

ACTIVIDAD

Multiple choice activity based on the article "Real-world examples of pattern-based design."

Se alcanza la aprobación con el 70%

Select the correct option, according to the text:

1. What problem does the Builder design pattern address?
 - a. Handling transient errors in distributed systems
 - b. Managing long-running transactions
 - c. Dealing with the complexity of network requests
 - d. Constructing objects with a large number of parameters

2. When is the Factory Method pattern useful?
 - a. When creating families of related product objects
 - b. When an object creation is time-consuming
 - c. When encapsulating the creation of families of objects
 - d. When a superclass has multiple subclasses, and the subclass needs to be decided dynamically

3. In which scenario would you consider using the Prototype pattern?
 - a. Creating families of related product objects
 - b. Efficiently querying and retrieving data
 - c. Cloning objects to improve performance
 - d. Sharing objects for space efficiency

4. What is the main purpose of the Flyweight pattern?
 - a. Cloning objects instead of creating new ones
 - b. Sharing objects for space efficiency
 - c. Allowing behavior to be added to an object
 - d. Defining a family of algorithms and making them interchangeable

5. How does the Proxy pattern contribute to the design?
- a. By separating required and optional fields during object construction
 - b. By acting as a placeholder for another object, controlling access
 - c. By defining a structure for sharing objects
 - d. By allowing behavior to be added to an individual object dynamically