Object Oriented Modeling and Design	
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Assignment 1 PAGE NO.:	
OI What is on development	
Development means the medical continue	
lite cycle such as analysis, Leign	
and implementation.	Sec.
- The object oriented development focuses on identifying and organizing the application	
concept instead of the implementation	1
of the software in the	13
The 00 development and modeling is	-
performed by focusing on-	
A) Modeling concept and not implementation  B) Use of on methodology	
S Use of three models.	
	-
A) Modelling concept	-13
- In oo development approach, the developer has to think in terms of application	- 10:1
and therefore the data structures and	
functions are addressed effectively.	18
- In 00 development the fundamental way	-
to thinking is represented and the	
focus is not on the programming	-
techniques: - Using the modelling techniques the system	100
that is to be built can be very well	
explained to specifiers, developers & the	_
customers.	
and assertation and abutant and a start	-
B 00 Methodology	-
- The 00 development along with the graphical	-
	-

Late to the second seco	
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notations is used to represent the oo concept.  - In this process the model of an application  - In this process then the details are	-
is built first and the design.	
1 - The same notation al acid idevelopment process	-
trom analysis Due to this approach	
last from one stage to another.	
stages of openhodology	
· le le la	
The system are specified by the business	•
analysts on the users who want to	
the system	
analysis:	
During depending on the requirements of software developer constructs a model	
: software developer constructs a model	
to analyze the inadequacy in the model.	
- The analysis model is composed of two parts that are domain model and application	
model model	
3 System Design.	
This phase include the implementation	7.
of system.	_
The architecture, models, components	_
and their interfaces are designed at	-
	-

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	PAGE NO. 5
	this star.
cept.	this stage, tohous without the
ation	1 Class Design
	- The class daviages and david by
+	- The class designers add details to the
23	analysis model using system design
p	- The focus of class design is on data
	Stricture and algorithm.
	5 Implementation
	This is the phase in which the clases
	and relationships are transformed into
	the particular programming language
	databases and so on.
ers ·	labor mak (+
0 1	@ Three Models
1 1 1 1 1 1 1	There are three types of model the class
	model, an state model and interaction
	model.
9	lobela oles (a
504	1) class Model
el.	The class diagram is a graphical
0	representation in which nodes represent
ation	the clases and on represents the
	relationships among classes:
0	It and to vergoe labora asitoratri GAT
- War	2) state modellies tratilities
	- The object changes its state over the
-	time this can represent using this
	at to modelated accept theirs.
	tohara apitopisini sati

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3) Interaction model	æ
The interaction model represents how the	
object interact with each other in order	
to perform same task.	
. Use care dinaram sevence diagram	
& activity diagram helps in elaborating the interaction model.	
the interaction model.	11 /2
strate for something	
C.2. Explain the three Models.	
=> There are three types of model.	
ti) Clars Model	55.1
2) State Model	4
3.) Interaction Model	
1 minteles	
1) dons Model	
The basic static structure of the objects	
and their relationship described in	
model.	
model.	
2) State Model	
The Object change its state over the	
This can represent using this model.  3) Interaction model	
3) Interaction model	
The interaction model	
The interaction model represent how the	
to perform same task.  Use case di	
L'activity diagram, sequence diagram the interaction model.	
interaction model.	_

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ne der	23 Explain the Links and Association concept.  It represents a simple association of one object with another.  2) An association is a group of links that have common structure and common semantics.  3) The links and association often appear
te	The links is between two object of association is between the two classes.  4) for example - Following is part of online course management system. The upper part represents the part of a class diagram and the bottom part represents the partial object diagram of the system. The while indicates the multiplicity.
	class Student Course diagram adopts for
	Sachine: Student Mechanical: Course
	name = "Sachine" name = "Mechanica"
	shilpa: student computer: course
	name = "shilpa" name = "computer"
	Links and Associations

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Section		
1	ce. 4. What is Multiplicity? Explain with Example.	
	to Hiplicity	
	il Multiple Objects can be delated	-
	objects. The multiplicity represents now	-
	many habiects are connected.	_
	of The multiplicity can be control of	
	enpersion. It describes or many	
	phieces associated with other object.	_
	3) The multiplicity is specified at the	_
-	end of the association link.	-
	4) following are the notation that can be	
	wed to denote the multiplicity of	
	associations	116
	the state of the s	(
	Notations Description	
-	only one instance	
	zero or one instance !	
	* Many instance	
	O* Zerb or many instances	
28	1* One or many instances	
	210 You can specify the	
	integer range.	
	man to the constant of the state of the stat	
3	5) For example -	
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	los S Teacher T Subjects	
	ingion eaches	
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	Constituted A their points	-

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	object diagram		zenta.	Without .		
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Q.5	Class	Dia	gram fo	tamount: String	m .	with the
0.5	Class	Dia	gram fo	credit #id:int tdate: string	m .	with the
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0.5	Class  Bank Mei	Dia	gram fo	tamount: String tsecureData()	m .	withdra
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the system	re insite of a	Marie Marie I
Maria Cabata	ant thru t	Ends Queller
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Depending	on the requires	ments of software del to analyze

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the inadequacy in the model.
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parts that are domain model and application
-This phase include the implementation
System.
- The architecture, models, components and their
interfaces are designed at this stage.
Oclass Design
- The class designers add details to the analysis model using system design strategies
- The focus of class diagram/design is on
data structure and algorithm.
© Implementation
- This is the phase in which the classes
and relationships are transformed into the particular programming language databases
and so on.

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