Explanations to some Design Pattern Quiz answers

Explanation for Question 3 (Memory problems in AR gaming system):

- The question is kept vague, but of the given choices the only pattern that helps cutting down the memory footprint of a large collection of similar object is the "Flyweight" pattern. In implementing this pattern, we need to decide which part of each monster's state needs to be stored with the monster object and which part can be externalized to save memory.

Explanation for Question 7 (Web application wait)

- If your intuition was to use the observer pattern (or futures) you are not wrong – we also need a mechanism for notifying the web application when the results have arrived. However, in this diagram we only focus on where the text is coming from. For that purpose, the proxy pattern is ideal.

Explanation for Question 8 (Chess):