Code No: 07A80502 | **R07** | **Set No. 2**

IV B.Tech II Semester Examinations,April/May 2012
DESIGN PATTERNS
Common to Information Technology, Computer Science And Engineering
Time: 3 hours   Max Marks: 80
Answer any FIVE Questions
All Questions carry equal marks
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1. Explain the implementation issues of chain or responsibility pattern with sample code. [16]

2. (a) Illustrate Alexander's pattern language.

   (b) Explain about a Target Refactoring approach method. [8+8]

3. (a) Discuss about implementation issues in builder design pattern.

   (b) Explain sample code of builder design pattern. [8+8]

4. (a) What are the implementation considerations of Momento pattern?

   (b) Discuss the Applicability of Observer pattern. [8+8]

5. (a) Discuss about embellishing the user interaface in detail.

   (b) Explain about supporting multiple window systems in designing a document Editor. [8+8]

6. (a) Differentiate between adapter and bridge design pattern.

   (b) What are the known uses of adapter structural pattern? Explain. [8+8]

7. (a) Explain the collaborations and consequences of Proxy pattern.

   (b) Explain the Motivation of Flyweight Pattern. [8+8]

8. What are the problems of Object Oriented design? Explain. [16]

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Code No: 07A80502

| R07 | | Set No. 4 |

IV B.Tech II Semester Examinations,April/May 2012
DESIGN PATTERNS
Common to Information Technology, Computer Science And Engineering
Time: 3 hours   **Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks
⋆ ⋆ ⋆ ⋆ ⋆

1. What are the applications of Flyweight Pattern? Explain the structure & participents of Flyweight pattern with suitable example. [16]

2. (a) Explain how to access scattered information and to encapsulate access and Traversal.

    (b) Explain Transperent Enclosure with an example. [8+8]

3. Write a detailed note on builder design pattern. [16]

4. (a) Explain the Motivation of command pattern.

    (b) Explain the structure & participants of command pattern with one example.
    [8+8]

5. (a) Explain how to select a Design Pattern.

    (b) How can we relate RunTime and Compile Time structures? Explain. [8+8]

6. Explain the implementation issues of Visitor pattern with sample code. [16]

7. Explain the following:

    (a) A target refactoring

    (b) Patterns in software. [16]

8. (a) Mention the uses & related patterns of bridge design pattern.

    (b) Mention the participants of bridge pattern and explain the functions of each.
    [8+8]

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Code No: 07A80502 | R07 | | Set No. 1 |

IV B.Tech II Semester Examinations,April/May 2012
DESIGN PATTERNS
Common to Information Technology, Computer Science And Engineering
Time: 3 hours   Max Marks: 80
Answer any FIVE Questions
All Questions carry equal marks
⋆ ⋆ ⋆ ⋆ ⋆

1. Explain the implementation issues that should be considered when applying the Proxy pattern with sample code. [16]

2. (a) With the help of a neat diagram explain the iterator class and subclasses.

   (b) Write short notes on visitor class and sub classes. [8+8]

3. Explain the Iterator pattern in detail. [16]

4. Explain the class design structure of an editor for music scores with suitable design pattern. [16]

5. (a) Explain the consequences of class and object adapter.

   (b) Explain the structure and participants of adapter design pattern. [8+8]

6. (a) With a neat diagram, explain the motivation of builder design pattern.

   (b) What are the key consequences of builder pattern? Explain. [8+8]

7. (a) Bring out the differences between class and interface inheritance.

   (b) Explain the principle "programming to an Interface, not an Implementation" in detail. [8+8]

8. (a) What are the implementation considerations of the Observer pattern?

   (b) Discuss the Applicability of State pattern. [8+8]

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Code No: 07A80502 | **R07** | | **Set No. 3** |

IV B.Tech II Semester Examinations,April/May 2012
DESIGN PATTERNS
Common to Information Technology, Computer Science And Engineering
Time: 3 hours   **Max Marks: 80**
Answer any FIVE Questions
All Questions carry equal marks
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1. (a) What are the features of creational patterns? Explain.

    (b) With a neat diagram explain the motivation of Abstract Factory Method.

                                                          [8+8]

2. Explain the implementation issues of Interpreter pattern with sample code.   [16]

3. Write short notes on the following:

    (a) Prototyping

    (b) Expansionary

    (c) Consolidating.   [16]

4. (a) Explain the Known uses of Momento pattern.

    (b) What is the structure and participants of Observer pattern?   [8+8]

5. (a) Mention the steps involved in applying a Design pattern effectively.

    (b) What is delegation? What are the advantages and disadvantages of delegation? State which design patterns use delegation.   [8+8]

6. (a) Explain the basic responsibilities of glyphs in detail.

    (b) Discuss about abstracting object creation in supporting multiple look and feel standards.   [8+8]

7. (a) Explain the Collaboration of bridge pattern.

    (b) Write a short note on implementation issues of composite pattern.   [8+8]

8. (a) Explain the collaborations and consequences of Flyweight pattern.

    (b) Explain the Motivation of Proxy pattern.   [8+8]

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