

Multiple Choice

1. What is the purpose of the Prototype Design Pattern?
 - a. To create new game characters in game development
 - b. To save time and resources in creating similar GUI components
 - c. To clone database records in working with databases
 - d. To evaluate the architectural context of an application
2. What is a benefit of using the Prototype Design Pattern?
 - a. It allows for the creation of new game characters
 - b. It saves time and resources in generating similar UI elements
 - c. It provides a clear and complete documentation of prototype objects
 - d. It ensures consistent behavior and initial states of cloned objects