Factory Design Pattern Decorator Design Pattern

CSCI 2300

Design Patterns Covered So Far

- Behavioral
 - Iterator
 - MVC
 - Observer
 - Strategy





















You are designing Candy Crush and need to generate generate various candy to fill the space. Which design pattern is the best fit for this situation?

- A. Iterator
- B. Observer
- C. Decorator
- D. Strategy
- E. Factory

You are designing a game where a character gains "super powers" after finding a treasure. The "super powers" allow the character to jump twice as high as before. What design pattern is the best fit for this situation?

- A. Iterator
- B. Observer
- C. Decorator
- D. Strategy
- E. Factory



You are designing a game where the user can select the vehicle for his/her character prior to starting the game. What design pattern is the best fit for this situation?

A. Iterator

B. Observer

C. Decorator

D. Strategy

E. Factory

To select a vehicle for his/her character, the user will want to look over the possible vehicle options. What design pattern is the best fit for this situation?

A. Iterator

- B. Observer
- C. Decorator
- D. Strategy
- E. Factory

The character in your game may have different powers, based on the vehicle that was selected by the user. What design pattern is the best fit for this situation?

- A. Iterator
- B. Observer
- C. Decorator
- D. Strategy
- E. Factory