**Reading Assignment 2 – HFDP Chapter 1**

|  |  |
| --- | --- |
| Name: |  |

Instructions:

* Read pages 1-35 of your text.
* Type answers to the questions below (don’t remove questions).
* Submit on Blazeview under *RA 2*.

1. What are some downsides of inheritance?
2. What is wrong with the interface approach mentioned on page 6?
3. How is the design principle on page 9 exhibited in the Strategy pattern?
4. Suppose that we need to be able to change behaviors at run-time. How do we do this?
5. What benefit do we gain by adhering to the design principle on page 11.
6. Explain two benefits of the design principle on page 23.
7. What are some advantages of *thinking at the pattern level*?
8. Define in your own words *reusability*. <http://en.wikipedia.org/wiki/Code_reuse>
9. Define in your own words extensibility. <http://en.wikipedia.org/wiki/Extensibility>
10. Define in your own words maintainability. <http://en.wikipedia.org/wiki/Maintainability>
11. How does the strategy pattern contribute to reusability?
12. How does the strategy pattern contribute to extensibility?
13. How does the strategy pattern contribute to maintainability?