# True or False

1. What is the Prototype Design Pattern?

2. Is the Prototype Design Pattern used in software development?

3. Does the Prototype Design Pattern involve creating copies of existing objects?

4. Is the Prototype Design Pattern useful for creating similar objects with different attributes?

5. Can the Prototype Design Pattern be used in game development?

6. Can the Prototype Design Pattern be used in graphical user interfaces?

7. Does the Prototype Design Pattern involve cloning database records?

8. Are there benefits to using the Prototype Design Pattern?

9. Are there drawbacks to using the Prototype Design Pattern?

10. Is it important to document and train team members in the use of the Prototype Design Pattern?

# Answer Key

Question 1: True

Question 2: True

Question 3: True

Question 4: True

Question 5: True

Question 6: True

Question 7: True

Question 8: True

Question 9: True

Question 10: True