PVP 14

Code: CS6T2

III B.Tech - II Semester – Regular/Supplementary Examinations
March 2020

DESIGN PATTERNS
(COMPUTER SCIENCE & ENGINEERING)

Duration: 3 hours Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

a) What is a design pattern?
b) How are patterns classified?
c) What is meant by consequences?
d) Explain about command class and sub class.
e) What is the purpose of recursive composition explain?
f) Draw the structure of factory method.
g) What is abstract factory?
h) Explain the meaning of intent in design patterns and why it is used?
i) List any two structural patterns.
j) Write the purpose of behavioral pattern.
k) Indicate the purpose of visitor and observer in behavioral pattern.

PART – B

Answer any *THREE* questions. All questions carry equal marks.

3 x 16 = 48 M

2. What are the common causes of re-design? Explain how to use design patterns in detail? 16 M

3. a) Explain Designing Document Editor in detail. 8 M

   b) How can you explain your understanding about multiple look and feel standards. 8 M

4. a) What are consequences of Builder pattern? Explain Builder pattern implementation. 8 M

   b) Explain the Intent, Implementation and known uses of Singleton pattern. 8 M

5. Examine the terms Intent, Applicability, Sample code, and known uses of the following Patterns: 16 M

   a) Adapter b) Flyweight

6. a) Explain various visitor design patterns. 8 M

   b) Validate about pattern community. 8 M