1. Which design pattern deals with the composition of one object in another?
2. Hierarchical
3. Creational
4. Structural
5. Behavioural
6. C
7. Observer Design Pattern comes under which design pattern?
8. Hierarchical
9. Creational
10. Structural
11. Behavioural
12. Behavioural
13. Which design pattern provides a single class which provides simplified methods required by client and delegates call to those methods?
14. Adapter
15. Builder
16. Façade
17. Prototype
18. C

### Which design pattern ensures that only one object of particular class gets created?

### Singleton

### Filter

### State

### Bridge

### A

### Facade pattern promotes weak coupling between subsystem and its clients.

### True

### False

### A

### Which design pattern defines one-to-many dependency among objects?

### Singleton

### Façade

### Observer

### Factory

### C

### Which of the following is correct about Factory design pattern.

### This type of design pattern comes under creational pattern.

### Factory pattern creates object without exposing the creation logic to the client

### Factory pattern refers to newly created object using a common interface.

### All the above

### D

### Which of the following is not one of the elements of a design pattern?

### Context

### Environment

### Problem

### Solution

### D

### Define an interface for creating an object, but let the subclasses decide which class to instantiate. It let the instantiation differ to subclasses.

### Factory

### Prototype

### Builder

### Abstract

### A

### Which of the following are concerned with communication between objects?

### J2EE Design Patterns

### Behavioral Design Patterns

### Creational Design Pattern

### Structural Design Patterns

### B

### Which one pattern avoids multiple object creation of the same instance?

### Filter

### Prototype

### Bridge

### Builder

### B

### Can We Create A Clone Of A Singleton Object?

### True

### False

### A

### Which of the following describes the Builder pattern correctly?

### This pattern builds a complex object using simple objects and using a step by step approach.

### This pattern refers to creating duplicate object while keeping performance in mind.

### This pattern is used when creation of object directly is costly.

### This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

### A

### In Which design pattern the sequence of parameters needed for object initialization is not important?

### Composite

### Façade

### Adapter

### Builder

### D

### Which design pattern weak coupling between the sub-systems and its clients?

### Builder

### Adapter

### Façade

### Composite

### C

### Magazine subscription system is an example of which model?

### Push Model

### Pull Model

### Subject Model

### None

### A

### In which design pattern the object creation represented by a tree structure?

### Façade

### Composite

### Builder

### Adapter

### B

### Which design pattern used to join functionality of independent or incompatible interfaces?

### Composite

### Prototype

### Adapter

### Builder

### C

### Which design pattern create object of concrete class based on given data?

### Prototype

### Builder

### Composite

### Factory

### D

### Which design pattern claims that observers can be added without modifying the subject?

### Bridge

### Filter

### Factory

### None

### A-D

### Using what method observers can be added for each subject?

### update()

### enroll()

### notify()

### None

### D

### Individual assignment of data values to an object is supported by which design pattern?

### Builder

### Filter

### Factory

### Singleton

### A-A

### Which design claims same operation to be performed on all nodes?

### Builder

### Observer

### Composite

### Adapter

### C

### Which design pattern is used to simplify an existing interface?

### Factory

### Façade

### Observer

### Adapter

### B

### Which design pattern is used to build private constructors?

### Singleton

### Observer

### Adapter

### Factory

### Singleton