SD: Singleton Pattern: Part II

Total points 10/10

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✓ Singleton may be used in the implementation of the ___ pattern, which is   *2/2
   another creational pattern.

⦿ abstract factory   ✓

◯ decorator

◯ state

◯ strategy

✓ enums remove the reflection based and serialization based issues of   *2/2
   singleton creation.

⦿ yes   ✓

◯ no

✓ Instead of creating a class with static method, we could go the singleton   *2/2
route if we want to be able to ___ the singleton by subclassing.

⦿ extend   ✓

◯ expand

◯ encapsulate

◯ evaluate

✓ Rather than fighting the complexities of implementation, in Java, we   *2/2
could use an ___ to create a singleton.

⦿ enum   ✓

◯ instance

◯ inheritance

◯ encapsulation

✓ Using enum to implement singleton fails the programming with intention   *2/2
principle.

⦿ yes   ✓

◯ no

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