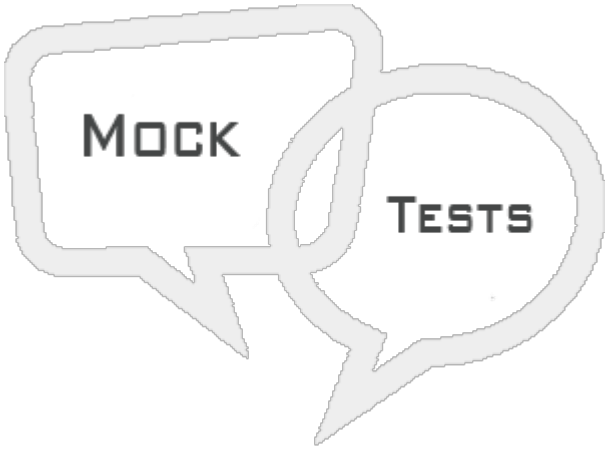
DESIGN PATTERNS MOCK TEST

This section presents you various set of Mock Tests related to **Design Patterns Framework**. You can download these sample mock tests at your local machine and solve offline at your convenience. Every mock test is supplied with a mock test key to let you verify the final score and grade yourself.



DESIGN PATTERNS MOCK TEST II

Q 1 - Which of the following describes the Composite pattern correctly?

A - This pattern builds a complex object using simple objects and using a step by step approach.

B - This pattern is used where we need to treat a group of objects in similar way as a single object.

C - This pattern hides the complexities of the system and provides an interface to the client using which the client can access the system.

D - This pattern is primarily used to reduce the number of objects created and to decrease memory footprint and increase performance.

Q 2 - Which of the following describes the Decorator pattern correctly?

A - This pattern allows a user to add new functionality to an existing object without altering its structure.

B - This pattern is used where we need to treat a group of objects in similar way as a single object.

C - This pattern hides the complexities of the system and provides an interface to the client using which the client can access the system.

D - This pattern is primarily used to reduce the number of objects created and to decrease memory footprint and increase performance.

Q 3 - Which of the following describes the Facade pattern correctly?

A - This pattern allows a user to add new functionality to an existing object without altering its structure.

B - This pattern is used where we need to treat a group of objects in similar way as a single object.

C - This pattern hides the complexities of the system and provides an interface to the client using which the client can access the system.

D - This pattern is primarily used to reduce the number of objects created and to decrease memory footprint and increase performance.

Q 4 - Which of the following describes the Flyweight pattern correctly?

A - This pattern allows a user to add new functionality to an existing object without altering its structure.

B - This pattern is used where we need to treat a group of objects in similar way as a single object.

C - This pattern hides the complexities of the system and provides an interface to the client using which the client can access the system.

D - This pattern is primarily used to reduce the number of objects created and to decrease memory footprint and increase performance.

Q 5 - Which of the following pattern is used where we need to treat a group of objects in similar way as a single object?

A - Composite Pattern

B - Facade Pattern

C - Flyweight Pattern

D - Decorator Pattern

Q 6 - Which of the following pattern allows a user to add new functionality to an existing object without altering its structure?

A - Composite Pattern

B - Facade Pattern

C - Flyweight Pattern

D - Decorator Pattern

Q 7 - Which of the following pattern hides the complexities of the system and provides an interface to the client using which the client can access the system?

A - Composite Pattern

B - Facade Pattern

C - Flyweight Pattern

D - Decorator Pattern

Q 8 - Which of the following pattern is primarily used to reduce the number of objects created and to decrease memory footprint and increase performance?

A - Composite Pattern

B - Facade Pattern

C - Flyweight Pattern

D - Decorator Pattern

Q 9 - Which of the following describes the Proxy pattern correctly?

A - In this pattern a class represents functionality of another class.

B - This pattern creates a chain of receiver objects for a request.

C - This pattern provides a way to evaluate language grammar or expression.

D - In this pattern a request is wrapped under an object as command and passed to invoker object.

Q 10 - Which of the following describes the Chain of Responsibility pattern correctly?

A - In this pattern a class represents functionality of another class.

B - This pattern creates a chain of receiver objects for a request.

C - This pattern provides a way to evaluate language grammar or expression.

D - In this pattern a request is wrapped under an object as command and passed to invoker object.

Q 11 - Which of the following describes the Command pattern correctly?

A - In this pattern a class represents functionality of another class.

B - This pattern creates a chain of receiver objects for a request.

C - This pattern provides a way to evaluate language grammar or expression.

D - In this pattern a request is wrapped under an object as command and passed to invoker object.

Q 12 - Which of the following describes the Interpreter pattern correctly?

A - In this pattern a class represents functionality of another class.

B - This pattern creates a chain of receiver objects for a request.

C - This pattern provides a way to evaluate language grammar or expression.

D - In this pattern a request is wrapped under an object as command and passed to invoker object.

Q 13 - In which of the following pattern a class represents functionality of another class?

A - Proxy Pattern

B - Chain of Responsibility Pattern

C - Command Pattern

D - Interpreter Pattern

Q 14 - Which of the following pattern creates a chain of receiver objects for a request?

A - Proxy Pattern

B - Chain of Responsibility Pattern

C - Command Pattern

D - Interpreter Pattern

Q 15 - Which of the following pattern provides a way to evaluate language grammar or expression?

A - Proxy Pattern

B - Chain of Responsibility Pattern

C - Command Pattern

D - Interpreter Pattern

Q 16 - Which of the following pattern a request is wrapped under an object as command and passed to invoker object?

A - Proxy Pattern

B - Chain of Responsibility Pattern

C - Command Pattern

D - Interpreter Pattern

Q 17 - Which of the following describes the Iterator pattern correctly?

A - This pattern is used to get a way to access the elements of a collection object in sequential manner without any need to know its underlying representation.

B - This pattern is used to reduce communication complexity between multiple objects or classes.

C - This pattern is used to restore state of an object to a previous state.

D - This pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically.

Q 18 - Which of the following describes the Mediator pattern correctly?

A - This pattern is used to get a way to access the elements of a collection object in sequential manner without any need to know its underlying representation.

B - This pattern is used to reduce communication complexity between multiple objects or classes.

C - This pattern is used to restore state of an object to a previous state.

D - This pattern is used when there is one-to-many relationship between objects such as if one

object is modified, its depenedent objects are to be notified automatically.

Q 19 - Which of the following describes the Memento pattern correctly?

A - This pattern is used to get a way to access the elements of a collection object in sequential manner without any need to know its underlying representation.

B - This pattern is used to reduce communication complexity between multiple objects or classes.

C - This pattern is used to restore state of an object to a previous state.

D - This pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically.

Q 20 - Which of the following describes the Observer pattern correctly?

A - This pattern is used to get a way to access the elements of a collection object in sequential manner without any need to know its underlying representation.

B - This pattern is used to reduce communication complexity between multiple objects or classes.

C - This pattern is used to restore state of an object to a previous state.

D - This pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically.

Q 21 - Which of the following pattern is used to get a way to access the elements of a collection object in sequential manner without any need to know its underlying representation?

A - Iterator Pattern

B - Mediator Pattern

C - Memento Pattern

D - Observer Pattern

Q 22 - Which of the following pattern is used to reduce communication complexity between multiple objects or classes?

A - Iterator Pattern

B - Mediator Pattern

C - Memento Pattern

D - Observer Pattern

Q 23 - Which of the following pattern is used to restore state of an object to a previous state?

A - Iterator Pattern

B - Mediator Pattern

C - Memento Pattern

D - Observer Pattern

Q 24 - Which of the following pattern is used when there is one-to-many relationship between objects such as if one object is modified, its depenedent objects are to be notified automatically?

A - Iterator Pattern

B - Mediator Pattern

C - Memento Pattern

D - Observer Pattern

Q 25 - Which of the following describes the State pattern correctly?

A - In this pattern, a class behavior changes based on its state.

B - In this pattern, a null object replaces check of NULL object instance.

C - In this pattern, a class behavior or its algorithm can be changed at run time.

D - In this pattern, an abstract class exposes defined way*s*/template*s* to execute its methods.

ANSWER SHEET

Question Number	Answer Key
1	B
2	A
3	C
4	C
5	A
6	D
7	B
8	C
9	A
10	B
11	D
12	C
13	A
14	B
15	D
16	C

17	A
18	B
19	C
20	D
21	A
22	B
23	C
24	A
25	A