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Week 17

December 11 2022

Week 17 Q5

1) What are design patterns ?

Design patterns are general approaches used to solve common programming problems.

Essentially, they're very general solutions to common problems.

2) Are design patterns always the best way to design code ?

Though design patterns can prove useful in programming and problem solving, they are not always the best option. Since design patterns are so general, trying to use one to solve a very specific problem can prove challenging, and finding a different solution may prove more useful.

3) How many design patterns are there ? (Internet question)

Since design patterns are just solutions to problems, there is an enormous number of them in existence. Though many of these are applicable, about 20-30 are widely known, recognized, and used by developers.

4) What are the 3 basic categories for design patterns

Creational - The way objects are created

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Structural - The structure and relationship between objects

Behavioral - The interactions between objects

5) Do technical interviews ask questions about design patterns ?

(What is the most common design pattern ask about in an interview ?)

Technical interviews will often ask about a number of design patterns. Since learning just the syntax of a language is not very useful, technical interviews will often cover topics such as problem solving more than basic syntax knowledge. Because design patterns are widely applicable, interviews will often ask about them. The adapter, factory, and proxy patterns are some of the most common design patterns covered in an interview.