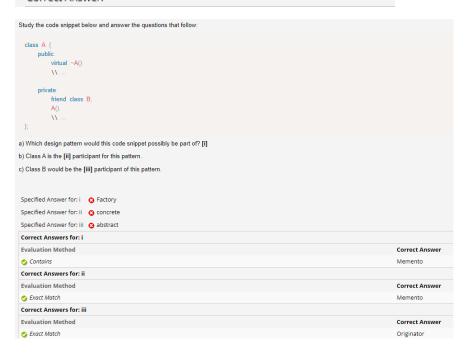
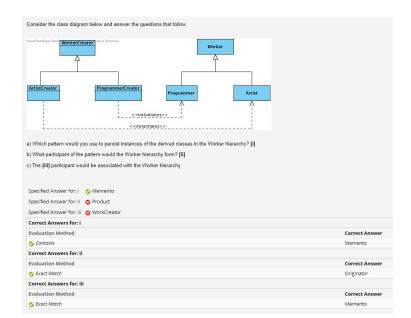
The Memento pattern is classified as Creational/Structural/Behavioural. Selected Answer: Behavioural Correct Answer: Evaluation Method Exact Match Using a prototype design pattern can help in avoiding large parallels of factories and products Selected Answer: True Answers: True False Which pattern is best described bu the statement: Creates an object by making a copy of an existing object. Selected Answer: Prototype Correct Answer:

Identify the pattern the following skeletal class diagram represents.

Selected Answer:

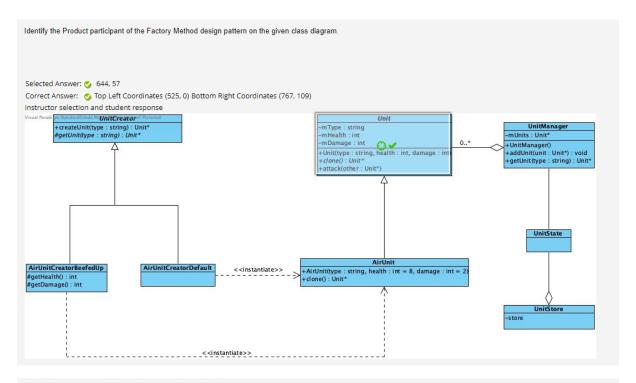
Memento
Correct Answer:

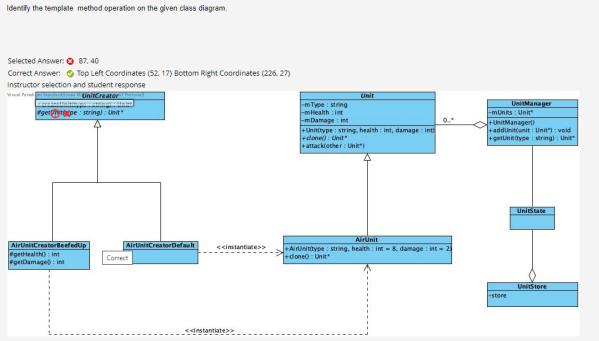


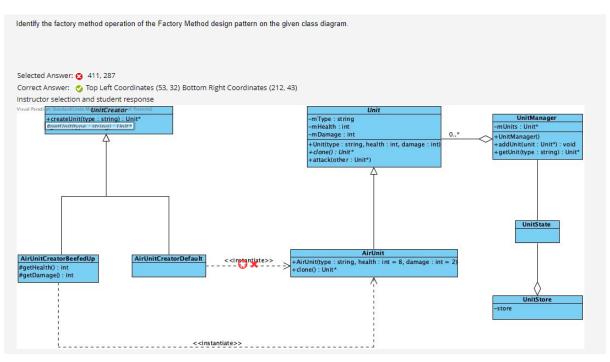


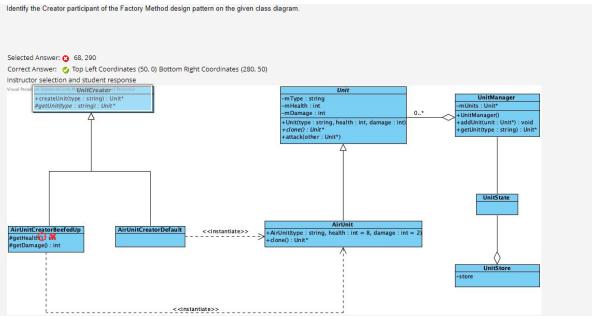
Consider the following hierarchy of classes which implement different sorting algorithms:

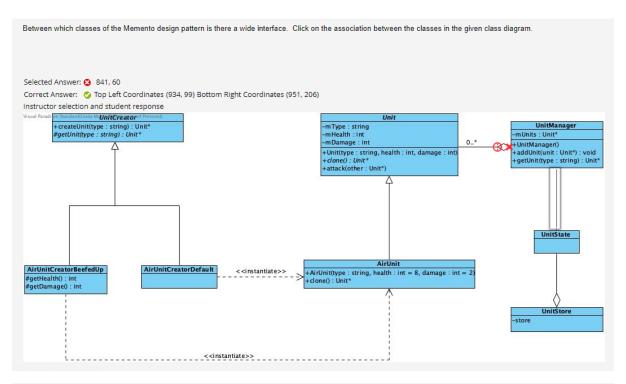
```
class Sorter {
  public
    void sort(vector<int> array, int length) {
      int lastIndex = determineLastIndex(length );
      for(int i = determineFirstIndex (); i < lastIndex ; ++i ) {</pre>
        compareCurrent(i ,array ,length); output(array , length );
    //Outputs the array , implementation in the .cpp file
    void output(vector<int> array , int length );
  protected
    virtual void compareCurrent(int i, vector<int> array, int length) = 0;
   virtual int determineFirstIndex () = 0;
   virtual int determineLastIndex(int length) = 0;
  class InsertionSorter : public Sorter {
   //Implementation in the .cpp file
   void compareCurrent(int i , vector<int> array , int length );
   int determineFirstIndex (); //Implementation in the .C file
    int determineLastIndex(int length );
  class SelectionSorter : public Sorter {
    // Swaps elements at indices i and j in the array , implementation in the .cpp file
    void swap(vector<int> array, int i , int j );
    // Implementation in the .cpp file
    void \ \ compareCurrent(int \ i \ , \ vector \!\! \prec \!\! int \!\!\! > array \ , \ int \ length \ );
    int determineFirstIndex ();
    int determineLastIndex(int length );
a. Identify the abstract class. [i]
b. Identify the design pattern. [ii]
c. Identify the participants represented by each of the following classes
 i. Sorter [iii]
  ii. SelectionSorter [iv]
 Specified Answer for: i 💍 Sorter
 Specified Answer for: ii 🤡 Template method
 Specified Answer for: iii 🔞 abstract class
 Specified Answer for: iv 🔞 concrete class
```











Match the pattern to the given intent.

Define the skeleton of an algorithm in an operation, deferring some steps to subclasses. Subclasses redefine certain steps of an algorithm without changing the algorithm's structure.

Selected Answer: Template Method

Answers: Template Method

C-----

Which pattern is best described bu the statement:

Creates an object by making a copy of an existing object.

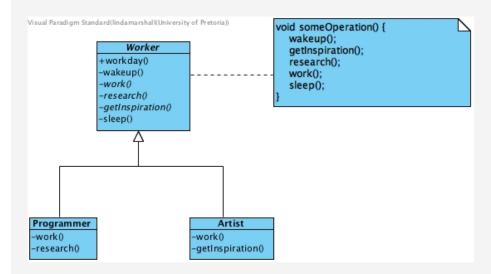
Selected Answer: 📀 Prototype

Consider the following hierarchy of classes which implement different sorting algorithms:

```
class Sorter {
public
  void sort(vector<int> array, int length) {
     int lastIndex = determineLastIndex(length );
     for(int i = determineFirstIndex (); i < lastIndex ; ++i ) {</pre>
       compareCurrent(i ,array ,length); output(array , length );
    }
  //Outputs the array, implementation in the .cpp file
  void output(vector<int> array , int length );
protected :
  virtual void compareCurrent(int i, vector<int> array, int length) = 0;
  virtual int determineFirstIndex () = 0;
  virtual int determineLastIndex(int length) = 0;
};
class InsertionSorter : public Sorter {
  //Implementation in the .cpp file
  void compareCurrent(int i , vector<int> array , int length );
  int determineFirstIndex (); //Implementation in the .C file
  int determineLastIndex(int length );
};
class SelectionSorter : public Sorter {
  // Swaps elements at indices i and j in the array , implementation in the .cpp file
  void swap(vector<int> array, int i , int j );
  // Implementation in the .cpp file
  void compareCurrent(int i , vector<int> array , int length );
  int determineFirstIndex ();
  int determineLastIndex(int length );
```

- a. Identify the abstract class. [i]
- b. Identify the design pattern. [ii]
- c. Identify the participants represented by each of the following classes
 - i. Sorter [iii]
 - ii. SelectionSorter [iv]

Consider the class diagram given below and answer the questions that follow



- a) Name the design pattern shown the diagram. [i]
- b) List the participants of the design pattern, and the class names that correspond to each participant in the diagram.

Worker - [ii]

Programmer and Artist - [iii]

c) Name one invariant operation and one optional operation.

Invariant operation - [iv] Optional operation - [v]

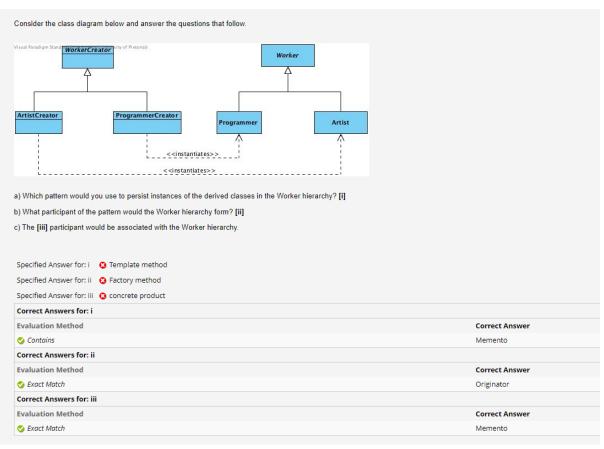
Specified Answer for: i 🤡 Template method

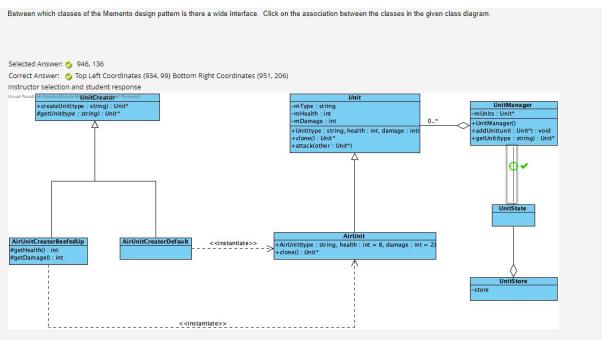
Specified Answer for: ii 🔞 Abstract Class

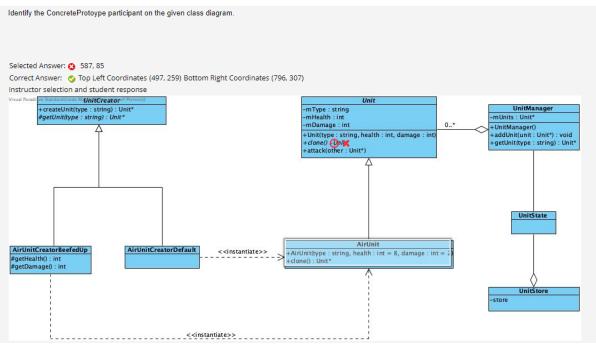
Specified Answer for: iii 🔞 Concrete Class

Specified Answer for: iv 🔞 work

Specified Answer for: v 🚫 research

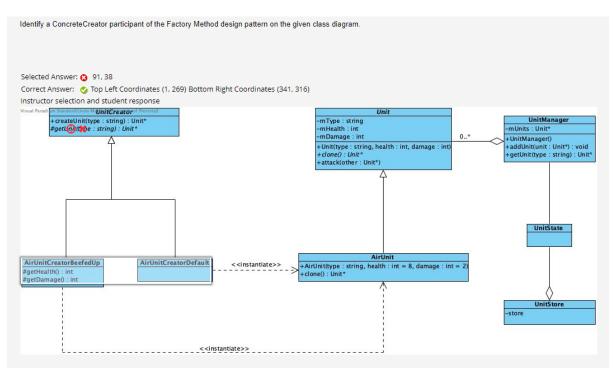


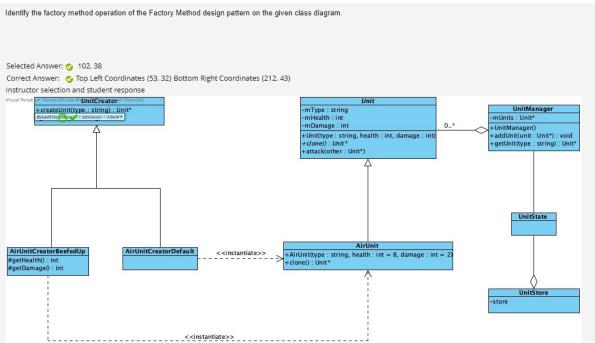




Identify the ConcreteProduct participant of the Factory Method design pattern on the given class diagram. Selected Answer: 🗯 642, 64 Correct Answer: 🚫 Top Left Coordinates (498, 260) Bottom Right Coordinates (796, 306) Instructor selection and student response land(Linda Ma**UnitCreator**of +createUnit(type:string):Unit #getUnit(type:string):Unit* -mType : string -mHealth : int -mDamage : int -mUnits : Unit* +UnitManager() +addUnit(unit : Unit*) : void +getUnit(type : string) : Unit 0..* +Unit(type: string, health: int, damage: int +clone(): Unit* +attack(other: Unit*) AirUnit

+AirUnit(type: string, health: int = 8, damage: int = +clone0: Unit* #getHealth(): int #getDamage(): int AirUnitCreatorDefault <<instantiate>> UnitStore <<instantiate>>





Match the intent given below to the pattern.

Without violating encapsulation, capture and externalise an object?s internal state so that the object can be restored to this state later.

Selected Answer: 👩 Memento

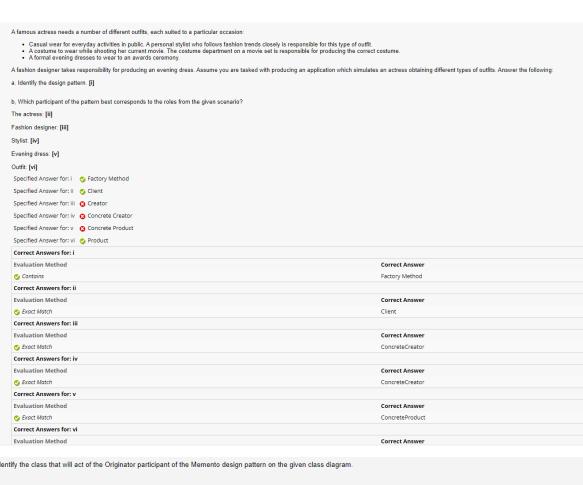
Answers:

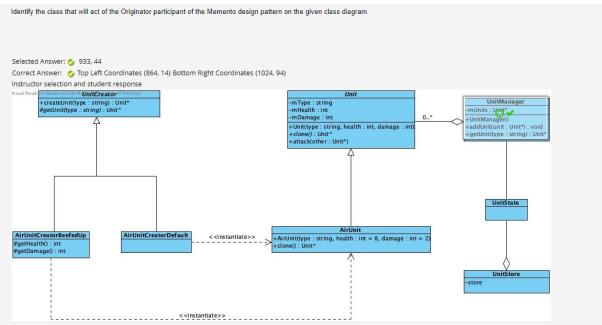
Memento

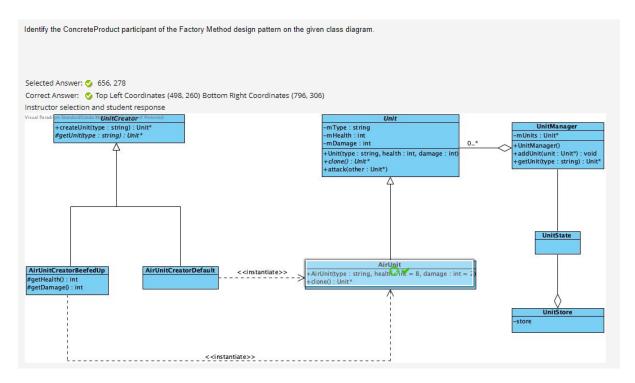
Composite

State

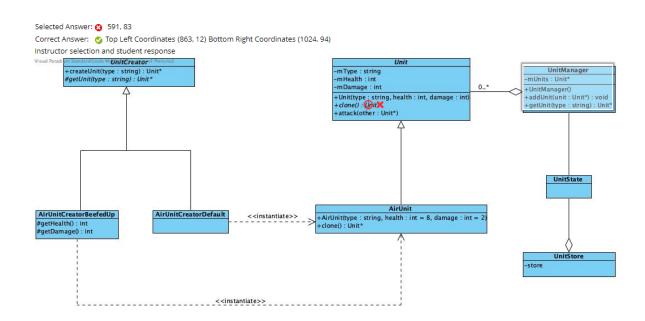
Prototype

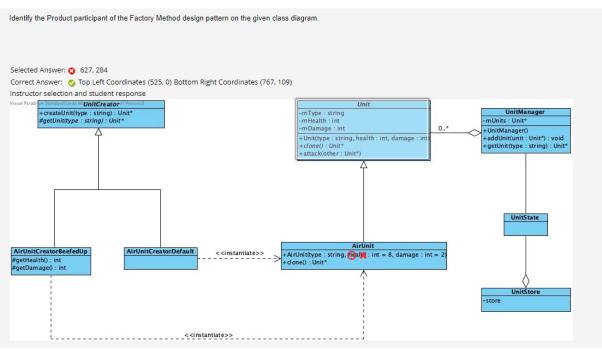






Identify the "Client" of the Prototype design pattern on the given class diagram.





Identify a ConcreteCreator participant of the Factory Method design pattern on the given class diagram. Selected Answer: 🤡 45, 287 Correct Answer: 🗸 Top Left Coordinates (1, 269) Bottom Right Coordinates (341, 316) Instructor selection and student response m Standard(Linda M **UnitCreator**ol Pret +createUnit(type:string):Unit* #getUnit(type:string):Unit* Unit -mType: string
-mHealth: int
-mDamage: int
+Unit(type: string, health: int, damage:
+clone(): Unit*
+attack(other: Unit*) UnitManager -mUnits : Unit* +UnitManager() +addUnit(unit : Unit*) : void +getUnit(type : string) : Unit* 0..* UnitState AirUnit

+AirUnit(type: string, health: int = 8, damage: int = 2
+clone(): Unit* AirUnitCreatorBeefedUp #getHearth(): int #getDamage(): int AirUnitCreatorDefault <<instantiate>> store <<instantiate>>