L2]/10M
3. Write in detail about Façade Structural Pattern. [L3,L4]10M
4. What is intent of Bridge Structural Pattern and explain all the sections. [L3]10M
5. Describe Composite pattern Intent, Motivation and its Structure. [L2]/10M
6. Discuss Flyweight structural Pattern. [L1,L3]10M
7. Write in detail about Proxy Structural Pattern. [L3,L4]10M
8. Write briefly about any four structural patterns. [L3,L4]10M
9. Explain Decorator Intent, Motivation, participants. [L2]/10M
10. Define the following terms
    A) Adapter B) bridge C) Decorator D) Façade E) Proxy

UNIT-IV

Behavioral Patterns Part-I

1 Describe Chain of Responsibility pattern Intent, Motivation and its Structure. [L2]/10M
2 Write Iterator Pattern with simple example. [L2,L3]/10M
3 What is the intent of Interpreter Pattern? Explain with Example. [L2]/10M
4 Write in detail about Mediator Behavioral Pattern. [L3]10M
5 Explain Command Structural Pattern. [L2,L3]10M
6 Discuss Observer Behavioral Pattern. [L1,L3]10M
7 Describe Memento pattern Intent, Motivation and its Structure. [L2]/10M
8 Write briefly about any 4 behavioral patterns. [L3,L4]10M
9 Explain the Interpreter Consequences and Implementation. [L2]/10M
10 Define the following terms
A) Command B) Iterator C) Mediator D) Interpreter E) Observer

Unit – V

Behavioral Patterns Part-II

1. Explain the implementation of state pattern. [L2]/10M

2. Write about the strategy pattern. [L3]/10M

3. Explain the implementation of template pattern. [L2]/10M

4. Explain briefly about visitor pattern. [L2]/10M

5. Explain the design patterns? Write about supporting multiple window systems. [L2, L3]/10M

6. What are the suggested standard organization points for view documentation? [L1, L2]/10M
7. What is the intent uses and related pattern of template method? [L!, L2]/10M
8. What are the uses of architectural documentation? Bring out the concept of view as applied to architectural documentation. [L1, L2]/10M
9. Write detailed notes on support multiple window systems, user operations . [L3, L4]/10M

10. Define the following terms
A) state B) Template method C) visitor D) Strategy E) Design problems

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QUESTION BANK (OBJECTIVE)

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UNIT-I

Introduction, Architectural Styles, Shared Information Systems

1. Which among are structural issues of software architecture? [ ]

A. The assignment of functionality to design elements B Scaling and performance

C Both A & B D.Dimensions of revolution

2. Usually, architectures are represented abstractly as _____ diagrams [ ]

A. Box-and-line B.Box-and-box . CBox-and-point D.Circle-and-box

3. The _____ of a software system defines that system in terms of computational components and interactions among those components. [ ]

A. Design B.Architecture C.Both A & B D.None

4. which is not design level of software [ ]

A. Architecture B.Code C.Executable D.None

5. _____ is the level where the design issues involve algorithms and data structures.[ ]

A. Architecture C. Design

B. Executable D. Code

6. Which is the one of the computer hardware design level _____ [ ]

A. PNS level C. Circuit level

B. Coding level D. None

7. Switching circuits is sub level of _____ level in computer hardware design level [ ]

A. Circuit level C. Logic-design level

B. Programming level D. PNS level

8. The phrase **Software Engineering** was coined in the year_____ [ ]

A. 1967 C. 1969

B. 1968 D. 1986

9. _____ has always been a major factor in determining the success of a software system. [ ]

A. Good architectural design B. Good coded program

C. Well analyzed requirements D. None

10. Architectural issues are being addressed by work in areas like [ ]

A. Module interface languages C. Software reuse

B. Domain-specific architecture D. All

11. At the architectural level, software organization styles are often associated with phrases such as _____ [ ]

A. Client-server system C. Layered architecture

B. Pipe-filter design D. All

12. An architectural style defines a _____ of components and connector types. [ ]

A. Meaning C. Vocabulary

B. Procedure D. Syntax

13. Which of the following are common architectural style [ ]

A. Data flow systems C. Both A & B

B. Virtual machines D. None

14. In _____ style each component has a set of inputs and set of outputs. [ ]

A. Architectural C. Both A & B

B. Pipe-and-filter D. None

15. In Pipe-and-filter style connectors are termed as _____ [ ]

A. Filters C. Both A & B

B. Pipes D. None

16. _____ restrict the topologies to linear sequences of filters [ ]

A. Pipes C. Pipelines

B. Filters D. Bounded pipes

17. Bounded pipes restrict the amount of data that can reside on a _____ [ ]

A. Filter C. Pipe line

B. Pipes D. None

18. The best known examples of pipe-and-filter architectures are programs written in the [ ]

A. C C. Python

B. Java D. Unix shell

19. Pipes and can also applied in _____ [ ]

A. Signal-processing domain C. Functional programming

B. Parallel programming D. All

20. object are examples of a type of component in data abstraction, we generally call as ____ [ ]

A. Mangers B. Procedures

C. Functions D. All

21. objects are interact through _____ invocations [ ]

A. Function and Procedure C. Procedure and Program

B. Function and Program D. None

22. In a object-oriented systems components typically interact with each other _____ invoking those routines. [ ]

A. Implicitly C. Both A & B

B. Explicitly D. None

23. Among the following which is alternate method for explicit invocation [ ]

A. Implicit invocation C. Selective broadcast

B. Reactive integration D. All

24. Benefit of implicit invocation is that it provides strong support for _____ [ ]

A. Reuse C. Rely

B. Recycle D. Relinquish

25. A layered system organized _____ [ ]

A. Randomly C. Hierarchically

B. In a order D. None

26. Each layer is serving as a client to the _____ layer. [ ]

A. Server C. Both

B. Client D. None

27. The most widely known examples of this kind of architectural style are _____ [ ]

A. Layered communication protocol C. Both A & B

B. Layered communication protocol D. None

28. Which among is desirable properties of layered systems? [ ]

A. They support designs based on increasing level of abstraction

B. They support enhancement C. They support reuse D. All

29. which is among components of data repositories? [ ]

A. A central data structure represents the current state

B. Collection of dependent components operate on the central data store

C. Both A & B D. None

30. How many sub categories are there for repository? [ ]

A. 3 C. 5

B. 4 D. 2

31. The balck board model is usually present _____ mojor parts [ ]

A. 3 C. 5

B. 4 D. 2

32. interactions among knowledge sources takes place solely through _____ [ ]

A. Traditional database C. Both A & B

B. Blackboard D. None

33. In a/an _____ organization a virtual machine is produced in software [ ]

A. Repository C. Process control

B. Layered systems D. Interpreters

34. An interpreter generally has _____ components [ ]

A. 5 C. 2

B. 4 D. 1

35. _____ system organization is not widely recognized in software community [ ]

A. Interpreters C. Process control

B. Layered systems D. Interpreters

36. _____ designs are characterized by the kind of components involved and the special relations that must hold among them. [ ]

A. Object oriented C. Control-loop

B. Functional design D. All

37. _____ are other familiar architectures [ ]

A. Distributed process C. State transmission system

B. Man program D. All

38. _____ is/are domains where shared information systems are appear [ ]

A. Data processing C. Building design

B. Software development environments D. All

39. The earliest software developments tools were _____ [ ]

A. Stand-alone programs C. Both A & B

B. Client-Server programs D. None

40. the data flow architecture that repeatedly occurs in the evolution of shared information system is _____ [ ]

A. Batch sequential C. Code sequential

B. Match sequential D. None

UNIT-II

Introduction, Creational Patterns

1. The _____ is a handle we can use to describe a design problem. [ ]

A. Pattern name
C. Pattern title
B. Pattern value
D. None

2. The _____ describes the elements that make up the design [ ]

A. Pattern
C. Procedure
B. Consequences
D. Solution

3. The _____ are the results and trade-offs of applying the pattern. [ ]

A. Pattern
C. Procedure
B. Consequences
D. Solution

4. Abbreviation of MVC___ [ ]

A. Mode/View/controller
C. Model/View/controller
B. Model/Viewer/control
D. None

5. The MVC triad of classes is used to build user interfaces in _____ . [ ]

A. Small talk-8
C. Small talk-88
B. Small talk-80
D. Small talk-83

6. MVC contains _____ kinds of objects. [ ]

A. 4
C. 3
B. 2
D. 1

7. The _____ defines the way the user interface reacts to user input. [ ]

A. Model
C. Controller
B. View
D. None

8. In MVC views can be _____ [ ]

A. Looped
C. Controlled
B. Nested
D. None

9. _____design pattern which is used to specify the default controller class for a view [ ]

A. Decorator
C. Both A & B
B. Factory method
D. None

10. _____ is design pattern which is used to add scrolling to a view [ ]

A. Decorator
C. Both A & B
B. Factory method
D. None

11. Among this which is the catalog for design pattern _____ [ ]

A. Abstract factory
C. Sample codes
B. Intent
D. Related patterns

12. A short term that answers following questions like:what does design pattern do? is called as _____ [ ]

A. Intact
C. Intend
B. Intent
D. Intense

13. Decouple an abstraction from its implementation so that the two can vary independently [ ]

A. Bridge
C. Command
B. Builder
D. Composite

14. _____ defines a higher-level interface that makes the subsystem easier to use. [ ]

A. Decade
C. Flyweight
B. Facade
D. Interpreter

15. _____ provides a surrogate or place holder for another object to control access to it **[ ]**.

A. Proxy
C. Observer
B. Prototype
D. Memento

16. We classify design patterns by _____ criteria. [ ]

A. 3
C. 2
B. 4
D. 5

17. patterns can have _____ purpose. [ ]

A. Creational
C. Behavioral
B. Structural
D. All

18. _____ Patterns deal with the composition of classes or objects. [ ]

A. Creational
C. Behavioral
B. Structural
D. None

19. The ____criterion specifies whether the pattern applies primarily to classes or to objects. **[ ]**

A. Scope
C. Both A & B
B. Purpose
D. None

20. An _____ packages both data and the procedures that operate on that data. [ ]

A. Object
C. Operations
B. Classes
D. Client

21. An object performs an operation when it receives a request from a ___ [ ]

A. Server
C. Operations
B. Client
D. None

22. _____ are the only way to get an object to execute an operation [ ]

A. Programs C. Servers

B. Requests D. Clients

23. The hard part about object-oriented is decomposing a system into ____ [ ]

A. Classes C. Both A & B

B. Objects D. None

24. A _____ is a name used to denote a particular interface. [ ]

A. Type C. Object

B. Class D. None

25. The run-time association of a request to an object and one of its operation is known as _[ ]

A. Static binding C. Both A & B

B. Dynamic binding D. None

26. The object is said to be an _____ of the class. [ ]

A. Example C. Instance

B. Part D. None

27. An _ is one whose main purpose is to define a common interface for its sub classes. [ ]

A. Abstract class C. Abstract theory

B. Abstract object D. All

28. classes that aren't abstract are called _____ [ ]

A. Concrete class C. Conceit class

B. Concrete class D. None

29. These are one of the approach to finding the design pattern _____ [ ]

A. Consider how design patterns solve design problems C. Study how patterns interrelate

B. Scan intent sections D. All

30. _____ declares an interface for a type of product object [ ]

A. Abstract Factory C. Client

B. Abstract Product D. Concrete Factory

31. Separate the construction of a complex object from its representation so that the same construction process can create different representations is the intent for ____ [ ]

A. Builder C. Both A & B

B. Abstract factory D. None

32. _____ specifies an abstract interface for creating parts of a product object. [ ]

A. Builder C. Director

B. Concrete builder D. Product

33. _____ constructs an object using the builder interface. [ ]

A. Director C. Builder

B. Product D. None

34. Factory Method is also known as _____ [ ]

A. Virtual constructor C. Both A & B

B. Kit D. None

35. _____ use abstract classes to define and maintain relationships between objects. [ ]

A. Classes C. Frame work

B. Teamwork D. None

36. Use _____ when a class can't anticipate the class of objects in must create. [ ]

A. Builder C. Factory Method

B. Abstract Factory D. None

37. _____ is one of the participants of Factory method [ ]

A. Product C. Creator

B. Concrete Product D. All

38. _____ declares an interface for cloning itself [ ]

A. Prototype C. Client

B. Concrete prototype D. None

39. Use _____ pattern when there must be exactly one instance of a class, and it must be accessible to clients from a well-known access point. [ ]

A. Singleton C. Prototype

B. Factory method D. None

40. Adapter is also Known as _____ [ ]

A. Kit

B. Wrapper

C. Both A & B

D. None

UNIT-III

Structural Pattern Part-I & Part II

1. A____ pattern compose objects in to tree structures to represent part-hole hierarchy [ ]

A Adapter B. Bridge C. Composite D. None

2____ Pattern Decouple an abstraction from its implementation [ ]

A Decorator B. Composite C. Facade D. Bridge

3Which of the following is not structural pattern _____ [ ]

A. Facade B. Bridge C. Iterator D. Decorator

4___ pattern is used to create a reusable class that cooperate with unrelated classes [ ]

A Bridge B. Adapter C. Facade D. Composite

5____ is the related pattern of bridge pattern [ ]

A Builder B. Adapter C. Facade D. Composite

6___ pattern converts one interface of a class to another Interface [ ]

A Decorator B. Composite C. Flyweight D. Adapter

7Flyweight pattern also known as___ [ ]

A Wrapper B. Policy C. Transaction D. None

8Adapter pattern also called as _____ [ ]

A.Wrapper B. Body C. Handle D. None

9.____ define higher-level interface that makes the sub system easier to use [ ]

A. Decorator B. Composite C. Facade D. State

10.Which of the following is structural pattern _____ [ ]

A. Composite B. Builder C. Iterator D. None

11.___ pattern is used to controlled access to object [ ]

A Bridge B. Iterator C. Facade D. Proxy

12.____ is Advantage of bridge pattern [ ]

A.Extensibility B. Hiding implementation details C. Only one implementer D. None

13.___ pattern also known as surrogate [ ]

A.Bridge B. Proxy C. Mediator D. Strategy

14.___ pattern provides a unified interface to a set of interfaces in a subsystems [ ]

A.Decorator B. Composite C. Flyweight D. Facade

15 Decorator pattern is also known as _____ [ ]

A.Wrapper B. Body C. Handle D. Kit

16____ pattern use sharing to support large number of fine-grained objects effectively [ ]

A.Decorator B. Composite C. Flyweight D.State

17 Façade pattern is also known as _____ [ ]

A.Wrapper B. Policy C. Transaction D. None

18_____ pattern is the related pattern to the Façade pattern [ ]

A. Flyweight B. Abstract Factory C. Strategy D.State

19RTF Stands for _____ [ ]

A. Rich Table Format B. Rich Text Format C. Random Text Format D.None

20_____pattern lets clients treat individual objects and compositions of objects uniformly [ ]

A. Bridge B. Strategy C. Proxy D.Composite

21 Bridge pattern is also known as _____ [ ]

A.Wrapper B. Handle C. Transaction D. None

22 ____pattern has a structure similar to an object adapter [ ]

A.strategy B.bridge C.composite D.all

23 _____pattern is often used with composite pattern [ ]

A.bridge B.decorator C.proxy D.none

24 ____pattern can be viewed as a degenerate composite with only one component [ ]

A. adapter B.facade C.bridge D.decorator

25_____pattern is often combine with the composite pattern to implement a DAG [ ]

A.proxy B.facade C.Flyweight D.all

26____pattern can have similar implementations as proxy pattern [ ]

A.decorator B.facade C.flyweight D.adapter

27 In _____pattern a class represents functionality of another class [ ]

A.proxy B.chain of responsibility C.command D.facade

28 ____ pattern is used to create part-hole hierarchy of objects [ ]

A Decorator B. Composite C. Facade D. State

29 The _____ pattern is also known as Wrapper [ ]

A Decorator B. Composite C. Adapter D. State

30 The _____pattern is also known as body [ ]

A Decorator B. Composite C. Adapter D. Bridge

31 Proxy pattern is also known as_____ [ ]

A.Wrapper B. Handle C. Surrogate D. None

32 _____ is one of the participants of Adpter method [ ]

A.Abstraction B Implementor C. Adaptee D. all

33 _____participant adapts the interface of adaptee to the target interface [ ]

A client B adapter C adaptee D target

34 _____ is one of the participants of Bridge pattern [ ]

A.Abstraction B client C. Adaptee D. leaf

35 _____ participant in composite defines behavior for components having children [ ]

A client B leaf C component D composite

36 _____ is one of the participants of Composite pattern [ ]

A.Abstraction B target C. Adaptee D. leaf

37 _____ is one of the participants of Facade pattern [ ]

A.Abstraction B Facade C. Adaptee D. leaf

38 _____ participant in flyweight creates and manages flyweight objects [ ]

A Flyweightfactory B client C flyweight D none

39 _____ is one of the participants of Proxy pattern [ ]

A.Abstraction B client C. Subject D. leaf

40 _____participant in proxy defines the real object that the proxy represents [ ]

A Proxy B Realobject C subbject D none

UNIT-IV

Behavioral Patterns Part-I

1_____ avoids coupling the sender of a request to its receiver by intermediating more than one object [ ]

A Mediator B. Flyweight C. Chain of Responsibility D. Adapter

2 Observer pattern also known as ____ [ ]

A.Wrapper B. Policy C. Transactions D. Dependants

3Command pattern also known as____ [ ]

A Policy B. Action C. Help D. None

4___ pattern is the related pattern of Chain of Responsibility [ ]

AMediator B. Composite C. Decorator D. Bridge

5___ pattern define an object that encapsulates how a set of objects interacts [ ]

AMemento B. Mediator C. Iterator D. None

6Publish-Subscribe is another name for _____ pattern [ ]

A Mediator B. Composite C. Decorator D. Observer

7.Iterator pattern also known as____ [ ]

A. Curser B. Handle C. Surrogate D. None

8. _____ pattern encapsulate a request as an object [ ]

A.Adapter B. Decorator C. Command D. Bridge

9. __pattern provides a way to access the elements of an aggregate object sequentially [ ]

A. Command B. Composite C. Iterator D. Bridge

10 Which of the following is not a Behavioral pattern? [ ]

A.Command B. Iterator C. Proxy D. State

11GUI stands for _____ [ ]

A.Graphical User Interaction B. Graphical User Interface C Graphical User Input D None

12Transaction is the known for _____ pattern [ ]

A.Command B. Composite C. Adapter D. Bridge

13____pattern is used to decouple senders and receivers by giving multiple objects [ ]

A. Proxy B. Chain of Responsibility C. Flyweight D.State

14 In _____pattern a request is wrapped under an object as command and passed to invoker Object [ ]

A.proxy B. interpreter C. command D.composite

15 _____pattern is used to restore state of an object to a previous state [ ]

A.iterator B.mediator C. observer D.memento

16 _____pattern can keep state the command pattern requires to undo its effect [ ]

A.interpreter B. memento C. composite D.none

17 The interpreter can use an _____pattern to traverse the structure [ ]

A.composite B.state C.iterator D.mediator

18 Collegues can communicate with the mediator using the _____ pattern [ ]

A.observer B.memento C façade D.iterator

19 Memento pattern also known as_____ [ ]

A. Curser B. Handle C. Surrogate D. Token

20 Command pattern can use ____ pattern to maintain state for undoable operations [ ]

AMediator B.memento C. iterator D. observer

21 _____is one of the participant of chain of responsibility pattern [ ]

A handler B command C client D all

22 _____participant indicates the request to a ConcreteHandler object on the chain [ ]

A handler B client C concretehandler D none

23 _____is one of the participant of Command pattern [ ]

A handler B command C context D all

24 _____participant in Command asks the command to carry out the request [ ]

A Receiver B command C invoker D client

25 _____is one of the participant of Interpreter pattern [ ]

A handler B command C terminalexpression D context

26 ____participant in Interpreter contains the information that is global to interpreter [ ]

A client B context C terminalexpression D none

27 ____participant in interpreter is an instance is required for every terminal symbol [ ]

A client B context C terminalexpression D none

28 _____is one of the participant of Iterator pattern [ ]

A ConcreteIterator B command C terminalexpression D context

29 ____participant in Iterator defines an interface for creating an iterator object [ ]

A Iterator B aggregate C concreteiterator D concreteaggregate

30 ____participant in iterator implements the iterator interface [ ]

A Iterator B aggregate C concreteiterator D concreteaggregate

31 _____is one of the participant of Mediator pattern [ ]

A ConcreteMediator B command C terminalexpression D context

32 __participant in Mediator specifies each colleague class knows its mediator object [ ]

A Mediator B colleague classes C concretemediator D none

33 ___participant defines an interface for communicating with colleague objects [ ]

A Mediator B colleague classes C concretemediator D none

34 _____is one of the participant of Memento pattern [ ]

A ConcreteMediator B command C terminalexpression D Caretaker

35 ____participant in memento stores the internal state of originator object [ ]

A originator B Memento C caretaker D all

36 ___participant in memento is responsible for the mementos safekeeping [ ]

A originator B Memento C caretaker D all

37 _____is one of the participant of Observer pattern [ ]

A ConcreteMediator B concreteObserver C terminalexpression D Caretaker

38 ____participant in observer stores the state of interest to concreteobserver objects [ ]

A ConcreteObserver B subject C ConcreteSubject D observer

39 ____participant in observer maintains a reference to a concretesubject object [ ]

A ConcreteObserver B subject C ConcreteSubject D observer

40 __participant in command defines a binding between a receiver object & an action [ ]

A command B ConcreteCommand C Invoker D receiver

Unit – V

Behavioral Patterns Part-II

1 state is also known as _____ [ ]

A. objects for states B. policy C. abstract class D. concrete class

2 strategy is otherwise called___ [ ]

A. objects for states B. policy C. abstract class D. concrete class

3 Number of participants present in the state____ [ ]

A. 1 B. 2 C. 4 D. 3

4 Number of participants present in the strategy____ [ ]

A. 3 B. 4 C. 1 D. 2

5 Context and concrete subclasses are the participants of ___ [ ]

A. strategy B. template method C. strategy D. state

6 context is the participant of____ [ ]

A. strategy B. state C.template method D.visitor

7 state objects are often ____ [ ]

A. adapter B. flyweight C)singletons D. visitor

8 concretestate subclasses is the participant of ____ [ ]

A. strategy B. state C template method D. visitor

9 strategy objects often make good ____ [ ]

A. state B. command C. mediator D. flyweights

10 abstract class and concrete class are the participants of___ [ ]

A. visitor B. memento C. template method D. state

11 Factory methods are often called by____ [ ]

A. visitor B. template method C. command D. state

12 visitor may be applied to do the interpretation___ [ ]

A. adatper B. flyweight C. interpreter D. command

13 A strategy object encapsulates an algorithm___ [ ]

A. state B. fly weight C. strategy D. bridge

14 A state object encapsulates a state -dependent behavior____ [ ]

A. state B. command C. bridge D. command

15 Element is the participant of____ [ ]

A. command B. visitor C. adapter D. command

16 Encapusalation variation is a theme of many___ [ ]

A. creational patterns B. structural patterns C. design patterns D. behavioral patterns

17 Objectstructure is the participant of____ [ ]

A. flyweight B. visitor C. composite D. state

18 strategy is the participant of ____ [ ]

A. command B. visitor C. strategy D. state

19 steps of an algorithm is called____ [ ]

A) template Method B) state C)singleton D)strategy

20 states of an object is known as____ [ ]

A)visitor B)command C)state D)composite

21 How many problems in Lexi's design [ ]

A)seven B)six C) four D)eight

22 which of the following Lexi's design problems [ ]

A)document structure B)formatting C)user operations D)all the above

23 ____To represent the document's physical structure [ ]

A. composite B. strategy C. bridge D. command

24 A common way to hierarchically structured information through a technique called [ ]

A. document structure B. formatting C. recursive function D. glyphs

25 _____To allow multiple windowing platforms [ ]

A. composite B. bridge C. adapter D. iterator

26 Well defined a subclass of Glyph called ___ [ ]

A. MonoGlyph B. Recursive function C. Glyph D. bridge

27 the pattern capture class and object relationships [ ]

A. state B. visitor C. state D. decorator

28 which of the following state participants [ ]

A. context B. state C. concreteState subclasses D. all the above

29The object will appear to change its class__ [ ]

A. command B. visitor C. state D. strategy

30 object encapsulates the protocols between objects___ [ ]

A. Mediator B. State C. Command D. Memento

31The interface of interest to clients____ [ ]

A. command B. visitor C. context D. state

32Each subclass implements a behavior associated with a state of a context ___ [ ]

A. context B. state C. structure D. ConcreteState subclasses

33which implements the algorithm strategy interface [ ]

A. concretestrategy B. state C. visitor D. command

34_____Implements the primitive operations to carry out subclass-specific steps of the algorithm [ ]

A. state B. concrete class C. abstract class D. colloborations

35 Defines an accept a Operation that takes a visitor as an argument___ [ ]

A. element B. visitor C. concrete element D. object structure

36 how many design patterns [ ]

A. 23 B. 22 C. 20 D. 24

37 ___visitors can be used to apply an operation over an object structure [ ]

A. state B. composite C. state D. memento

38 ___To allow different formatting algorithms [ ]

A. state B. flyweight C. command D. strategy

39 which of the following not Lexi's design problems [ ]

A. document structure B. formatting C. user operations D. all the above

40 which of the following not a state participants [ ]

A. context B. state C. concrete State subclasses D. all the above