Code No: 07A80502 R07 Set No. 2

IV B.Tech II Semester Examinations,APRIL 2011
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) Discuss about implementation issues in builder design pattern.
   (b) Explain sample code of builder design pattern. [8+8]
2. (a) Explain the features of structural patterns in detail.
   (b) Explain the motivation of adapter design pattern. [8+8]
3. (a) State the differences between Traversal and Traversal actions.
   (b) Explain visitor class and subclasses in detail. [8+8]
4. Explain with a neat diagram the Design Pattern relationships. [16]
5. (a) Explain the Known uses & related patterns of Visitor pattern.
   (b) What is the structure & participants of Momento pattern? [8+8]
6. Explain the class design structure of an editor for music scores with suitable design pattern. [16]
7. (a) Explain the motivation of Iterator pattern.
   (b) Explain the structure & participants of chain of Responsibility with one example. [8+8]
8. (a) Explain the motivation for known Facade method with relevant Patterns.
   (b) What is the intent uses & related pattern of Decorator Method? [8+8]

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Code No: 07A80502 **R07** **Set No. 4**

IV B.Tech II Semester Examinations,APRIL 2011
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 Momento pattern & its related patterns. [16]
2. What are the applications of Facade Pattern? Explain the structure & participents of Facade pattern with suitable example. [16]
3. (a) Explain the collaborations and consequences of Interpreter pattern.
   (b) Explain the collaborations and consequences of Chain of Responsibility pattern. [8+8]
4. (a) Explain the basic responsibilities of glyphs in detail.
   (b) Discuss about abstracting object creation in supporting multiple look and feel standards. [8+8]
5. (a) Mention the useful techniques for implementing the abstract factory pattern.
   (b) Give the sample code for abstract factory design pattern. [8+8]
6. Explain how design patterns provide solution for portability onto diversified platforms with different look and feel standards. [16]
7. What are the various Design Patterns present? State the purpose of each of the Design Pattern. [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 2011
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 Interpreter pattern with sample code. [16]
2. Explain the State pattern in detail. [16]
3. How can the textual analysis problem of document editor be solved using design patterns. [16]
4. Explain proxy Design pattern in detail. [16]
5. Explain the template of a Design pattern. [16]
6. (a) Discuss about window and windowimp subclasses in detail.
   (b) With a neat diagram explain abstract Product classes and concrete sub classes. [8+8]
7. (a) What are the uses of Abstract Factory design pattern? Explain.
   (b) Write a detailed note on prototype design pattern. [8+8]
8. (a) Explain the Collaberation of bridge pattern.
   (b) Write a short note on implementation issues of composite pattern. [8+8]

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

IV B.Tech II Semester Examinations,APRIL 2011
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 Strategy pattern in detail. [16]
2. (a) Mention the consequences of the bridge pattern.
   (b) Give the structure and participants of bridge pattern and explain it. [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) With a neat diagram, explain composition and compositor class relationship.
   (b) Explain in detail about encapsulation implementation dependencies in supporting multiple window systems. [8+8]
6. Explain Facade Design pattern in detail. [16]
7. (a) Explain how to select a Design Pattern.
   (b) How can we relate RunTime and Compile Time structures. Explain. [8+8]
8. Write about
   (a) Delegation
   (b) A common design vocabulary.
   (c) The object community
   (d) The object granualarity. [16]

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