



Code: 9F00505c

MCA V Semester Regular & Supplementary Examinations November/December 2016

DESIGN PATTERNS

(For 2011, 2012, 2013 & 2014 admitted batches only)

Time: 3 hours

Max. Marks: 60

Answer any FIVE questions
All questions carry equal marks

- 1 (a) Justify the statement designing reusable object oriented software is harder.
(b) List and explain the reasons for redesign of the particular pattern.
- 2 (a) Explain the role of document structure in design pattern.
(b) With the help of an example, explain the relationship between MonoGlyph and its classes.
- 3 (a) Which pattern lets a class defer instantiation to subclasses? What is the motivation for that? Explain.
(b) Give brief description about the benefits of prototype pattern.
- 4 What pattern is used to convert the interface of class into another interface? Discuss the applicability, structure, participants, collaborations, consequences and implementation issues of the same.
- 5 (a) When can we apply the Flyweight pattern? Explain in detail.
(b) Why we need to provide the uniform interface to a set of interfaces in a subsystem? Explain.
- 6 (a) Describe the motivation for chain of responsibilities pattern.
(b) What is meant by traction? Which pattern is used to perform transaction? What are its consequences and implementation issues? Explain.
- 7 Write short notes on the following:
(a) Participants of memeto pattern.
(b) Collaborations of observer pattern.
(c) Applicability of mediator pattern.
- 8 (a) Describe the role of state pattern in design of a particular pattern.
(b) Write about the importance of template method.
