

Software Construction & Development (SE3001, SE3005)

Date: November 4, 2025

Course Instructor(s)

Dr. Farooq Ahmed

Sessional-II Exam

Total Time: 1 hour

Total Marks: 30

Total Questions: 2

23L-3004

Roll No

BSE - 5A

Section

A

Student Signature

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Attempt all questions on the answer sheet

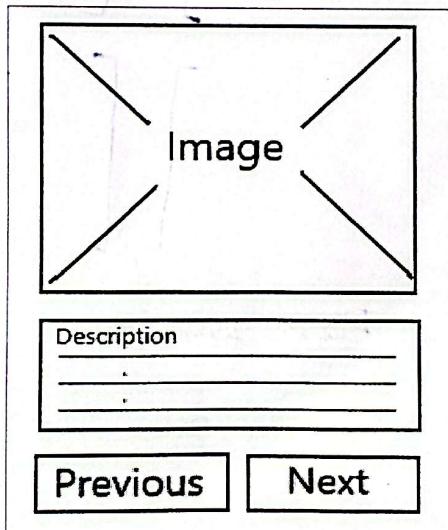
CLO 2: Implement software design patterns as part of software construction activity

Question 1

[20 marks]

Image Cover Image
Label Description

MainForm
Controller → interface called to Listener
→ ImageModel::load()
↳ DAO → DBDAO
 ↳ load(id)
 ↳ loadIds()



setDimensions (width, height)
Model ImageModel
Image ~~Model~~
Text

Buttons

id, imagepath, description

Consider the mock-up above for a simple image-gallery application:

1. Images are stored in a relational database table Image with columns: id, imagepath, description
2. UI shall show images and their description, after fetching from the database, one-by-one.
3. **Next** button shall move to (and display) the next image and its description
4. **Previous** button shall move to (and display) the previous image and its description

Implement the above UI (along with necessary event handling) using Java Swing and a 3-layered architecture.

ImageIO.read(new File)

Note: Image can be read from a file using **ImageIO** (just like other IOStream operations) and drawn on a panel using **drawImage** of its graphic component

CLO 3: Design Test Cases for a Software System

Question 2

[10 marks]

TicTacToe
- board : char[][]
+ makeMove(i : int,j : int, player : int)
+ isDraw() : boolean
+ isWin() : int

Consider a TicToeGame on a 3x3 grid and played between 2 players where player 1 uses 'X' symbol and player 2 uses 'O'. Write unit tests using JUnit to determine:

1. Game ends in a draw Draw
2. Game won by a player (either 1 or 2).