[2]

[5+5]



Code No: 117CF

Describe about pattern name.

a) Bridge

1.a)

R13

JAWAHARLAL NEHRU TECHNOLOGICAL UNIVERSITY HYDERABAD B. Tech IV Year I Semester Examinations, March - 2017 **DESIGN PATTERNS** (Common to CSE, IT)

Time: 3 Hours Max. Marks: 75

Note: This question paper contains two parts A and B.

Part A is compulsory which carries 25 marks. Answer all questions in Part A. Part B consists of 5 Units. Answer any one full question from each unit. Each question carries 10 marks and may have a, b, c as sub questions.

Part- A (25 Marks)

1.u)	Desc	moe acout pattern name.		[-]		
b)	What do you mean by consequences?		[3]			
c)	Write about document structure.			[2]		
d)				[3]		
e)	_	Describe the motivation for Bridge Pattern. [2]				
f)	Wha	hat are all the Participants for Proxy Pattern? [3]				
g)		at are the Consequences of Chain of Responsibility Pattern. [2]				
h)		ite the Pattern name and Classification of Observer Pattern. [3]				
i)		nat can we expect from a Design Pattern? [2]				
j)		Vrite about Applicability of State Pattern. [3]				
3,		11				
			D (D (50.30)			
			Part-B (50 Marks)			
			10).			
	2.a)	How to use design pattern	s? Explain in detail.			
	b)	Explain about selection of		[5+5]		
			OR			
	3.	How a Design pattern solves the design problem? Illustrate with an example.[10]				
			•			
	4. Discuss the Motivation, Structure, Collaborations and Implementation of the following					
		Patterns:				
		a) Abstract Factory	b) Prototype.	[5+5]		
	OR					
	5. Explain in detail about "supporting multiple window systems". [10]					
		-				
	6.	Discuss the Intent, App.	licability, Sample code, and k	Known uses of the following		
		Patterns:				
		a) Adapter	b) Flyweight	[5+5]		
	7.	Discuss the pattern nam following Patterns	e, Applicability, Consequences	and Related Patterns of the		
		C				

b) Proxy





8.	Explain in detail about Command pattern.		[10]
		OR	
9.	Describe in detail about Iterator Pattern.		[10]
10.	Explain the Motivation, Participants, Structure and Implementation of following Patterns		
	a) State	b) Template Method.	[5+5]
		OR	
11.	Discuss briefly about the following Patterns:		
	a) Visitor	b) Strategy.	[5+5]

MANN FIRST Ranker Com