

Cefalo School

Software Design Pattern Quiz

Name:

1. Design patterns are for

- ☐ Flexible design
- ☐ Reusable components
- ☐ Common vocabulary
- ☐ Proven solution
- ☐ Development speedup
- ☐ Code understandability

2. This course covers -

- ☐ Singleton pattern
- ☐ Bridge Pattern
- ☐ Facade Pattern
- ☐ Policy Pattern
- ☐ Null Object Pattern

3. Name the pattern that defines a family of algorithms, encapsulates each one, and makes them interchangeable.

4. Strategy Patterns helps us to follow-

- ☐ Encapsulate what varies.
- ☐ Only talk to your friends.
- ☐ Favor composition over inheritance.
- ☐ Program to interfaces, not implementations.
- ☐ Don't call us, we'll call you.

5. Which pattern requires multiple inheritance-

- ☐ Strategy Pattern
- ☐ Class Adapter Pattern
- ☐ Object Adapter Pattern
- ☐ Bridge Pattern

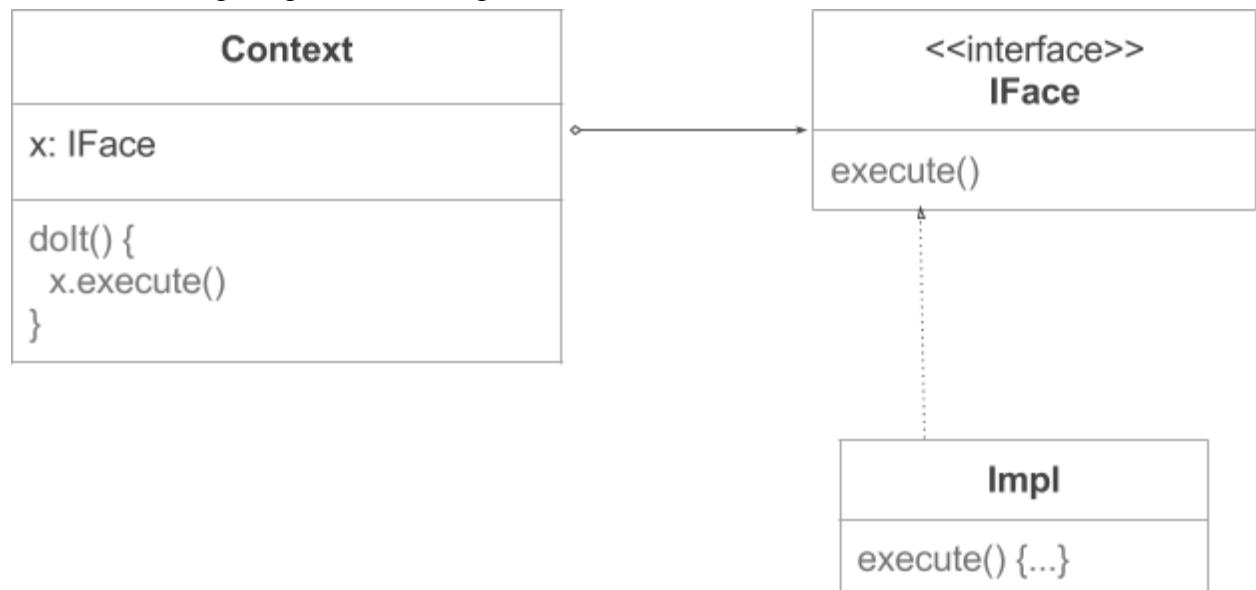
6. If you need to decouple abstraction from its implementation. Which pattern you should consider?

7. Name the pattern that hides the complexities of the system and provide an interface to the client using which the client can access the system.

8. Match patterns with its target-

Decorator	Wraps another object and provide a different interface to it.
Facade	Wraps another object and provide additional behavior for it.
Adapter	Wraps a bunch of objects to simplify their interface.

9. The following diagram is belongs to-



- ☐ Strategy Pattern
- ☐ State Pattern
- ☐ Bridge Pattern
- ☐ Adapter Pattern

10. Principle of least knowledge: Talk only to your immediate friends. Which patterns guide us to follow it?