UNIT – V
BEHAVIORAL PATTERNS-II

	PART – A (SHORT ANSWER QUESTIONS)		
1.	**Write** the intent of memento pattern.	Apply	3
2.	**Sketch** the structure of memento pattern.	Knowledge	3
3.	**Define** the phrase "objects for states".	Knowledge	3
4.	**Define** state pattern.	Knowledge	2
5.	**Sketch** the structure of state pattern.	Knowledge	3
6.	**List** the situations where state pattern can be used.	Knowledge	2
7.	**Define** table driven approach.	Knowledge	4
8.	**Write** the sample code for Strategy pattern	Understand	6
9.	**Write** about the collaborations of Visitor pattern	Knowledge	5
10.	**Explain** about the consequences of Template pattern	Knowledge	3
11.	**Write** about the Pattern community	Knowledge	3
12.	**Explain** about the patterns in software	Knowledge	5
13.	**Write** about the lifecycle of Object Oriented Software	Understand	4
14.	**Explain** how objects are used as arguments	Knowledge	4
15.	**Define** double-dispatch and single-dispatch	Understand	3
	PART – B (LONG ANSWER QUESTIONS)		
1.	**Explain** the implementation issues of Strategy design pattern.	Understand	2
2.	**Explain** the implementation issues of observer design pattern.	Understand	2
3.	**Explain** how design patterns affect the way object-oriented software is designed.	Understand	3
4.	**Discuss** the several ways the design pattern affect the way	Understand	3

	object-oriented software is designed.		
5.	**Discuss** design patterns as a supplement to the existing methods.	Understand	4
6.	**Discuss** the history of design patterns.	Understand	2
7.	**Differentiate** Alexander's patterns and Design patterns.	Analyze	4
8.	**Write** about the two ways of grouping the patterns according to Christopher Alexander.	Apply	5
9.	**Compare** and contrast between Abstract Class vs Concrete Class	Analyze	5
10.	**Discuss** about Alexander's pattern languages	Knowledge	2
11.	**Discuss** a briefly history of design patterns	Knowledge	2
12.	**Discuss** the consequences and implementation issues of Visitor design pattern.	Knowledge	4
13.	**Discuss** about intent, motivation, structure, applicability and consequences of a Template Method behavioral pattern.	Knowledge	3
14.	**Explain** the State design pattern and discuss the consequences and implementation issues.	Understand	3
15.	**Write** the sample code for Template method and Visitor patterns	Understand	5
PART – C (PROBLEM SOLVING AND CRITICAL THINKING QUESTIONS)			
1.	**Discuss** with suitable scenarios, how state, strategy and visitor patterns can solve design problems.	Understand	2
2.	**What** to except from design pattern	Understand	5
3.	**Explain** the importance of object diagram in modeling, With the help of a suitable example	Knowledge	4
4.	**What** is a template? In which way a design pattern will be described. Explain in detail	Understand	2
5.	**Explain** the common causes for redesign a design pattern	Understand	2
6.	**Explain** the role of behavioral patterns in design of the patterns.	Understand	2
7.	**What** is the key idea of state pattern? Explain it in detail.	Understand	2
8.	**Explain** Documentation, Learning –Aid and An Adjunct to existing systems in detail.	Knowledge	4
9.	"Should Communication encapsulated or distributed" **Explain.**	Knowledge	4
10.	**Explain** Decoupling senders and receivers.	Knowledge	4

Prepared by:
      M.Sri Lakshmi, Assistant Professor, CSE