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Section: 8

Score: 10 / 10

1) The Object Pool pattern is useful when dealing with memory fragmentation.

- ✓ ☒ a) True
☐ b) False

2) Memory fragmentation refers to the stack, not the heap.

- ✓ ☐ a) True
☒ b) False

3) The Object Pool pattern is useful when dealing with lots of objects of vastly different sizes.

- ✓ ☐ a) True
☒ b) False

4) The Object Pool pattern is useful when you need to frequently create and destroy objects.

- ✓ ☒ a) True
☐ b) False

5) The Object Pool pattern is always beneficial to implement.

- ✓ ☐ a) True
☒ b) False

6) The Object Pool pattern sets a limit on the number of objects that can be active at any one time.

- ✓ ☒ a) True
☐ b) False

7) The Object Pool pattern is useful when objects are expensive to acquire.

- ✓ ☒ a) True
☐ b) False

8) The Object Pool pattern is useful when a few, small objects occasionally need to be created or destroyed.

- ✓ ☐ a) True
☒ b) False

9) The Object Pool pattern automatically gets rid of unused objects.

- ✓ ☐ a) True
☒ b) False

10) The Object Pool pattern may waste memory on unneeded objects.

- ✓ ☒ a) True
☐ b) False