**DEPARTMENT OF COMPUTER SCIENCE ENGINEERING**

**IV B.Tech I Semester**

**OBJECT ORIENTED ANALYSIS AND DESIGN**

**UNITWISE IMPORTANT QUESTIONS**

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| **Unit – 1** | | | BLOOMS TAXONOMY |
| 1. | What is Object Oriented Analysis? | | L4 |
| 2. | What is Object Oriented Analysis? | | L4 |
| 3. | What is an Object? | | L4 |
| 4. | List the elements of object model. | | L1 |
| 5. | State and explain in detail about the elements of the object model. | | L1 |
| 6. | Explain the foundations of object model | | L4 |
| 7. | Explain about Evaluation of object model | | L4 |
| 8. | Explain about the Structure of Complexity | | L4 |
| 9. | Explain about Inherent complexity of the software? | | L4 |
| 10. | What are the Attributes of the complex system | | L4 |
| 11. | What are the Elements in Object Model. | | L4 |
| 12. | Difference between OOA & OOD | | L2 |
| **Unit – 2** | | |  |
| 1. | | What are the relations Among Classes |  |
| 2. | | Define class and write about relationships among classes | L1 |
| 3. | | Explain in detail about interplay of classes and objects. | L4 |
| 4. | | Define classification and explain in detail about importance of proper classification | L1 |
| 5. | | State and explain in detail about key abstraction and mechanisms | L1 |
| 6. | | Discuss in detail about identifying classes and objects. | L2 |
| 7. | | Define object oriented analysis and explain number of approaches for analysis. | L1 |
| 8. | | Define object and explain about nature of object. | L1 |
| 9. | | Define object and write about relationships among objects. | L1 |
| 10. | | Define class and explain about nature of a class. | L1 |
| 11. | | Define association relationship. | L1 |
| 12. | | Define generalization relationship | L1 |
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| **Unit – 3** | | |  |
| 1. | | Explain the things in UML. | L4 |
| 2. | | Classify behavioral things in UML. | L5 |
| 3. | | State the goals of UML. | L1 |
| 4. | | Why do we model? Explain in detail about principles of modeling. | L5 |
| 5. | | Describe conceptual model of UML. | L1 |
| 6. | | Explain in detail about behavioral and grouping things. | L4 |
| 7. | | Explain different kinds of things in UML. | L4 |
| 8. | | Explain in detail about class diagram and its common modeling techniques. | L4 |
| 9. | | Explain in detail about object diagram and its common modeling techniques. | L4 |
| 10. | | Explain about the Architecture of UML | L4 |
| 11. | | Explain Software development of Life cycle of UML | L4 |
| 12. | | What are the Importance of Modeling | L4 |
| **Unit – 4** | | |  |
| 1. | | List the common modeling techniques for advanced relationships. | L1 |
| 2. | | What do you meant by qualification? | L4 |
| 3. | | List the common modeling techniques for packages | L1 |
| 4. | | List the common modeling techniques for interfaces. | L1 |
| 5. | | With neat diagram explain about use case diagram. | L1 |
| 6. | | Explain in detail about advanced classes. | L4 |
| 7. | | Explain in detail about advanced relationships | L4 |
| 8. | | Draw the sequence and collaboration diagram for hospital management system. | L6 |
| 9. | | State and explain common modeling techniques for interfaces | L2 |
| 10. | | Discuss in detail about interfaces. | L2 |
| 11. | | Explain in detail about packages. | L4 |
| 12. | | Write short notes on internal events and external events. | L1 |
| **Unit – 5** | | |  |
| 1. | | State and explain common modeling techniques for interfacs. | L1 |
| 2. | | What are the Interactions of a Object model | L4 |
| 3. | | Define Use case? Explain about the Use case Diagram | L1 |
| 4. | | Explain about the Advanced Behavioral Modeling | L4 |
| 5. | | Explain about the Event and Signals | L4 |
| 6. | | Explain about the State Machines | L4 |
| 7. | | Explain about the State Diagrams | L4 |
| 8. | | Specify the contents of use case diagrams. | L5 |
| 9. | | Explain about the Component Diagram with Example | L4 |
| 10. | | Explain in detail about advanced relationships | L4 |
| 11. | | Explain about the Deployment Diagram. | L4 |
| 12. | | Explain about the Component Diagram with Example | L4 |