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1.	When is the best time to use a design pattern? Choose two answers.
	For a problem that is unique to your program.
	For a commonly-encountered issue.
	 Correct Correct! Design patterns will help you with issues that developers have encountered often. Remember that sometimes they need some adapting.
	When fixing spaghetti code
	When explaining a solution to your fellow developers
	✓ Correct Correct! Design patterns are coding solutions!

1/1 point

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3.	What does it mean to	"let the subclass	decide" in the	Factory Method	Pattern?
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- the subclass defines the methods for concrete instantiation. As such, the type of object is determined by which subclass is instantiated.
- the subclass decides which object to create, but calls a method that is defined in the superclass to instantiate the class
- the subclass will pass a parameter into a factory that determines which object is instantiated.



/ Correct

Correct! This is how the subclass "decides." By selecting a subclass you are limited to its concrete instantiation method.

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4.	What do we call the creation of an object, for example, with the 'new' operator in Java?
	Class creation
	concrete instantiation.
	O object realization
	O manifestation

✓ Correct

Correct! Instantiation is the act of creating an instance of a class, while concrete means the actual act of doing it (rather than speaking about it in general terms, like some interface for creating objects).

5.	What are the advantages of the Facade pattern? Select the three correct answers.
	The Facade class redirects requests as needed
	Correct! This is one of the ways that the Facade can simplify for the client.
	The subsystem can handle more clients
	The client and the subsystem are more loosely coupled
	 Correct Correct! If the subsystem or client are changed, there are fewer connections to manage.
	The complexity of the subsystem is hidden
	/ Correct

Correct! The Facade presents a simplified interface to clients.

0	b)
0	d)

(a)



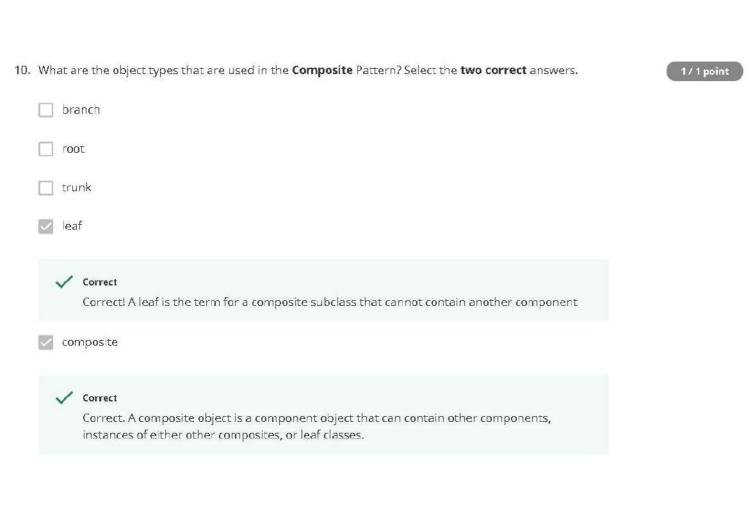


Correct! The adapter wraps the adaptee and provides its functionality as a target interface that the client can connect with.

7.	Which of these are the best applications for a Composite Pattern? Choose the three correct answers.
	Files and folders
	 Correct Correct! Folders (composite class) can contain other folders, or files (leaf class)
	Students in a class
	Music in a playlist
	 Correct Correct! Each playlist can be composed of songs or other playlists or a combination of both.
	Elements in a user-interface dialog
	Correct Correct! Elements in a dialog may contain other elements (a composite class) or they may not (leaf class)

8.	Which of these is NOT a common application of the Proxy Pattern?	1/1 point
	oremote proxy	
	information proxy	
	oprotection proxy	
	O virtual proxy	
	✓ Correct You got it! Information proxy is not a common application of the Proxy pattern.	

9.	How does a Decorator Pattern work? Choose one.	1/1 point
	builds a behaviour by stacking objects	
	adding features to a class with a new class	
	expands the methods of a class with inheritance	
	encapsulates a class to give it a different interface	
	✓ Correct Correct! This accurately describes a Decorator pattern.	



11. Many different clients need to create a similar object. You would like to outsource this concrete instantiation to a dedicated class. Which technique will you use, in one word?

factory



Correct

The correct answer is factory. Factories of different types are used to instantiate objects. This could be a simple factory, which is an object which is tasked with concrete instantiation. Factory Methods move concrete instantiation is achieved by a method- that is abstract in the superclass and specified in the subclass.

12. How do you enforce the creation of only one Singleton object? Select the two correct answers.Give the Singleton class a private constructor	(1/1 point
Correct Correct. This essentially only allows the Singleton to construct itself, which it will not do if it is	
already instantiated once. Throw an exception if a Singleton object is already instantiated	
✓ Write a method that can create a new Singleton object or return the existing one. ✓ Correct	
Correct! If the Singleton class is already instantiated, simply return that object. If it doesn't, make it!	
Specify in the comments that only one Singleton object is to be instantiated.	