

SD: Builder Pattern

Total points 10/10

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✓ In builder, the steps to create an object are abstracted into a director object. *2/2

☒ yes☐ no

✓ The principles behind builder pattern are: * 2/2

☐ YAGNI☒ DRY☐ LSP☒ OCP

✓ A builder is useful to vary the parts, but not the steps in creation of an object. *2/2

☒ yes



☐ no

✓ Builder gives variations in each steps, but standardizes the creation process. *2/2

☒ yes



☐ no

✓ The abstract builder can implement common methods so the concrete builders don't violate the ___ principle. *2/2

☒ DRY



☐ DIP

☐ YAGNI

☐ LSP

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