Quiz 3

1.
Which one of the following is not a code smell?

○	Classes that not only passively store data, but also methods to operate on the data
○	Large conditional logic blocks
○	Methods making extensive use of another class

2.
A class that isn't doing enough work to justify its maintenance is an example of code smell

○	Data Class
○	Inappropriate intimacy
○	Data Clumps
○	Lazy class

3.
When code has sets of variables usually passed together in multiple places, this is an example of the code smell

○	Duplicated code
○	Inappropriate intimacy
○	Data Clumps
○	Lazy class

4.
Which of the following statements about design pattern is NOT true?

○	The collections.sort() method is a good example of the strategy Pattern
○	The Java IO makes use of the composite pattern
○	The Java collection framework makes use of the Iterator Pattern

5.

An online camping store, sells different kinds of camping equipment. Items selected by the customer are added to a shopping cart. When a user clicks on the checkout Button, the application is required to calculate the total amount to be paid. The calculation logic for each item type varies, and we want to move all the calculation logic to one separate class, to decouple the different items from the calculation logic applied on them. As the application iterates through the disparate set of items of the shopping cart, we apply the price computatiøn logic in the class to each item type. Which of the following patterns would be useful to design this scenario?

○	Strategy Pattern
○	Decorator Pattern
○	Iterator Pattern
○	Visitor Pattern

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