Time : Three hours   Maximum : 80 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is the difference between an object's methods and an object's attributes.

2. Name the models in Objectory.

3. Why encapsulation is important?

4. What is common class patterns strategy?

5. Write the guidelines for identifying associations.

6. What is the difference between a schema and meta-data?

7. What are public and private protocols?

8. Define the term query.

9. Write the two steps in view layer macro process.

10. What is data entry window?

11. What is regression testing?

12. Compare Verification and Validation.

PART B — (5 × 6 = 30 marks)

Answer any FIVE questions.

13. Brief on advantages and disadvantages of prototyping.

14. Write short notes on framework.

15. Give a brief account on use-case model.

16. List and explain object–oriented design axioms.

17. Brief on database models.

18. Write the guidelines for designing Forms and Data Entry Windows.

19. Explain briefly about black box and white box testing.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. What are the different types of UML diagrams? Explain.

21. How Classes, Responsibilities and Collaborators are useful?

22. Describe the process of designing classes.

23. Explain the purpose of view layer interface.

24. Write detailed notes on object orientation on testing.

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