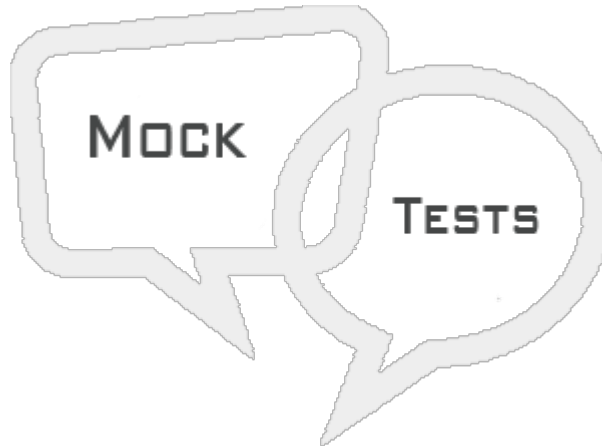


DESIGN PATTERNS MOCK TEST

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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 IV

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

- A - This pattern creates object without exposing the creation logic to the client and refer to newly created object using a common interface.
- B - In this pattern an interface is responsible for creating a factory of related objects without explicitly specifying their classes.
- C - This pattern involves a single class which is responsible to create an object while making sure that only single object gets created.
- D - This pattern is used when we want to pass data with multiple attributes in one shot from client to server.

Q 2 - Which of the following describes the Transfer Object pattern correctly?

- A - This pattern creates object without exposing the creation logic to the client and refer to newly created object using a common interface.
- B - In this pattern an interface is responsible for creating a factory of related objects without explicitly specifying their classes.
- C - This pattern involves a single class which is responsible to create an object while making sure that only single object gets created.
- D - This pattern is used when we want to pass data with multiple attributes in one shot from client to server.

Q 3 - Which of the following pattern creates object without exposing the creation logic to the client and refer to newly created object using a common interface?

- A - Factory Pattern
- B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Q 4 - In which of the following pattern an interface is responsible for creating a factory of related objects without explicitly specifying their classes?

A - Factory Pattern

B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Q 5 - Which of the following pattern involves a single class which is responsible to create an object while making sure that only single object gets created?

A - Factory Pattern

B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Q 6 - Which of the following pattern is used when we want to pass data with multiple attributes in one shot from client to server?

A - Factory Pattern

B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Q 7 - Which of the following pattern is used when we want to pass data with multiple attributes in one shot from client to server?

A - Factory Pattern

B - Abstract Factory Pattern

C - Singleton Pattern

D - Transfer Object Pattern

Q 8 - Which type of design patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new operator?

A - Creational Design Patterns

B - Structural Design Patterns

C - Behavioral Design Pattern

D - J2EE Design Patterns

Q 9 - Which type of design patterns concern class and object composition?

- A - Creational Design Patterns
- B - Structural Design Patterns
- C - Behavioral Design Pattern
- D - J2EE Design Patterns

Q 10 - Which type of design patterns are specifically concerned with communication between objects?

- A - Creational Design Patterns
- B - Structural Design Patterns
- C - Behavioral Design Pattern
- D - J2EE Design Patterns

Q 11 - Which type of design patterns are specifically concerned with the presentation tier?

- A - Creational Design Patterns
- B - Structural Design Patterns
- C - Behavioral Design Pattern
- D - J2EE Design Patterns

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

- A - This type of patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new operator
- B - This type of patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.
- C - This type of pattern are specifically concerned with communication between objects.
- D - This type of pattern are specifically concerned with the presentation tier.

Q 13 - Which of the following describes the Structural pattern correctly?

- A - This type of patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new operator
- B - This type of patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.
- C - This type of pattern are specifically concerned with communication between objects.
- D - This type of pattern are specifically concerned with the presentation tier.

Q 14 - Which of the following describes the Behavioral pattern correctly?

A - This type of patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new operator

B - This type of patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.

C - This type of pattern are specifically concerned with communication between objects.

D - This type of pattern are specifically concerned with the presentation tier.

Q 15 - Which of the following describes the J2EE pattern correctly?

A - This type of patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new operator

B - This type of patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.

C - This type of pattern are specifically concerned with communication between objects.

D - This type of pattern are specifically concerned with the presentation tier.

Q 16 - Which of the following is the correct list of entities of MVC pattern?

A - Model, View, Controller

B - Model, Viewer, Control

C - Middle, Viewer, Controller

D - Model, View, Control

Q 17 - Which of the following is the correct list of entities of Business Delegate pattern?

A - Business Delegate, LookUp Service, Business Service

B - Client, Business Delegate, LookUp Service, Business Service

C - Client, LookUp Service, Business Service

D - Client, Business Delegate, Business Service

Q 18 - Which of the following is the correct list of entities of Composite Entity pattern?

A - Composite Entity, Coarse-Grained Object, Strategies

B - Composite Entity, Dependent Object, Strategies

C - Composite Entity, Coarse-Grained Object, Dependent Object, Strategies

D - Composite Entity, Coarse-Grained Object, Dependent Object

Q 19 - Which of the following is the correct list of entities of DAO pattern?

A - Data Access Object Interface, Data Access Object concrete class, Model Object or Value Object

- B - Data Access Object Interface, Model Object or Value Object
- C - Data Access Object Interface, Data Access Object concrete class
- D - Data Access Object concrete class, Model Object or Value Object

Q 20 - Which of the following is the correct list of entities of Front Controller pattern?

- A - Front Controller, Dispatcher, View
- B - Front Controller, Dispatcher
- C - Controller, Dispatcher, View
- D - Front Controller, View

Q 21 - Which of the following is the correct list of entities of Intercepting pattern?

- A - Filter, Filter Chain, Target, Client
- B - Filter, Target, Filter Manager, Client
- C - Filter, Filter Chain, Target, Filter Manager, Client
- D - Filter, Filter Chain, Filter Manager, Client

Q 22 - Which of the following is the correct list of entities of Service Locator pattern?

- A - Service, Context, Cache, Client
- B - Service, Context, Service Locator, Cache, Client
- C - Service, Context, Service Locator, Cache, Client
- D - Service, Service Locator, Client

Q 23 - Which of the following is the correct list of entities of Transfer Object pattern?

- A - Business Object , Transfer Object, Client
- B - Service, Context, Service Locator, Cache, Client
- C - Business Object , Client
- D - Service, Service Locator, Client

Q 24 - In MVC pattern, Model represents an object or JAVA POJO carrying data. It can also have logic to update controller if its data changes.

- A - true
- B - false

Q 25 - In MVC pattern, View represents the visualization of the data that model contains.

A - false

B - true

ANSWER SHEET

Question Number	Answer Key
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1	C
2	D
3	A
4	B
5	C
6	D
7	D
8	A
9	B
10	C
11	D
12	A
13	B
14	C
15	D
16	A
17	B
18	C
19	A
20	A
21	C
22	B
23	A
24	A
25	B