

GANDAKI COLLEGE OF ENGINEERING AND SCIENCE

Level: Bachelor

Semester – Spring

Year : 2015

Programme: BESE

Full Marks : 100

Course: Object Oriented Software Development

Time : 3 hrs

*Candidates are required to give their answer in their words as far as practicable.*

*The figures in the margin indicate full marks.*

**Attempt all the questions**

1. a) Describe the Object Oriented Analysis and Design process with example. 8  
b) Why is Iterative and Incremental Development advantageous over Waterfall approach? Give your reasons. 7
2. a) What are the key ideas to be considered in Inception phase and what artifacts may start in this phase? 7  
b) Change management is very important in Iterative and Incremental Development. Why and how is it done? 8
3. a) What is software quality? Software qualities have different perspectives. Justify. 8  
b) Models development is driven by use case. Explain with suitable diagram. 7
4. a) Describe the workers and workflow of requirement capture process. 7  
b) Define design pattern. Differentiate programming paradigm and design pattern. 8
5. a) Describe Abstraction-Occurrence pattern. 7  
b) Read following problem and suggest a design pattern with relevant information. 8  
Problem: How do you ensure that it is never possible to create more than one instance of a single class?
6. a) List and describe the principles that leads to good design in brief. 7  
b) Describe MVC architectural pattern with the design principles it helps to adhere. 8
7. Write short notes on (any two). 2\*5
  - a) Architecture centric process
  - b) Interaction Diagram
  - c) Importance of design pattern