

DECEMBER 2022

**P/ID 17619/PCA5R/
PCATE**

Time : Three hours

Maximum : 80 marks

PART A — ($10 \times 2 = 20$ marks)

Answer any TEN questions in 50 words each.

1. What is meant by software development methodology?
2. What is UML?
3. Mention the benefits of visual notation to model a problem.
4. Define what model.
5. What are common associations?
6. What are unnecessary attributes?
7. Mention the types of coupling.
8. Write the properties of a-part-of relationship.
9. What is the difference between a schema and meta-data?
10. What is debugging?
11. What is path testing?
12. Why do we need usability testing?

PART B — ($5 \times 6 = 30$ marks)

Answer any FIVE questions in 250 words each.

13. Describe the advantages of object oriented development.
14. What are the phases of OMT? Briefly describe each phase.
15. What is the common class pattern strategy? Explain.
16. How would you identify methods and attributes?
17. What are the challenges in designing with inheritance?
18. What is client-server computing? Explain.
19. Discuss the impact of object oriented testing.

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions in 500 words each.

20. Explain about system development life cycle.
21. Detail on unified approach in system development.
22. Explain about use case driven approach.
23. Describe the macro and micro processes of view layer design.
24. Explain the different testing strategies