Code No: L0522　　　**R07**　　　**Set No. 1**

IV B.Tech. II Semester Regular Examinations, April/May-2013
DESIGN PATTERNS
(Common to Computer Science and Engineering and Information Technology)

Time: 3 Hours　　　　　　　　　　　　　　　　**Max Marks: 80**

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

1. a) Define design pattern. Explain about describing design pattern in detail.
   b) Describe about the significance of design pattern.　　　　　　　　[8+8]

2. a) Explain in detail about User Operations of Lexis's.
   b) Discuss briefly about formatting the user interface.　　　　　\　[8+8]

3. Give an example to explain the implementation of abstract factory pattern.　[16]

4. Explain about structure, participants and consequences of adapter design pattern. [16]

5. What are the applications of Facade Pattern? Explain the structure & participants of
   Facade pattern with suitable example.　　　　　　　　　　　　　[16]

6. Describe briefly about behavioural pattern. Explain the structure & participants of
   chain of Responsibility with one example.　　　　　　　　　　　[16]

7. a) Write a snippet code to explain the structure of observer pattern.
   b) Discuss the applications of observer pattern.　　　　　　　　　[8+8]

8. Explain the following
   a) Pattern Community
   b) Pattern Vocabulary　　　　　　　　　　　　　　　　　　[8+8]

Code No: L0522

R07

Set No. 2

IV B.Tech. II Semester Regular Examinations, April, 2013
DESIGN PATTERNS
(Common to Computer Science and Engineering and Information Technology)

Time: 3 Hours   **Max Marks: 80**

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

1. a) Explain how to use design pattern in detail.
   b) Explain about catalog of design pattern in detail?   [8+8]

2. Describe in detail about how Multiple Window Systems is supported.   [16]

3. Give an example to explain the implementation of Builder design pattern.   [16]

4. Explain about structure, participants and consequences of Bridge design pattern   [16]

5. What are the applications of Decorator Pattern? Explain the structure & participants
   of Decorator pattern with suitable example?   [16]

6. With the help of code snippet explain the implementation of Iterator pattern.   [16]

7. a) Write a snippet code to explain the structure of Strategy pattern.
   b) Discuss the applications of Strategy pattern.   [8+8]

8. Briefly discuss about
   a) Refactoring
   b) Delegation   [8+8]

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Set No. 3

IV B.Tech. II Semester Regular Examinations, April, 2013
DESIGN PATTERNS
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Time: 3 Hours   **Max Marks: 80**

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

1. a) Discuss briefly about classification of design patterns.
   b) Explain the organization of design pattern catalog.   [8+8]

2. Describe in detail about designing a document editor.   [16]

3. Explain about structure, participants and consequences of prototype design pattern.
                                                                             [16]

4. Give an example to explain the implementation of Composite design pattern.   [16]

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

6. With the help of code snippet explain the implementation of Command pattern.   [16]

7. a) Write a snippet code to explain the structure of Visitor pattern?
   b) Discuss the applications of Visitor pattern?   [8+8]

8. a) Compare and contrast between Abstract Class Vs Concrete Class?
   b) Discuss about Alexander's pattern languages?   [8+8]

Code No: L0522 **R07** Set No. 4

IV B.Tech. II Semester Regular Examinations, April, 2013
DESIGN PATTERNS
(Common to Computer Science and Engineering and Information Technology)

Time: 3 Hours   **Max Marks: 80**

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

1. Describe in detail about how to solve design problems using design patterns.   [16]

2. a) Explain the standards for supporting multiple look and feel.
   b) List and explain the problems involved in designing a document editor.   [8+8]

3. Explain about structure, participants and consequences of singleton design pattern.
                                                                                  [16]

4. Describe the features of structural design pattern. Give a applicability of bridge design
   pattern.   [16]

5. What are the applications of proxy Pattern? Explain the structure & participants of
   proxy pattern with suitable example.   [16]

6. With the help of code snippet explain the implementation of Interpreter pattern.   [16]

7. a) Write a snippet code to explain the structure of Template method.
   b) Discuss the applications of Template method.   [8+8]

8. a) Compare and contrast between Aggregation Vs Association.
   b) Discuss a brief history of design patterns.   [8+8]