Oomd

Unit-1

1) Stages of [redacted] OO methodology ***
2) Purpose of developing model (window management) OO
3) Simple class model for windowing syste ***
4) Values & attributes
   Bags & Sequences * *
5) Links & association *
6) Qualified Association & Association end names **** (Lesson diagram also)
7) Class diagram **
8) Steps involved in Object Oriented Development
9) Object Oriented design with examples
10) Abstraction & Generalization with examples
11) Steps to create a dynamic model.
12) Multiple inheritance, multiple classification & Metadata
13) Multiplicity *
    N-ary association **
14) structured approach vs object oriented approach for developmen of a system.
15) class model for air transportation system.
16) Ordering & sequence *
17) Different types of tanks & pumps using multilevel inheritance (Draco)

Unit-II

1) Diagram for washing telephone line showing activities ★★
2) Types of event supported in state diagram with examples ★
3) State model for programmable thermostat with diagram
4) aggregation concurrency with ex ★
5) Aim system using object oriented analysis techniques ★
6) Nested states & nested state diagrams, with ex
7) Enumerations
   Association ends
8) Modeling, why we need ~~modeling~~ model with reasons
9) states
   events
   transitions
   Actions
10) State diagram for a washing machine
11) aggregation ★
    association
    composition
12) Object, dynamic & functional model in OMT
13) states & events packages
14) metadata, constraints & Derived data with ex ★
15) State diagram for watch
16) Usecase diagram for book store
17) activity diagram that elaborates the details of logging in an email system ★
18) Advantage & Disadvantage of Multiple inheritance
19) Sequence diagram for getting mail & setting option
20) Processing of a stock trade with activity diagram.