What you need to the exam:

UML	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/blob/master/Day%2002%20-%2014.03.2019/00_UML.pdf
Introduction	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/blob/master/Day%2002%20-%2014.03.2019/01_%20intro%20to%20Design%20Patterns.pdf
Singleton	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/tree/master/Day%2002%20-%2014.03.2019/02_Singleton
Facade	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/blob/master/Day%2003%20-%2027.03.2019/Facade%20Design%20Pattern.pdf
Factory	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/blob/master/Day%2004%20-%2004.04.2019/Factory%20Method%20Design%20Pattern.pdf
Proxy	https://github.com/AnnaKarpf/Design-Patterns-2019B-II/blob/master/Day%2005%20-%2011.05.2019/Proxy%20-%20design%20pattern%20.pdf

Part 1 - 1 question

Which of the following pattern involves a single class which is responsible to create an object while making sure that only single object gets created?

A - Factory Pattern

B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Which of the following is correct about Singleton design pattern.

A - This type of design pattern comes under structual pattern.

B - This pattern involves a single class which is responsible to create an object while making sure that only single object gets created.

C - Singleton class creates object without exposing the creation logic to the client.

D - All of the above.

Which design pattern provides a single class which provides simplified methods required by client and delegates call to those methods?

A - Adapter pattern

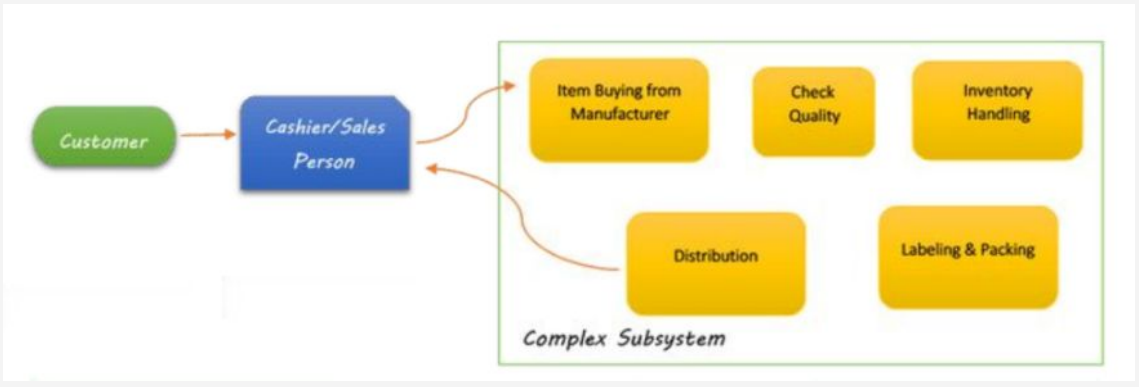
B - Builder pattern

C - Facade pattern

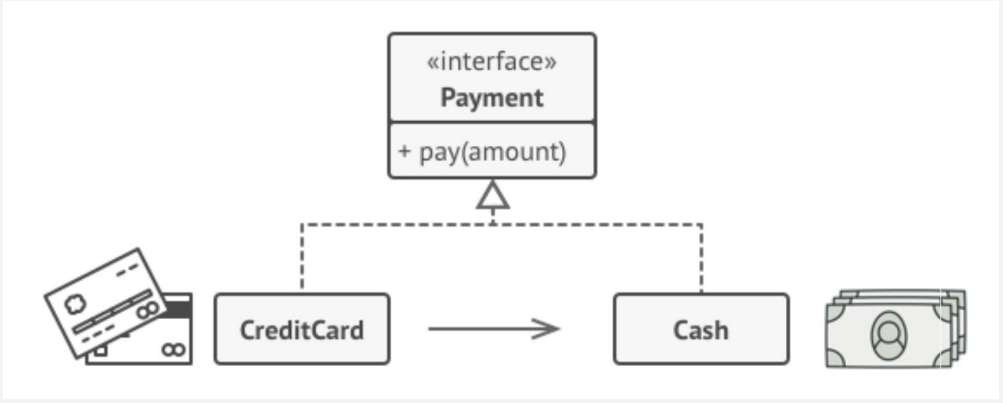
D - Prototype pattern

Part 2 - 8 question

Which design pattern describes this diagram: facade



Which design pattern describes this diagram: proxy



Part 3 - 1 question

Given the following options:

A - proxy

B - facade

C - singleton

D - factory

E - design pattern

Match to each description one from the above options:

we create object having original object to interface its functionality to outer world.	A
provides a way to access its only object which can be accessed directly without need to instantiate the object of the class	C
best practices used by experienced object-oriented software developers and are solutions to general problems	E
hides the complexities of the system	D