# 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

# Answer Key

Question 1: B. To save time and resources in creating similar GUI components

Question 2: C. It provides a clear and complete documentation of prototype objects