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Score: 6 / 10   6/8

1) The factory pattern involves **at least** a Consumer class, a Factory class, and a Product class.

     a) True

     b) False

2) The factory pattern requires an interface

    product interface which method in factory returns

     a) True

     b) False

3) The abstract factory requires an interface

     a) True

     b) False

4) Creator (Factory) objects must keep track of object types

     a) True   *Excluded*

     b) False

5) The factory pattern is highly scalable

     a) True

     b) False

6) The factory pattern uses less classes than embedding creation logic in the place it is used

    more subclasses

     a) True

     b) False

7) The prototype and builder patterns are direct variations of the factory patterns

     a) True

     b) False

8) The factory pattern requires a lot of planning before execution

     a) True   *Excluded*

     b) False

9) The factory pattern involves tight coupling between creator and object

    helps resolve that

     a) True

     b) False

10) The builder pattern is less complex than the factory pattern

     a) True

     b) False