# Fill in the Blanks

1. The prototype pattern is used to create new \_\_\_\_\_\_\_ by copying existing templates.

2. In graphical user interfaces, the prototype pattern is used to create copies of \_\_\_\_\_\_\_\_ to save time and resources.

3. When working with databases, the prototype pattern is used to clone \_\_\_\_\_\_\_\_ records.

4. The prototype pattern can be implemented using \_\_\_\_\_\_\_\_ mechanisms.

5. The decision to use shallow or deep cloning depends on the \_\_\_\_\_\_\_\_ between objects.

6. A prototype registry can be used when dealing with a large number of \_\_\_\_\_\_\_\_ objects.

7. Prototype objects serve as \_\_\_\_\_\_\_\_ for creating new objects.

8. Prototype objects should be clear, complete, and well-documented, describing their properties, behaviors, and \_\_\_\_\_\_\_\_.

9. The prototype pattern is useful for creating similar \_\_\_\_\_\_\_\_ with different attributes.

10. The prototype pattern can help save time and resources, especially when making something \_\_\_\_\_\_\_\_ or that takes a lot of effort.

# Answer Key

Question 1: game characters

Question 2: GUI components

Question 3: database

Question 4: cloning

Question 5: relationships

Question 6: prototype

Question 7: templates

Question 8: intended use

Question 9: characters

Question 10: difficult