

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]

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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]

Code No: L0522**R07****Set No. 3****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) 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]