

Multiple Choice

1. Which of the following is NOT a key component of the Prototype Pattern?

- a. Prototype
- b. Concrete Prototype
- c. Client
- d. Factory

2. What is the purpose of the Prototype Pattern?

- a. To create objects by copying an existing object
- b. To create objects using a factory method
- c. To create objects by initializing them from scratch
- d. To create objects by subclassing