1. What is the purpose of the Prototype pattern?
   a. To create new objects from scratch
   b. To copy an existing object as a blueprint for creating new objects
   c. To reduce the complexity of object creation
   d. To maintain object relationships

2. Which component is responsible for creating new objects using the Prototype pattern?
   a. Prototype
   b. Concrete Prototype
   c. Client
   d. Prototype Registry

3. When is the Prototype pattern useful?
   a. When object creation is more efficient by copying an existing object
   b. When a class cannot anticipate the type of objects it must create
   c. When configuring complex objects with different properties
   d. All of the above

4. What are the pros of using the Prototype pattern?
   a. Object creation efficiency and flexible object creation
   b. Reduced complexity and maintains object relationships
   c. Efficient cloning and reduced need for proper initialization
   d. All of the above

5. What are the cons of using the Prototype pattern?
   a. Cloning complexity and potential for inefficient cloning
   b. Need for proper initialization and maintaining prototypes
   c. Object creation efficiency and reduced complexity
   d. All of the above