

10/10

100

Name: Tim Rolshud  
8 M/RDate: 2/12/2024 Section:

Write T/F in the blank next to the question:

- ✓ 1. T Each strategy is a separate class that follows a common interface; We can change the strategy used without changing the code that uses it
- ✓ 2. F Different strategies for the same task each have their own interface that they follow, making them hard to interchange within the application
- ✓ 3. F The Strategy pattern is a design approach used to enable an object to switch between different algorithms or strategies at compile time
- ✓ 4. F The Strategy pattern is useful for situations where there aren't multiple ways to perform a task, so the choice of method can be determined at compile time
- ✓ 5. T Different compression tools like ZIP or RAR are examples of the Strategy pattern
- ✓ 6. F A con for Strategy pattern is that it makes unit testing harder
- ✓ 7. T The client chooses a concrete strategy and passes it to the context
- ✓ 8. T It is easy to expand and implement different strategies for a common interface
- ✓ 9. T Strategies provide different ways of executing the same thing
- ✓ 10. F The Strategy pattern leads to a huge hierarchy of classes that makes things impossibly complex