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## T.Y. B.Tech. (Computer Science) ( (Part - III) (Semester - V) (CBCS) Examination, January - 2023

## **OBJECT ORIENTED MODELING AND DESIGN**

**Sub. Code: 80796** 

Day and Date : Thursday, 19 - 01 - 2023  Time : 10.30 a.m. to 1.00 p.m.							
Instructions:		<ol> <li>All questions are compulsory.</li> <li>Assume suitable data wherever necessary.</li> <li>Figures to the right indicate full marks.</li> </ol>					
<b>Q1</b> ) Sol	ve M	CQs (1 marks each)					
a)	Obj	ect model describes structure of the object in system.					
	i)	static	ii)	dynamic			
	iii)	detailed	iv)	overall			
b)	A is a name that uniquely identifies one end of and association.						
	i)	Ordering	ii)	Role name			
	iii)	Qualification	iv)	None of these			
c)	Aggregation is the relation.						
	i)	Whole	ii)	Part			
	iii)	Part-whole or a-part-of	iv)	None of these			
d)	In c	n data flow diagram, data store is drawn as					
	i)	Rectangle containing name	e of data	store			
	ii)	Cylinder containing name	store				
	iii) Ellipse containing name of data store						
	iv) A pair of parallel lines containing name of data store						
e)	A has initial and final states.						
	i)	Continuous loops	ii)	Scenario			
	iii)	Event trace diagram	iv)	One-shot state diagram			
f)	A is a sequence of events that occurs during one part						
	execution of a system.						
	i)	C	ii)				
	iii)	Scenario	iv)	Sequence diagram			

g)	The classes having ill-defined boundaries or to broad in scope are called as.						
	i)	Vague classes	ii)	Identical			
	iii)	Irrelevant	iv)	None of these			
h)	If a	class has little or nothing to do with a problem, then they are called as					
	i)	Identical	ii)	Redundant			
	iii)	Associate	iv)	Irrelevant			
i)	UML building block, allowing ement's specification.						
	i)	Note	ii)	Tagged Values			
	iii)	Constraints	iv)	Stereotypes			
j)	is an interaction diagram that emphasizes the time order messages.						
	i)	Activity diagram	ii)	Interaction diagram			
	iii)	Sequence diagram	iv)	Collaboration diagram			
k)		constraint specifies that instance or link is created during execution of the enclosing interaction but is destroyed before completion of execution.					
	i)	Destroyed	ii)	New			
	iii)	Transient	iv)	None of these			
1)	A call event represents						
	i)	Passage of time	ii)	The dispatch of an operation			
	iii)	A change in state	iv)	The occurrence of a signal			
m)	A s is c	e allocated to a node as a group					
	i)	Distribution unit	ii)	Contribution unit			
	iii)	Components unit	iv)	Collection			
n)	A _	diagram shows a set of	ponents and their relationships.				
	i)	Deployment	ii)	Interaction			
	iii)	Activity	iv)	Component			

- **Q2**) Solve any 2 of the following: (7 marks each)
  - a) Explain how generalization can be used as extension and restriction
  - b) Write note on:
    - i) Events
    - ii) States
  - c) Explain the several phases of the OMT Methodology.
- **Q3**) Solve any 2 of the following: (7 marks each)
  - a) What is class and object? Explain with appropriate example
  - b) Explain the following elements of data flow diagrams:
    - i) Data Stores
    - ii) Control Flows
    - iii) Nested Data Flow Diagrams
  - c) List and explain the steps involved in designing the algorithms
- **Q4**) Solve any 2 of the following: (7 marks each)
  - a) Explain the architecture of UML.
  - b) Explain the following terms with respect to Activity diagram:
    - i) Action states
    - ii) Transitions
    - iii) Branching
  - c) What is component? Give difference between components and classes.
- **Q5**) Solve any 2 of the following: (7 marks each)
  - a) Explain four kinds of relationships in the UML
  - b) Explain Activity diagram with example.
  - c) Explain the following terms with respect to architecture modelling:
    - i) Node
    - ii) Collaboration
    - iii) Pattern

