SECTION - A

I   **Answer the FIVE of the following Questions**   **5 x 4 = 20M**

1.   Write in short about any 2 object oriented concepts.
2.   Define (i) Association (ii) Aggregation with example.
3.   Differentiate Association and Aggregation and Composition.
4.   Explain about Software development process in short, with neat diagram.
5.   Define Requirement Analysis and Requirement Gathering.
6.   Define Use cases and Scenarios with example.
7.   Define about UML (Unified Modeling Language)
8.   Define Design patterns and benefits of using Design patterns.

SECTION – B

II   **Answer the following Questions**   **4 x 10 = 40M**

9.   a) Discuss in detail about the Object Oriented programming   concepts in detail with illustrations.

(or)

b) Apply the concepts and notations to draw a class diagram for a library management system.

10.   a) Explain in detail about software development life cycle with five models / Approches.

(or)

b) Explain in detail about diagram and use case diagram with an example library management system.

11.   a) Explain in detail about Software Requirement Specification.

(or)

b) Explain about Design patterns in detail.

12.   a) Define UML Modeling Techniques and types of UML diagrams.

(or)

b) Define UML Modeling Techniques and Draw class Diagram and sequence diagrams of college management systems.

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