

MAY 2022

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

Time : Three hours

Maximum : 80 marks

PART A — ($10 \times 2 = 20$ marks)

Answer any TEN questions.

1. Define the term object.
2. Mention the benefits of visual notation to model a problem.
3. What are actors?
4. State the classification theory.
5. Define the term corollary.
6. What are distributed databases?
7. Write the guidelines for naming classes.
8. What is white box testing?
9. What is client/sever computing?
10. Why debugging tools are important?
11. What are class libraries?
12. What is user satisfaction test?

PART B — ($5 \times 6 = 30$ marks)

Answer any FIVE questions.

13. Why reusability is important? How does object-oriented software development promote reusability?
14. Describe the difference between patterns and frameworks.
15. Brief on use-case model.
16. Write about the object oriented design axioms.
17. Describe the micro processes of view layer design.
18. Discuss on Top-Down and Bottom-Up testing.
19. What is a test plan? What steps are followed in developing a test plan?

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions.

20. Explain about Booch Methodology.
21. Describe the noun phrase strategy for identifying tentative classes in a problem domain.

22. Describe single and multiple inheritance.
 23. Explain the UI design rules.
 24. Discuss in detail about usability testing.
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