





Outline

Challenge presentations

Questions preparation

Interviews

Discussion

Design Patterns Interview Prep. Workshop

Review all design patterns covered in the course by simulating a job interview setting. This activity will help you understand how design patterns are applied in real-world scenarios and prepare you for common interview questions related to design patterns.

Steps:

- 5 min. to explain the activity
- 5 min. to decide the groups that will interview / will be interviewed
- Each group decides who will record a video of the interview (max 2 min)
- 30 minutes Revise the material of the classes in pure silence OR prepare the questions for the interview (in silence also)
- 30 minutes interview outdoor
- 15 minutes final discussion



References

- (google: "job interview questions about software design patters in java"
 - https://www.geeksforgeeks.org/top-30java-design-patterns-interview-question/
 - https://www.javatpoint.com/java-design-pattern-interview-questions
 - https://www.interviewbit.com/designpatterns-interview-questions/
 - ...
- AI ©



Al proposal for an interview

- What are design patterns and why are they important in software development?
 - Follow-up: Can you name a few commonly used design patterns?
- Can you explain the Singleton pattern and provide an example of where it might be used in a Java application?
 - Follow-up: How would you implement a Singleton in Java?
- Describe the Factory Method pattern. How does it differ from the Abstract Factory pattern?
 - Follow-up: Can you provide a simple Java code example of the Factory Method pattern?
- What is the Observer pattern and how does it work?
 - Follow-up: Can you describe a scenario where you might use the Observer pattern in a Java application?
- How does the Decorator pattern enhance or modify the behaviour of an object?
 - Follow-up: Can you give an example of how you might implement the Decorator pattern in Java?

Time for discussion ©