**Reading Assignment 10 – Chapter 8 Questions**

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Instructions:

* Read pages 275-311 of your text.
* Type answers to the questions below (don’t remove questions).
* Submit work on BlazeView.

1. A careful designer looks for places to abstract (generalize) parts of an algorithm. Discuss in the context of the Template Method Pattern. You might want to answer this one after you have answered the others. I’m asking you to think.
2. How do we ensure that the template method cannot be changed?
3. Reference the definition of the Template Method Pattern on page 289. How are methods deferred to subclasses?
4. What is a *hook*? Why are they useful? When should you provide a hook?
5. Discuss three general types of uses for a hook.
6. What is the danger of making the steps in your algorithm too granular?
7. What is dependency rot?
8. Discuss the Hollywood design principle. How does it work?
9. (Omit) Discuss how the *mergeSort()* step in the *Arrays.sort()* method is a template method. What are the steps in the algorithm? Where does their implementation come from?
10. What is the difference between the strategy pattern and the template method pattern?
11. (Omit) How is the template method pattern at work in the JFrame class where the paint() method is used?