**Reading Assignment 6 – Chapter 4 Questions, Part 2**

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Instructions:

* Read pages 137-168 of your text.
* Type answers to the questions below (don’t remove questions).
* Submit on Blazeview.
1. How is the Dependency Inversion Principle different than the design principle that says, “Program to an interface, not an implementation?”
2. How does the factory method adhere to the Dependency Inversion Principle?
3. What does “inversion” mean in the Dependency Inversion Principle?
4. How do you decide when you should apply the Dependency Inversion Principle?
5. Consider the discussion on pages 146-147. Explain why this is or isn’t the factory method?
6. Consider the discussion on page 150. How is the number of pizza classes reduced?
7. How is the new pizza class (page 150) decoupled from the differences in regional ingredients?
8. (omit) Based on the specific example given in the text (pages 150-151), how could you avoid the duplication of code shown? Would this always be possible?
9. In the abstract factory, the client writes code that uses the abstract factory. How is this different from the factory method? and/or Discuss in detail the differences between the factory method and abstract factory.
10. Consider the class diagram on page 157. It is not quite complete. It doesn’t show the PizzaStore class as a superclass of the NYPizzaStore class. Explain how the createPizza() method is an implementation of the factory method. In other words, explain how this example actually uses both factory method and abstract factory. Note: I’m NOT talking about the comment on the top of page 158.