DECEMBER 2023 **P/ID 17619/PCA5R/ PCATE**

Time : Three hours Maximum : 80 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions each in 50 words.

1. Define software development methodology.

2. What is UML?

3. Mention the benefits of visual notation to model a problem.

4. Who are the actors?

5. What is generalization?

6. What does repeating attributes indicate?

7. What is the relationship between coupling and cohesion?

8. Define the term OCL.

9. How do you distinguish transient data from persistent data?

10. What are dialog boxes?

11. What is path testing?

12. Why do we need usability testing?

PART B — ($5 \times 6 = 30$ marks)

Answer any FIVE questions each in 250 words.

13. Discuss on class hierarchy.

14. How does object-oriented software development promote reusability?

15. How uses and extends associations are useful in use-case modeling?

16. How would you identify attributes and methods?

17. List and explain the design axioms.

18. Write the guidelines for designing application windows.

19. Write short notes on user satisfaction testing.

PART C — ($3 \times 10 = 30$ marks)

Answer any THREE questions each in 500 words.

20. Describe the Booch system development process.

21. Explain the approaches for identifying classes.

22. Describe client-server computing.

23. Write a detailed note on the purpose of view layer interface.

24. Explain the different testing strategies