

- OR iii. Discuss the significance of the GRASP design principles, focusing on any two principles of your choice. Provide examples to illustrate the application of these principles in designing object-oriented systems. **6**
- Q.6 Attempt any two:
- Design a sequence diagram for the ATM Machine case study, using suitable terminology. Highlight key interactions and dependencies. **5**
 - Design a class diagram for the Traffic Management System case study. Incorporate appropriate aggregation, generalization, and specialization concepts where needed. **5**
 - Design an activity diagram for the Weather Monitoring Station case study. Utilize suitable terminology and illustrate the flow of activities in monitoring weather conditions. **5**

Total No. of Questions: 6

Total No. of Printed Pages:4

Enrollment No.....



Faculty of Science / Engineering

End Sem Examination Dec-2023

CA3EL07 Object Oriented Analysis & Design

Programme: BCA /

Branch/Specialisation: Computer

BCA-MCA (Integrated)

Application

Duration: 3 Hrs.**Maximum Marks: 60**

Note: All questions are compulsory. Internal choices, if any, are indicated. Answers of Q.1 (MCQs) should be written in full instead of only a, b, c or d. Assume suitable data if necessary. Notations and symbols have their usual meaning.

- Q.1 i. In the Unified Process Model, what is the primary purpose of the Elaboration phase? **1**
- Writing user documentation
 - Conducting market research
 - Establishing architectural foundation and mitigating risks
 - Performing system maintenance
- ii. In UML, what does a package diagram represent? **1**
- Static structure of the system
 - Dynamic behaviour of the system
 - Logical architecture of the system
 - Deployment of the system
- iii. What does aggregation represent in the context of UML diagrams? **1**
- Inheritance
 - Dependency
 - Whole-part relationship
 - Realization
- iv. At the conceptual level, what is included in the Domain Model in Static Modelling? **1**
- Use Cases
 - Classes and Attributes
 - Sequence Diagrams
 - Deployment Diagrams

- v. What do System Sequence Diagrams depict in Dynamic Modelling? **1**
 (a) Static nature of the system
 (b) Logical architecture of the system
 (c) Dynamic interactions between actors and the system
 (d) Class hierarchies
- vi. In UML, what is the purpose of an Activity Diagram? **1**
 (a) Representing the structure of a system
 (b) Showing the flow of activities and actions
 (c) Describing the deployment of components
 (d) Capturing user system requirements
- vii. According to GRASP, which design principle suggests designing objects with well-defined responsibilities? **1**
 (a) Creator (b) Information Expert
 (c) Low Coupling (d) High Cohesion
- viii. What does coupling in module indicate? **1**
 (a) Can be written more compactly
 (b) Focuses on just one thing
 (c) Is able to complete its function in a timely manner
 (d) Is connected to other modules and the outside world
- ix. The user system requirements of a Library Management System are typically captured through which document? **1**
 (a) Software Design Document (SDD)
 (b) System Requirements Specification (SRS)
 (c) Domain Driven Design (DDD)
 (d) System Requirements Document (SRD)
- x. In the context of Object-Oriented Analysis & Design, which case study involves designing a system to manage and organize books, patrons, and transactions in a library environment? **1**
 (a) Satellite Based Navigation
 (b) Traffic Management
 (c) Library Management System
 (d) Point-of-sale
- Q.2 i. Explain the significance of Unified Process Model in the context of Object-Oriented Analysis and Design. **2**

- ii. Differentiate between Use Case Modelling and Class Diagrams in the Unified Process Model, highlighting their respective roles. **3**
- iii. Elaborate on the importance of the Inception phase in the Unified Process Model, focusing on the activities involved and their contributions to the overall software development process. **5**
- OR iv. Explain the phases of the Unified Process Model, emphasizing the key activities and deliverables associated with each phase. **5**
- Q.3 i. Define the term "Domain Model" in the context of Object-Oriented Analysis and Design. **2**
- ii. Differentiate between aggregation and composition in UML. Provide examples and discuss the implications of choosing one over the other in designing object-oriented systems. **8**
- OR iii. Explain the process of finding conceptual classes and creating a domain model in the static modelling phase. Provide examples and discuss the significance of this phase in software development. **8**
- Q.4 i. Define the term "System Sequence Diagram" in the context of Object-Oriented Analysis and Design. Highlight its role in the dynamic modelling phase. **3**
- ii. Describe the process of mapping design to code in UML. Discuss the role of UML interaction diagrams, activity diagrams, and state diagrams in dynamic modelling, and how they contribute to the overall software design. **7**
- OR iii. Differentiate between UML class diagrams and UML interaction diagrams. Provide examples and discuss the scenarios in which each of these diagrams is most useful in dynamic modelling. **7**
- Q.5 i. Explain how the application of the Singleton design pattern contributes to better help in class and object design. Provide a real-world example. **4**
- ii. Differentiate between the Factory Method and Observer design patterns. Provide examples and discuss the scenarios in which each of these patterns is most beneficial in software design. **6**

Marking Scheme**CA3EL07(T)-Object Oriented Analysis & Design**

Q.1	i)	c) Establishing architectural foundation and mitigating risks	1
	ii)	c) Logical architecture of the system	1
	iii)	c) Whole-part relationship	1
	iv)	b) Classes and Attributes	1
	v)	c) Dynamic interactions between actors and the system	1
	vi)	b) Showing the flow of activities and actions	1
	vii)	b) Information Expert	1
	viii)	d) Is connected to other modules and the outside world	1
	ix)	b) System Requirements Specification (SRS)	1
	x)	c) Library Management System	1
Q.2	i.	providing a clear explanation.	1 Mark
		presenting a concise overview of the importance.	1 Mark
	ii.	clearly distinguishing between the two.	1 Mark
		for highlighting the role of Use Case Modelling.	1 Mark
	iii.	for highlighting the role of Class Diagrams.	1 Mark
		discussing the activities in the Inception phase.	1 Mark
		elaborating on the contributions of the Inception phase.	1 Mark
		linking the activities to the overall software development process.	1 Mark
	OR iv.	emphasizing the importance of the Inception phase.	1 Mark
		clarity and coherence in the explanation.	1 Mark
Q.3	i.	for addressing each phase.	1 Mark
		for emphasizing key activities in each phase.	1 Mark
	ii.	for mentioning key deliverables in each phase.	1 Mark
		for overall clarity, coherence, and completeness.	2 Marks
	i.	for providing a clear and accurate definition.	1 Mark
		for precision and clarity in the explanation.	1 Mark
	ii.	for a concise definition of aggregation and composition.	2 Marks
		for a detailed and accurate comparison with examples.	4 Marks
	OR iii.	for discussing the implications of choosing one over the other.	2 Marks
		for providing a comprehensive explanation.	2 Marks
Q.4	iii.	for incorporating examples.	4 Marks
		for emphasizing the significance of this phase.	2 Marks
	i.	for a clear definition.	1 Mark
	ii.		
	iii.		
	iv.		

Q.5	ii.	for highlighting its role in dynamic modelling.	2 Marks
		for detailing the process.	2 Marks
	iii.	for discussing the roles of UML interaction diagrams, activity diagrams, and state diagrams.	2 Marks
		for demonstrating an understanding of how they contribute to software design.	3 Marks
	OR iii.	for a clear distinction.	2 Marks
		for providing examples and discussing utility.	4 Marks
	Q.5 i.	for coherence in presentation.	1 Mark
	ii.	for clarity in explanation.	2 Marks
		for providing a real-world example.	2 Marks
Q.6	ii.	for a detailed comparison with examples.	3 Marks
		for discussing scenarios where each pattern is beneficial.	3 Marks
	OR iii.	for offering a comprehensive discussion.	3 Marks
		for focusing on two principles.	2 Marks
	Q.6 i.	for providing relevant examples.	1 Mark
	ii.	(Any two of three must be attempted)	
		for accurately representing key interactions.	2 Marks
	iii.	for illustrating dependencies.	3 Marks
		for incorporating appropriate aggregation, generalization, and specialization.	2 Marks
Q.7	ii.	for demonstrating a comprehensive understanding of class diagram construction.	3 Marks
		for constructing an activity diagram using suitable terminology.	2 Marks
	iii.		
	iv.		
	v.		
	vi.		
