## MCA/M-14 OBJECT ORIENTED METHODOLOGY Paper—(MCA-404)

Time Allowed: 3 Hours] [Maximum Marks: 80

Note: Attempt five questions in all, selecting at least one question from each Unit.

Q.No.1 is compulsory. All questions carry equal marks.

## (Compulsory Question)

1. Explain the following in brief:

8x3 = 24

- (a) What are adornments in UML? Give two examples.
- (b) What are Parameterized class, Active class and Collabortion in UML? Give on example of each.
- (c) Differentiate among 'ordered', 'sequences' and 'bags' end names of an association.
- (d) What is Abstraction? Explain levels of an abstraction with a suitable example.
- (e) What is Event? What are attributes of an event? Give an example.
- (f) What is Actor? How can you find it?
- (g) Explain three trade-off priorities.
- (h) Explain three guidelines of make a program robust.

## UNIT—I

- 2. (a) What is Activity diagram? List various symbols used in an activity diagram along with their brief description. Draw an activity diagram to send an SMS on a mobile phone.
- (b) What is use case diagram? Discuss relationships between actors, between use

cases and between an actor and a use case by giving suitable examples.	7
3. (a) What is package in UML? Discuss relationships among packages with	
suitable examples.	5
(b) Draw a collaboration diagram to withdraw money from an ATM. 5	
(c) What are extensibility mechanisms in UML? Explain each with suitable	
example.	
4. Explain the following each with a suitable example from real world: Object	
persistence, Hierarchical inheritance, Link class, Qualified association,	
Multiplicity of 4+ & one or more, Quaternary association and aggregation	
versus composition.	14
5. (a) Explain the concept of Meta data, abstract class and constraints in reference	e
to object model.	7
(b) Draw a class diagram for hotel management system.	7
6. (a) What is scenario? Write a successful scenario, to send an email from a	
computer.	
(b) Draw a nested state diagram to make phone call on a land line phone.	
Include possible activities, attributes of events and actions.	7
7. (a) Draw a DFD for order processing system.	7
(b) How do you add operations to class from object model and functional model	de?
Explain.	7
UNIT—IV	

8. (a) What is Subsystem? What are criteria to decompose a system into subsystems? What are relationships between subsystems? How do you decide

to allocate subsystems to processors?	7
(b) What are External and Internal software controls? Discuss how does a system	1
designer choose a software control?	7
(a) Discuss the steps used to design algorithms during object design.	7
(b) How can object designer optimize designs? Explain with examples.	7