# Multiple Choice

1. What is the primary mechanism for creating objects in the Prototype Design Pattern?

A. Instantiation using constructors

B. Cloning an existing instance

C. Deserialization of object state

D. Invoking a static factory method

2. What does the Prototype Interface in the Prototype Design Pattern declare?

A. A method for serialization

B. A method for cloning

C. A constructor signature

D. A method for object disposal

3. Which of the following best describes a Concrete Prototype in the context of the Prototype Design Pattern?

A. A class that cannot be instantiated

B. A class that provides the actual implementation of the clone method

C. A class that only contains abstract methods

D. A class that serves as a factory for object creation

4. What is the role of the Client in the Prototype Design Pattern?

A. To define the clone method

B. To initialize new objects

C. To initiate the cloning process

D. To implement the prototype interface

5. Which of the following is a use case for the Prototype Design Pattern?

A. When object creation is less efficient by copying

B. When reducing subclassing is not a concern

C. When configuring complex objects with different properties

D. When a single instance of an object is required

# Answer Key

Question 1: a. Cloning an existing instance

Question 2: a. A method for cloning

Question 3: a. A class that provides the actual implementation of the clone method

Question 4: b. To initiate the cloning process

Question 5: b. When configuring complex objects with different properties