POKHARA UNIVERSITY

Level: Bachelor Semester: Fall Year : 2019
Programme: BE Full Marks: 100
Course: Object Oriented Software Development Pass Marks: 45
Time : 3hrs.

Candidates are required to give their answers in their own words as far as practicable.

The figures in the margin indicate full marks.

Attempt all the questions.

1.	a)	What is an Object Oriented Paradigm? Explain about Object Oriented Analysis and Design.	8
	b)	What is UML? Explain briefly about behavioural modelling using use-case diagram as an example.	7
2.	a)	Explain Iterative and Incremental Development Process.	7
	b)	Explain different phases of unified software development process.	8
3.	a)	What is Unified Process? Explain its characteristics.	8
	b)	What is Design Pattern? Write about importance of Design Patterns.	7
4.	a)	Explain about Behavioral pattern.	7
	b)	Explain about concurrency pattern.	8
5.	a)	Write about structure and documentation of pattern.	8
	b)	What is Software Architecture? Describe an architecture using UML.	7
6.	a)	What do you mean by architectural pattern? Explain about Model View Controller (MVC) architectural pattern.	8
	b)	Explain Message Oriented Architecture Pattern with design principles.	7
7.		Write short notes on: (**Any two**)	2×5
	a)	Configuration and change management	
	b)	Analysis Model Vs Design Model	
	c)	Real-Time patterns	

POKHARA UNIVERSITY

Level: Bachelor Semester: Spring Year : 2019
Programme: BE Full Marks: 100
Course: Object Oriented Software Development Pass Marks: 45
Time : 3hrs.

Candidates are required to give their answers in their own words as far as practicable.

The figures in the margin indicate full marks.

Attempt all the questions.

1.	a)	What is UML? Explain Use Case Diagram with an appropriate example.	8
	b)	Define software process. Explain two process models based on iterative and incremental developments, briefly.	7
2.	a)	What is Unified Process? Explain different phases of unified process.	8
	b)	Discuss on different variations of unified process.	7
3.	a)	What is Design Pattern? Write about importance of Design Patterns.	8
	b)	Explain different models evolutions during Iterative and Incremental Development of software.	7
4.	a)	Explain Singleton pattern along with its UML class diagram.	7
	b)	Explain advantages and uses of Façade design pattern with its UML representation.	8
5.	a)	Explain Observer pattern along with its UML class diagram.	8
	b)	What is Software Architecture? Describe an architecture using UML.	7
6.	a)	What do you mean by architectural pattern? Explain about Model View Controller (MVC) architectural pattern.	8
	b)	Explain Message Oriented Architecture Pattern with design principles.	7
7.		Write short notes on: (**Any two**)	2×5
	a)	Object Oriented Analysis and Design	
	b)	Real-Time Patterns	
	c)	SOA Pattern	