UML CIE 1 QUESTION BANK

1. Define i) Object Orientation
      ii) Abstraction
      iii) Classes.
      iv) Association end names.
      v) Classification.
      vi) Inheritance.
      vii) Operations.
      viii) Ordering
      ix) Polymorphism
      x) Encapsulation
      xi) Object
2. Explain the aspects or characteristics of Object Orientation
3. Explain modeling along with its several purposes.
4. Explain three models.
5. Explain OO Themes.
6. Explain values and attributes
7. Explain Multiplicity vs Cardinality
8. Explain Bags and Sequences.
9. Describe overriding features.
10. Explain OO methodology in Object Orientation.
11. Mention the purposes of a model
12. Describe Interaction model.
13. Mention the purposes of a model
14. Explain State model.
15. Explain Links and Associations in Object Orientation.
16. Explain Multiplicity.
17. Explain Association classes.
18. Explain Qualified Association
19. Explain Analysis along with its parts.
20. Describe Class models.
21. Mention the steps involved in OO methodology
22. Explain the themes in Object Orientation.
23. Explain Generalization
24. Explain a sample class model.
25. Explain Inheritance in Object Orientation
26. Explain the OCL constructs for traversing class models.

UML CIE 2 QUESTION BANK

1. Consider following Scenario: One event may logically precede or follow another, or the two events may be unrelated ; Conclude what is an event and its types with an example.
2. Consider following Scenario: "When you go out in the morning (event),if the temperature is below freezing(condition),then put on your gloves(next state)"Conclude the definition of Transitions and conditions with a guarded transitions for traffic lights at an intersection.
3. Explain the state model in object oriented programming, where states names must be unique within the scope of a state diagram.
4. Construct a sample state diagram for a telephone line, where the individual state diagrams interact by passing events and through the side effects of guard conditions
5. Explain the differences between Conventional method and Agile software method.
6. Discuss about Agile Principles, where working with Agile software will be considered as a primary measures.
7. Explain Agile development process in Agile Software development in detail.
8. Consider following Scenario: Adobe is working on project to come up with a competing product for Microsoft word , that provides all the features provided by Microsoft word and any other features requested by the marketing team. The final product needs to be ready in 10 months of time. Compare how the project is implemented using traditional waterfall model and agile method. Conclude which is best method to implement above scenario.
9. Differentiate between an event within state and a self transition by drawing figures, If a state has multiple activities, in which order activities are performed.
10. Explain State diagram with the steps involved in performing multiple activities in order.
11. Discuss the State diagram behaviour for a pop up menu on a workstation by using figure.
12. Explain Agile practices in Agile project management methodology in detail.
13. Illustrate State diagram for chess game, you can also show one-shot diagrams by using entry and exit points.
14. Discuss the Characteristics of an Agile with a neat systematic diagram in Agile Software Development.
15. Discuss about Agile Principles, where working with Agile software will be considered as a primary measures.
16. Explain Agile development process in Agile Software development in detail.
17. Differentiate between Agile Project Development Approach with Traditional Approach.
18. 18. Explain about: i) Agile Value   ii) Agile Methodology
19. 21. Discuss the Project Management in Agile, Suppose if your team is new to Agile Project Management.
20. 22. Explain the major advantages of using Agile methodologies in Agile Software Development.
21. 23. Illustrate the control of a garage door opener using activities on entry to states.
22. 24. Explain State diagram for chess game, one shot diagrams represent objects with finite lives.
23. 25. Illustrate a state Alarm ringing on a watch to indicate target time , event sequence that produces the state.
24. Explain State in Object Oriented Programming, a State specifies the response of an Object to input events

UML CIE 3 QUESTION BANK

1. Define Classification and Explain OO methodology in Object Orientation.
2. Explain State model in OOP.
3. Define Inheritance and Mention the purposes of a model
4. Describe Interaction model.
5. Explain adaptive software development in agile .
6. Explain the Properties of Crystal Agile
7. Explain the benefits of using the Crystal Agile Framework
8. Discuss the main characteristics of Adaptive software development.
9. Define Polymorphism and Explain Analysis along with its parts.
10. Explain the themes in Object Orientation.
11. Define Encapsulation and Mention the steps involved in OO methodology.
12. Describe Class models in OOP.
13. Explain disadvantages of agile methodology
14. Explain the process of selecting right agile approach.
15. Explain agile Testing
16. Define Object Orientation and Explain the aspects or characteristics of Object Orientation
17. Define Abstraction and Explain modeling along with its several purposes.
18. Explain OO Themes OOP.
19. Describe the Key Principles of Lean Software Development :
20. Explain Dynamic system development method in agile
21. Explain Crystal methodologies in agile