

OBJECT ORIENTED ANALYSIS, DESIGN & MODELING

(Computer Science and Engineering)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) Distinguish between object-oriented and object-based languages.
 - (b) What are the purposes that design serve?
 - (c) Expand CRC card. Write uses of CRC cards.
 - (d) What are the advantages of classification?
 - (e) What are the elements of a class? Illustrate with example.
 - (f) What are the relationships used in an object diagram?
 - (g) Explain types and roles.
 - (h) Describe interaction diagrams.
 - (i) What are the state machines? Explain state machine with a diagram.
 - (j) What are the different types of components? Explain each briefly.

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

UNIT – I

- 2 State and explain five attributes of a complex system.

OR

- 3 What are the benefits of the object model?

UNIT – II

- 4 Explain the five metrics that measure the quality of abstraction.

OR

- 5 Why the classification is difficult? How classes and objects are identified?

UNIT – III

- 6 Explain the modeling of system's architecture with diagram.

OR

- 7 Explain about common mechanisms in the UML.

UNIT – IV

- 8 Draw the use case diagram to show the functions of a credit card validation system.

OR

- 9 Explain modeling object structures.

UNIT – V

- 10 How do you model the inter-process communication using the UML?

OR

- 11 Explain the common uses of activity diagrams.
