Time : Three hours   Maximum : 80 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1.   What are orthogonal views of software?

2.   Name five Booch diagrams.

3.   Who are the actors?

4.   What is the common class pattern 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.   What is GUI?

10. Write the uses of windows.

11. What is debugging?

12. Why do we need usability testing?

PART B — (5 × 6 = 30 marks)

Answer any FIVE questions.

13. What are the advantages of object-oriented development?

14. Describe the difference between patterns and frameworks.

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

16. How Classes, Responsibilities and Collaborators are useful? Explain.

17. How will you identify a super-subclass structure?

18. Describe client-server computing.

19. Write the impact of object orientation on testing.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain about Rumbaugh et Al's Object Modeling Technique.

21. Describe the noun phrase strategy for identifying tentative classes in a problem domain.

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22. Elaborate the process of creating the access layer classes.

23. How use cases can help us in designing the view layer objects?

24. Describe the different testing strategies.

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