## POKHARA UNIVERSITY

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Level: Bachelor Programme: BF Semester: Spring	
Programme: BE	Year : 2021
Course: Object Oriented Software Development	Full Marks: 100
	Pass Marks: 45 Time : 3hrs
Candidates are required to give their answers in the	Time : 3hrs.
The figures in the manie is to	words as jar
The figures in the margin indicate full marks.  Attempt all the questions.	
ine questions,	
Explain about Object Oriented Analysis and Deceamples.      The Control of t	esign with suitable
UMI is a graphical i	
b) "UML is a graphical language for visualizing, speci and documenting the artifacts of a software intensive	fying constructing
and documenting the artifacts of a software intensive this statement along with building blocks of UN example.	e system." Explain
example.	AL and one good
2. a) When is it ideal to use the i	0
<ul><li>2. a) When is it ideal to use Iterative and Incremental medevelopment? Explain the various phases in it.</li><li>b) Explain 4 Pic of Communication in the various phases in it.</li></ul>	nodel for software
b) Explain 4 P's of software 1	software 8
b) Explain 4 P's of software development.  3. a) What is Unified Property and a second phases in it.	7
What is Unified Process? Evals:	
b) What is Design Pattern? Write about importance of De 4. a) In object oriented software design.	esign Patterns. 8
4. a) In object oriented software development, which design to provide object creation mechanism? Explain it and its	n pattern is used 8
applicating.	S LVDes with their
b) Explain about concurrency pattern.	7
5. a) Explain about the d	
<ul><li>5. a) Explain about the documentation and criticism of Desig</li><li>b) What is Software Architecture? Describ</li></ul>	n Pattern
What do you mean by architectural pattern?	using UML. 7
6. a) What do you mean by architectural pattern? Explain abo Controller (MVC) architectural pattern.	out Model View 8
b) Explain Multi-Layer Architecture Pattern with design pri	
West	inciples.
Write short notes on: (Any two)	
a) Behavioral Design Design	2×5
b) Worker, Activity, Artifact and W	
of thinact and Workflow	
b) Worker, Activity, Artifact and Workflow c) Life Cycle of Unified Software Development Process	