

CS2353 OBJECT ORIENTED ANALYSIS AND DESIGN

ASSIGNMENT I QUESTIONS

UNIT I

PART A

- 1. Define Object-Oriented Analysis and Design.**
- 2. Define Use Case.**
- 3. Define Elaboration.**
- 4. Define a Domain Model.**
- 5. Define Interaction Diagrams.**
- 6. Define class Diagrams.**
- 7. Define State Diagram.**
- 8. Define activity diagram.**

PART B

- 1. List various UML diagrams and explain the purpose of diagram .**
- 2. Briefly explain the different phases of unified process.**
- 3. Identify the actors, scenario and use cases for the example.**
- 4. Discuss about UML deployment and component diagrams. Draw the diagram for a banking application.**