**CS 4322 - Spring 2018 – Test 1 Expectations**

The test is closed book, notes, electronic devices, *etc*.

The test covers all items discussed in class and notes relating to these design patterns: Strategy, Player-Role, Observer, and Decorator.

**Question types**

1. Consider design pattern \_\_\_\_\_ [Strategy, Player-Role, Observer, or Decorator].
2. Draw a generalized version of the class diagram and explain in a paragraph how the pattern works.
3. Draw a class diagram of an example (you come up with the example, from notes, homework, or elsewhere) that utilizes the pattern and explain in a paragraph how the pattern works.
4. Given a definition of a pattern, identify the pattern.
5. Given a description of a problem
6. Design a system that uses a pattern(s) we have discussed and explain in a paragraph how the pattern works.
7. Write code that uses a pattern