

1. What is a design pattern?
2. What are the main 3 categories of design patterns?
3. What the elements of any design pattern?
4. Understand in what kinds of systems these 4 design patterns: Façade, Decorator, Observer, Strategy and what type of application would be used.
5. What are user and system requirements?
6. What are functional and non-functional requirements?
7. What are benefits of code review?
8. What is the main purpose of UML Sequence diagram?
9. Draw UML Use Case diagram from a software storyboard/description.
10. Given an UML Sequence diagram, describe the actions/messages shown.
11. What is a scenario used in software design?
12. What is the purpose of a UML Class Diagram?
13. What are some approaches to code review?
14. What are things to look for in code review?
15. What is JavaDoc?
16. What benefit does JavaDoc give a program?