

CSE 331 – Section 10 – Design Patterns

For each question on this page, circle your chosen answer among the listed options.

1. With the benefit of hindsight, which creational pattern would have been a good fit for your graph ADT, considering its subsequent client programs?

Factory Method *Abstract Factory* *Singleton* *Builder* *Prototype*

2. If a class's objects never change once initialized but must be initialized incrementally, which creational pattern would let you make the class's objects immutable?

Factory Method *Abstract Factory* *Singleton* *Builder* *Prototype*

3. In *Pathfinder* (HW7), would the singleton pattern make sense for the model, given that the program only serves one user per session?

Yes *No*

4. In *Campus Paths* (HW9), would the singleton pattern make sense for the model, given that the program (**SparkServer**) may serve multiple users per session?

Yes *No*

5. Scenario: You need a generic graph class, similar to what you have created this quarter in CSE 331, but the edges must not have labels. Which structural pattern best fits the task?

Adaptor *Composite* *Decorator* *Proxy*

6. Scenario: Your web app, *Campus Paths*, is now very popular; to boost performance, you want the model to cache frequent path queries. Which structural pattern best fits the task?

Adaptor *Composite* *Decorator* *Proxy*