Chapter 12

1. Why we use the Design to interfaces

A) Remove coupling

B) Lose coupling

C) Reduce coupling

D) All of the above

2. In java, a class has only one shot at concrete inheritance but van implement as how much interfaces as necessary?

A) Two interfaces

B) Three interfaces

C) One interfaces

D) Many interfaces

3. DOM model concept come from?

A) Interface problem

B) Domain problem

C) Database problem

D) Pattern problem

4. The Data pattern it is not the same as the value object pattern.

A) True

B) False

5. DOM refers to

A. Document Object Model

B. Domain Object Model

C. Delivery Object Model

6. DOM is a collection of \_\_\_\_\_\_ that provides an abstract model of the data.

A. Object

B. Interface

C. Method

7. An application’s service layer is a layer where all of the business logic that makes up the application is encapsulated.

A. True

B. False

8. In Java, a class has only \_\_\_\_\_ shot at concrete inheritance.

A. One

B. Two

C. Three

D. Five

9. Consider a system that has a business interface called.

A. FreeService

B. OrderService

C. ExecuteService

10. Which is/are the drawbacks of the Basic Factory Pattern

A. There is no way to change an implementing class without a recompile.

B. There is no way simply to switch instantiation models.

C. Only A

D. Both A and B

11. The Value Object Pattern is same as the Data Transfer Object Pattern.

A. True

B. False

12. Which one is traditional OOP best practice?

a. Interface-driven design

b. Building domain object model

c. None of the above

13. What is the responsibility of Factory Pattern?

a) To provide application component

b) To provide application context

c) To provide application initiated object

d) Above all

14. How many drawbacks are there in Factory Pattern?

a) Five

b) Six

c) Two

d) Three

15. What is the biggest drawback of the traditional Factory Pattern?

a) Multiple implementation

b) Single implementation

c) Both a & b

d) None

16. A Domain Object Model (DOM) is asset classes that model concepts from the problem domain.

a) True

b) False

17. A good DOM makes it easier for developers to transform application requirements into application features.

a) True

b) False

18. The goal of DOM is to create a set of

a) Methods

b) Classes

c) Objects

d) Instances

19. DTO stands for

a) Data Objects

b) Database Objects

c) Data Transfer Objects

d) None