

1. In most of the latest component technologies, the program interface contains three different types of things. What are they? What is missing from this collection?

2. There are three major types of serializers. Describe them and explain the design methodology for serializers in general.

3. Describe the design methodology for accessor components. Why are accessor facilities often combined with other components?

4. Describe the design methodology for filter components.

5. Suppose you want to design a cache component for paintings. The paintings will be created as objects by an editor component. The cache requires that each painting have a name, which is not part of the objects created by the editor. The cache will return data in the following ways:
- a. Individually by name
 - b. Sequentially in Alphabetical order (ascending)
 - c. Sequentially by size (total pixels) (ascending)
- You may assume that the object provided by the editor has a Height and a Width component, with both quantities expressed in pixels.