**Definition, place of design pattern in a world of other patterns**

**Test:**

**1. What is the best definition of pattern?**

A. Pattern - is the set of instructions that need to be done in order to solve a problem.

B. Pattern - is a universal solution that can solve a vast majority of problems.

C. Pattern - is a solution to a specific type of problems that occur over and over again within a given context.

**2. What is the correct description of software design patterns?**

A. Software design pattern - is set of patterns which solve problems related to integration of new and existing software in a business environment.

B. Software design pattern - is set of patterns which solve commonly occurring problem within a given context in software design, which typically show relationships and interactions between classes or objects.

C. Software design pattern - is set of patterns which solve commonly occurring problem in software architecture within a given context.

**3. Which of the following is true about design patterns?**

A. Design patterns represent the best practices used by experienced object-oriented software developers.

B. Design patterns are solutions to general problems that software developers faced during software development.

C. Design patterns are obtained by trial and error by numerous software developers over quite a substantial period of time.

D. All of the above.