Design Pattern
University Question Bank

Q1. (a) What is design Pattern? & Explain   Object Oriented design pattern?
(06)

(b) What is the basic template of design Pattern ?   (06)

OR

Q2. (a)How to use a design pattern? & Explain in details the selection criteria for design pattern .   (06)

(b) Explain in details the catalog/classification or categories of the design patterns.   (06)

Q3. (a) Explain the Abstract factory in details & Define factory method and their applicability.   (06)

(b) Explain the Singleton pattern with its applicability.
(06)

OR

Q4. (a)
Draw UML diagram of Adapter patterns. & Bridge patterns.
(06)

(b) Define the Facade pattern & explain their properties.
(06)

Q5. (a) Define and explain the Chain of Responsibility .

(05)

(b) Define the Proxy pattern & their applicability.
(06)

OR

Q6.(a) Define and Explain Command patterns & draw UML diagram of Command patterns.
(05)
(b) Define Observer patterns with their examples.
(06)

Q.7(a) Explain document editor with the help of interface.   (06)
(b)Define Template Method pattern with the help of examples.   (06)

OR

Q8.(a) Explain Explain the Lexi's design issue or problem in Lexi's design.   (06)

(b)Explain the documents data structure & thier types .
(06)

Q9. (a) Write a short notes on WindowImp.
(07)

   (b) Explain Visitor class and Subclass.   (06)

OR

Q10. (a) Short notes on. 1) Creational design pattern 2) Structural design pattern 3) Behavioural design pattern.
(07)

(b) Explain :- 1) Command class & Subclasses. 2) Command History 3) Command pattern in relation with User operation.
(06)

  Q11.(a) Define & explain spelling checking and hypertension in brief.   (06)

(b) Define the Product design & Product design process .   (05)

OR
  Q12.(a) Explain the case study for Game design pattern & thier used.   (10)