

Name: Tim Rolshund
Section: 8 M/R

7/8 = 88%

intrinsic: internal
extrinsic: external, shared

FLYWEIGHT QUIZ!

- 1) ~~X~~ Extrinsic data is data that is common between objects.
☒ a) True
☐ b) False
- 2) In a shooter game which would you use a flyweight for?
☐ a) The character you are playing
☒ b) The bullets your character is shooting
- 3) You can use Scriptable Objects to implement the Flyweight Pattern.
☒ a) True
☐ b) False
- 4) When implementing flyweight, extrinsic data should be immutable (unable to change).
☐ a) True
☒ b) False
- 5) A "factory method" may be used to create new flyweights.
☒ a) True
☐ b) False
- 6) A flyweight may initialize its state more than once.
☐ a) True
☒ b) False
- 7) Flyweights have intrinsic and extrinsic properties.
☒ a) True
☐ b) False
- 8) The flyweight pattern is useful when there are many objects that use the same intrinsic properties.
☒ a) True
☐ b) False
- yes, convert them to extrinsic