Question **1**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

A class that has only one instance and a global access point to it?

Select one:

Facade

Page Object

Singleton

Prototype

Feedback

Your answer is correct.

The correct answer is: Singleton

Question **2**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Pattern that has an interface for creating an object, but let the subclasses decide which class to instantiate?

Select one:

Bridge

Abstract

Factory

Prototype

Feedback

Your answer is correct.

The correct answer is: Factory

Question **3**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Pattern that defines a higher-level interface that makes the subsystem easier to use?

Select one:

Façade

Mediator

Adapter

Strategy

Feedback

Your answer is correct.

The correct answer is: Façade

Question **4**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of the following is correct about the Singleton design pattern.

Select one:

It is creational pattern

Only one object is created of the class

Global access to class instance is provided

All of the above

Feedback

Your answer is correct.

The correct answer is: All of the above

Question **5**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Fill in the blanks:

Design pattern use depends on class \_\_\_\_

Select one:

Composition

Structure

Instantiation

All of the above

Feedback

Your answer is correct.

The correct answer is: All of the above

Question **6**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

State True or False:

Design patterns does not follow the concept of software reuse

Select one:

True

False

Feedback

The correct answer is 'False'.

Question **7**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Which of the following is a design pattern?

Select one:

Creational

Structural

Abstract Factory

All of the above

Feedback

Your answer is incorrect.

The correct answer is: Abstract Factory

Question **8**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

State True or False:

Design pattern is a solution to repeating problems

Select one:

True

False

Feedback

The correct answer is 'True'.

Question **9**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

State True or False:

Facade pattern couples a subsystem with its clients

Select one:

True

False

Feedback

The correct answer is 'False'.

Question **10**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

In factory method pattern, the framework must instantiate classes but it only knows about the abstract classes, which it cannot initiate. How would one solve this problem?

Select one:

Encapsulating the knowledge of which document subclass to is to be created

Moving this knowledge out of the framework

Instantiating the application specific documents without knowing their class

All of above

Feedback

Your answer is correct.

The correct answer is: All of above

Question **11**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

State True or False:

Is design pattern a logical concept

Select one:

True

False

Feedback

The correct answer is 'True'.

Question **12**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Fill in the blanks:

**Patterns is\_\_\_\_\_\_\_\_\_\_\_\_\_**

Select one:

Solution to common occurring problem

Template to solve a problem

All of the above

None of the above

Feedback

Your answer is correct.

The correct answer is: All of the above

Question **13**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

**State True or False:**

**Multiple patterns cannot be used to solve a problem**

Select one:

True

False

Feedback

The correct answer is 'False'.

Question **14**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Patterns that emphasize oncommunication between objects are?

Select one:

Behavioural Design Patterns

Creational Design Pattern

Structural Design Patterns

None of the above

Feedback

Your answer is incorrect.

The correct answer is: Creational Design Pattern

Question **15**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of following is not Creational design pattern

Select one:

Builder

Prototype

Bridge

Singleton

Feedback

Your answer is correct.

The correct answer is: Bridge

Question **16**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of following is not Structural design pattern

Select one:

Proxy

Strategy

Bridge

Adapter

Feedback

Your answer is correct.

The correct answer is: Strategy

Question **17**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of following is not Behavioural design pattern

Select one:

Decoder

Iterator

Strategy

Observer

Feedback

Your answer is correct.

The correct answer is: Decoder

Question **18**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

State True or False:

Creational Design Pattern emphasize on object composition

Select one:

True

False

Feedback

The correct answer is 'False'.

Question **19**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of these are characteristics of Singleton pattern

Select one:

Class has single private method

Class has single static variable

Class has private variables and public methods to access them

Class has only one instance

Feedback

Your answer is correct.

The correct answer is: Class has only one instance

Question **20**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of these are Singleton classes from core java library?

Select one:

java.lang.Runtime#getRuntime()

java.awt.Desktop#getDesktop()

java.lang.System#getSecurityManager()

All of above

Feedback

Your answer is correct.

The correct answer is: All of above

Question **21**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Which of these are Builder classes from core java library?

1. [java.lang.StringBuilder#append()](http://docs.oracle.com/javase/8/docs/api/java/lang/StringBuilder.html" \l "append-boolean-)

2. [java.util.AbstractMap](http://docs.oracle.com/javase/8/docs/api/java/util/AbstractMap.html)

3. [java.util.stream.Stream.Builder](https://docs.oracle.com/javase/9/docs/api/java/util/stream/Stream.Builder.html)

4. [java.io.InputStream](http://docs.oracle.com/javase/8/docs/api/java/io/InputStream.html)

Select one:

1 & 2

1 & 3

Only 3

All of the above

Feedback

Your answer is incorrect.

The correct answer is: 1 & 3

Question **22**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of these are Builder classes from core java library?

1. [java.util.Calendar#getInstance()](http://docs.oracle.com/javase/8/docs/api/java/util/Calendar.html" \l "getInstance--)

2. [java.nio.charset.Charset#forName()](http://docs.oracle.com/javase/8/docs/api/java/nio/charset/Charset.html" \l "forName-java.lang.String-)

3. [java.util.EnumSet#of()](https://docs.oracle.com/javase/8/docs/api/java/util/EnumSet.html" \l "of(E))

4. [java.util.ResourceBundle#getBundle()](http://docs.oracle.com/javase/8/docs/api/java/util/ResourceBundle.html" \l "getBundle-java.lang.String-)

Select one:

1 & 2

1 & 3

Only 3

All of the above

Feedback

Your answer is correct.

The correct answer is: All of the above

Question **23**

Incorrect

Mark 0.00 out of 1.00

Flag question

Question text

Which of these authors are part of GoF?

Select one:

M.Fowler

Erich Gamma

Richard Helm

None of the above

Feedback

Your answer is incorrect.

The correct answer is: Erich Gamma

Question **24**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Page Object pattern helps to

Select one:

Maintain and organize classes

Grouping related variables and function into single page class

Code Reusability

All of the above

Feedback

Your answer is correct.

The correct answer is: All of the above

Question **25**

Correct

Mark 1.00 out of 1.00

Flag question

Question text

Which of these is correct Design Pattern types?

Select one:

Structural and Observational, Executional

Creational, Structural and Behavioural

Creational, Executional and Behavioural

None of the above

Feedback

Your answer is correct.

The correct answer is: Creational, Structural and Behavioural