

B.Tech III Year II Semester (R15) Regular Examinations May/June 2018

DESIGN PATTERNS

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

PART – A

(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) How to select design pattern?
 - (b) What do you mean by consequences?
 - (c) List five types of creational patterns.
 - (d) Explain Monoglyph.
 - (e) What are all the participants for proxy patterns?
 - (f) What are the two variations of the adapter pattern?
 - (g) Sketch the structure of mediator pattern.
 - (h) Write the pattern name and classification of observer pattern.
 - (i) Define objects for states.
 - (j) What is the intent of strategy pattern?

PART – B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 Discuss the MVC architecture in Small Talk.

OR

- 3 How a design pattern solves the design problem? Explain with an example.

UNIT – II

- 4 Explain the class design structure of an editor for the music scores with suitable pattern.

OR

- 5 Explain the key consequences of builder pattern.

UNIT – III

- 6 Discuss the pattern name, applicability, consequences and related patterns of the following pattern:
(i) Adapter. (ii) Composite.

OR

- 7 Explain the structure and participants of Flyweight patterns with suitable example.

UNIT – IV

- 8 Discuss implementation issues of iterator patterns.

OR

- 9 What are implementation considerations of observer pattern?

UNIT – V

- 10 Discuss about the structure and participants of state design pattern.

OR

- 11 Discuss implementation issues of strategy behavioral pattern.
