Observer Design Pattern Quiz Questions:

1. Observer Design Pattern is best suited for use where objects need to be totally separate, but yet dependent on one another. True or False (answer: True)
2. Behavioral patterns describe not just patterns of objects or classes but also the patterns of communication between them.  True or False (answer: True)
3. An application that will model a group simultaneous messaging system might be best implemented using the Observer Design pattern because…….
4. All participants could be easily updated when a message is posted by one participant.
5. There is only one primary object to manage by the software.
6. There is much better ability to manage state changes of an object
7. None of the above

(Answer: A)