1) write a design pattern template in details

Design pattern Template

Pattern Name :- Describes the essence of The pattern in a short but expressive name.

Intent :- Describes what the pattern does.

Also known as :- List any synonyms for The pattern.

Motivation :- provides an example of a problem and how The pattern solven That problem,

Applicability :- Lists The situations where the pattern is applicable,

Structure :- Set of diagrams of The classes and objects that depict The pattern.

participant :- Describes The classes and objects That participate in The design and Their responsibility.

Collaborations :- Describes how the participants collaborate to carry out their responsibilites.

Consequences :- Describes the forces that exist with the pattern and the benefits, trade - offs, and the variable that is isolated by the pattern.

Sample code :- Sample code in

known user :- Examples from the real work.

2) what are the limitation of oop technology

Limitation of oop

- Steep learning curve

- Larger program size

- Slower programs

- Not suitable for all types of problems.

- Huge project

- Lots of classes - lots of objects

- object creation are scattered.

3) what are the advantages of
design pattern

Advantages of design pattern

- knowledge / Design are-use.

- Build easily Adaptable solutions

- Language independent

- provides more value for The money

- Reusability in contless projects to solve the problem.

4) Give one example and discurible solution problem and content.

Last Tuesday when I was on the way to college my scooty tyure was punctured. How do I get to college on time ?

- problem :- How do i get to college on time.

- Context :- Tyure was punctured.

- Solution :- Select other vehical.

5) write classical definition of design pattern.

A design pattern is defined as a repeatable design solution to a common programming problem.

A design pattern is a formal way of documenting a solution to a design problem in a particular field or expertise.