

Code No: L0522**R07****Set No. 1****IV B.Tech. II Semester Regular Examinations, April, 2011****DESIGN PATTERNS****(Common to Computer Science & Engineering and Information Technology)****Time: 3 Hours****Max Marks: 80****Answer any FIVE Questions
All Questions carry equal marks***********

1. a) What is a design pattern? How to use a design pattern?
b) How design patterns solve design problems?
2. a) What are design problems in Lexi's design? Explain in detail.
b) Describe Glyphs in Lexi's design.
3. a) What are creational patterns? Explain in detail.
b) Discuss in detail about builder.
4. Define structural pattern. Explain about Adaptor.
5. Discuss about Flyweight in detail.
6. What is a behavioral pattern? Explain in detail about Iterator.
7. Explain the following:
 - a) State
 - b) Strategy
8. Explain the following:
 - a) Alexander's Pattern Languages
 - b) Patterns in software
 - c) Documentation and learning aid
 - d) Target for refactoring

Code No: L0522**R07****Set No. 2****IV B.Tech. II Semester Regular Examinations, April, 2011****DESIGN PATTERNS****(Common to Computer Science & Engineering and Information Technology)****Time: 3 Hours****Max Marks: 80****Answer any FIVE Questions
All Questions carry equal marks***********

1. a) How do we describe design patterns?
b) How to select a design pattern?
2. a) Explain about supporting multiple look-and-feel standards in Lexi's design.
b) Discuss about the formatting process in Lexi's design.
3. Discuss about creational patterns. Explain in detail about prototype.
4. a) What is structural pattern? Explain Adapter in brief.
b) Explain about Bridge.
5. Explain about Façade in detail.
6. Discuss about behavioral pattern. Explain in detail about Command.
7. Explain the following:
 - a) Mediator
 - b) Memento
8. Explain the following:
 - a) Common design vocabulary
 - b) Target for refactoring
 - c) The pattern community
 - d) Alexander's Pattern Languages

Code No: L0522**R07****Set No.3****IV B.Tech. II Semester Regular Examinations, April, 2011****DESIGN PATTERNS****(Common to Computer Science & Engineering and Information Technology)****Time: 3 Hours****Max Marks: 80****Answer any FIVE Questions
All Questions carry equal marks***********

1. a) What is the catalog of design patterns? Explain.
b) How to use a design pattern?
2. a) Explain command history and command pattern in Lexi's design.
b) How to encapsulate the analysis in Lexi's design? Explain.
3. What is a creational pattern? Discuss about factory method in detail.
4. Define structural pattern? Explain about Composite in detail.
5. a) Briefly discuss about Decorator.
b) Explain about proxy.
6. Explain behavioral pattern. Discuss about Interpreter.
7. a) Briefly discuss about Observer and visitor.
b) Write about discussion of behavioral patterns.
8. Explain the following:
 - a) Patterns in software
 - b) Alexander's Pattern Languages
 - c) Brief history of Design pattern
 - d) Target for refactoring

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Set No.4

IV B.Tech. II Semester Regular Examinations, April, 2011

DESIGN PATTERNS

(Common to Computer Science & Engineering and Information Technology)

Time: 3 Hours

Max Marks: 80

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

1. a) Explain design patterns in Smalltalk MVC.
b) How design patterns solve design problems?
2. a) Discuss about supporting multiple window systems in Lexi's design.
b) Explain about Glyph and Monoglyph in Lexi's design.
3. Explain the following:
 - a) Abstract factory
 - b) Singleton
4. Define structural pattern. Explain about Adaptor.
5. Discuss about Proxy in detail.
6. Define behavioral pattern. Explain in detail about Chain of responsibility.
7. Explain about Mediator and Visitor method.
8. Explain the following:
 - a) Documentation and learning aid
 - b) What to expect from design patterns?
 - c) Alexander's Pattern Languages
 - d) Patterns in software