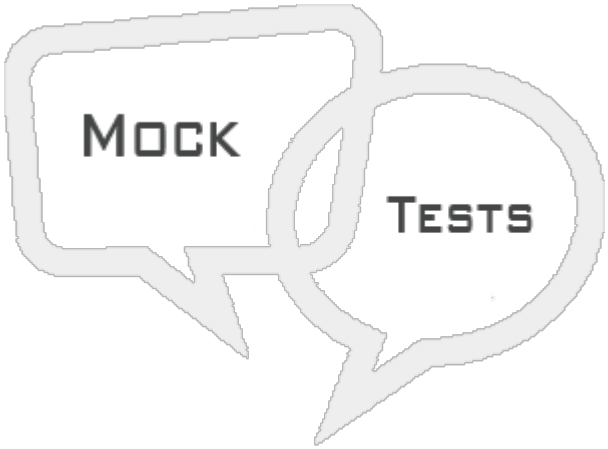
DESIGN PATTERNS MOCK TEST

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 I

Q 1 - Which of the following is true about design patterns?

A - Design patterns represent the best practices used by experienced object-oriented software developers.

B - Design patterns are solutions to general problems that software developers faced during software development.

C - Design patterns are obtained by trial and error by numerous software developers over quite a substantial period of time.

D - All of the above.

Q 2 - What is Gang of Four *GOF*?

A - Four authors of Book 'Design Patterns - Elements of Reusable Object-Oriented Software' are known as Gang of Four *GOF*.

B - Gang of Four *GOF* is a name of a book on Design Patterns.

C - Gang of Four *GOF* is a Design Pattern.

D - None of the above.

Q 3 - Which of the following is correct list of classifications of design patterns.

A - Creational, Structural and Behavioral patterns.

B - Executional, Structural and Behavioral patterns.

C - Creational, Executional and Behavioral patterns.

D - None of the above.

Q 4 - Which of the following is correct about Creational design patterns.

A - These design patterns are specifically concerned with communication between objects.

B - These design patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new opreator.

C - These design patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.

D - None of the above.

Q 5 - Which of the following is correct about Structural design patterns.

A - These design patterns are specifically concerned with communication between objects.

B - These design patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new opreator.

C - These design patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.

D - None of the above.

Q 6 - Which of the following is correct about Behavioral design patterns.

A - These design patterns are specifically concerned with communication between objects.

B - These design patterns provide a way to create objects while hiding the creation logic, rather than instantiating objects directly using new opreator.

C - These design patterns concern class and object composition. Concept of inheritance is used to compose interfaces and define ways to compose objects to obtain new functionalities.

D - None of the above.

Q 7 - Which of the following is correct about Factory design pattern.

A - This type of design pattern comes under creational pattern.

B - Factory pattern creates object without exposing the creation logic to the client.

C - Factory pattern refers to newly created object using a common interface.

D - All of the above.

Q 8 - Which of the following is correct about Abstract Factory design pattern.

A - This type of design pattern comes under creational pattern.

B - Abstract Factory patterns work around a super-factory which creates other factories.

C - In Abstract Factory pattern an interface is responsible for creating a factory of related objects without explicitly specifying their classes.

D - All of the above.

Q 9 - Which of the following is correct about Singleton design pattern.

A - This type of design pattern comes under creational pattern.

B - This pattern involves a single class which is responsible to create an object while making sure that only single object gets created.

C - Singleton class provides a way to access its only object which can be accessed directly without need to instantiate the object of the class.

D - All of the above.

Q 10 - Can we create a clone of a singleton object?

A - true

B - false

Q 11 - If we serialize a singleton object and deserialize it then the result object will be same.

A - true

B - false

Q 12 - Integer class is an example of Decorator pattern.

A - true

B - false

Q 13 - Runtime class is an example of singleton.

A - true

B - false

Q 14 - Integer.valueOf is an example of Factory pattern.

A - false

B - true

Q 15 - Event handling frameworks like swing, awt use Observer Pattern.

A - false

B - true

Q 16 - Which of the following describes the Builder pattern correctly?

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

B - This pattern refers to creating duplicate object while keeping performance in mind.

C - This pattern is used when creation of object directly is costly.

D - This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

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

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

B - This pattern refers to creating duplicate object while keeping performance in mind.

C - This pattern is used when creation of object directly is costly.

D - This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

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

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

B - This pattern refers to creating duplicate object while keeping performance in mind.

C - This pattern works as a bridge between two incompatible interfaces.

D - This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

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

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

B - This pattern refers to creating duplicate object while keeping performance in mind.

C - This pattern works as a bridge between two incompatible interfaces.

D - This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

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

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

B - This pattern refers to creating duplicate object while keeping performance in mind.

C - This pattern enables developers to filter a set of objects using different criteria and chaining them in a decoupled way through logical operations.

D - This pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently.

Q 21 - Which of the following pattern builds a complex object using simple objects and using a step by step approach?

A - Builder Pattern

B - Bridge Pattern

C - Adapter Pattern

D - Filter Pattern

Q 22 - Which of the following pattern refers to creating duplicate object while keeping performance in mind?

A - Builder Pattern

B - Bridge Pattern

C - Prototype Pattern

D - Filter Pattern

Q 23 - Which of the following pattern works as a bridge between two incompatible interfaces?

A - Builder Pattern

B - Adapter Pattern

C - Prototype Pattern

D - Filter Pattern

Q 24 - Which of the following pattern is used when we need to decouple an abstraction from its implementation so that the two can vary independently?

A - Bridge Pattern

B - Adapter Pattern

C - Prototype Pattern

D - Filter Pattern

Q 25 - Which of the following pattern is used when creation of object directly is costly?

A - Bridge Pattern

B - Adapter Pattern

C - Prototype Pattern

D - Filter Pattern

ANSWER SHEET

Question Number	Answer Key
1	D
2	A
3	A
4	B
5	C

6	A
7	D
8	D
9	D
10	A
11	B
12	A
13	A
14	B
15	B
16	A
17	D
18	B
19	C
20	B
21	A
22	C
23	B
24	A
25	A