Code: 13A05602 **R13**

B.Tech III Year II Semester (R13) Supplementary Examinations December 2016

OBJECT ORIENTED ANALYSIS, DESIGN & MODELING

(Computer Science & Engineering)

Time: 3 hours Max. Marks: 70

PART - A

(Compulsory Question)

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1 Answer the following: (10 X 02 = 20 Marks)

(a) What is the purpose of designing to construct a system?

(b) List out the kinds of programming styles along with their kind of abstraction employed.

(c) What are objects from the perspective of human cognition?

(d) What information we can get from CRC cards?

(e) Give graphical representation diagram for dependencies, associations, generalizations and realizations.

(f) Give an example for sequence diagram.

(g) What is package in UML? Give an example.

(h) What are the purposes of usecase diagram?

(i) What are the parts of activity diagram?

(j) Write the necessity of deployment diagram?

PART - B

(Answer all five units, 5 X 10 = 50 Marks)

UNIT - I

2 (a) Differentiate algorithmic decomposition and object oriented decomposition.

(b) Describe various attributes of a complex system.

OR

3 (a) Explain encapsulation with an example.

(b) Explain multiple inheritances with an example.

UNIT - II

4 Explain the kinds of relationship among objects with examples.

OR

5 Describe about how to identify classes and objects in detail.

UNIT - III

6 Assume an application need to be developed for printing “hello world” on the applet in a web browser and describe various UML diagrams involved in this software development process.

OR

7 Describe about five interlocking views involved in the architecture of a software-intensive system modeling.

UNIT - IV

8 Explain how to incorporate visibility, scope, multiplicity and operations in classes diagram. Give examples.

OR

9 Explain how to incorporate dependencies, associations, generalizations and realizations in relationship. Give examples.

UNIT - V

10 Discuss in detail about components and their interfaces with an example.

OR

11 (a) Draw a state chart diagram to represent a state machine, emphasizing the flow of control.

(b) Draw an activity diagram for designing an automatic teller machine.

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