8/10 + 1 = 90%
8|%

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Section: 8   M/R

Prototype Pattern TinyQuiz

1. Prototype pattern uses an interface that contains a Clone() method.
   - (a.) True
   - b. False

✗ Prototype pattern replaces the need for subclasses.
   - (a.) True
   - b. False

3. Prototype pattern involves objects that hold and instantiate their own "clones".
   - (a.) True
   - b. False

4. There can only be one prototype object in a game. If there are other prototype objects, those are called factories.
   - a. True
   - (b.) False

5. Clones from the prototype pattern are instantiated at runtime.
   - (a.) True
   - b. False

6. Prototype patterns must never be used with Spawn Managers.
   - a. True
   - (b.) False

7. An object that calls Clone() on itself clones its exact self. This allows for modifications between instances of the same class because instances themselves create clones, not the class constructor.
   - (a) True
   - b. False

8. Unity implements prototype patterns through PreFabs.
   - (a.) True
   - b. False

9. An object needs to be initialized to be cloned.
   - (a.) True
   - b. False

✗ 10. The concrete class of a prototype object is shown to the client.
   - (a.) True
   - b. False

11. Extra Credit:
   a. Write the line of code that prints a string of your answers to the Unity Console.

Debug.Log(" AAA BAB AAAA)