**Reading Assignment 5 – Chapter 4 Questions, Part 1**

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Instructions:

* Read pages 109-136 of your text.
* Type answers to the questions below (don’t remove questions).
* Submit on Blazeview under *RA 5*.

1. What is the problem with code that uses lots of concrete classes? What is a better solution?
2. Page 111 tells us to remember the design principle that tells us to *identify the aspects that vary and separate them from the things that stay the same.* In the example on pages 112-113, what is varying?
3. What is a Simple Factory class?
4. What is a disadvantage of making the createPizza() method static?
5. On page 116, we see that the PizzaStore class is composed with a SimplePizzaFactory which follows one of our design principles to *favor composition over inheritance*. What design principle does it violate?
6. Describe what it means to say that the subclasses are deciding which pizzas to make.
7. How does the factory method pattern decouple the pizza store from pizzas?
8. What is a parameterized factory method?