

Q.3 Attempt the following (Any TWO): **14**

1. Which pattern can be used to iteratively process a collection of elements? Explain, using an example, its class structure.
2. Write a note on Security Patterns repository.
3. Explain MVC design pattern.

Q.4 A. State the steps that we should follow to implement the adapter design pattern. **7**

OR

A. Briefly explain the Command design pattern, alongwith its structure

B. Compare and contrast Façade and Mediator patterns. **7**

OR

B. Show the importance of Composite pattern, with an example.

Q.5 Attempt the following (Any TWO): **14**

1. Draw the structure and list the pros and cons of Prototype pattern.
2. Explain Decorator design pattern; highlighting the steps to implement it.
3. Explain the usefulness of NULL pattern in designing software.
