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Question Paper Code: 20368

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2018.

Fifth/Sixth Semester

Computer Science and Engineering

 ${
m CS~6502-OBJECT~ORIENTED~ANALYSIS~AND~DESIGN}$

(Common to Information Technology)

(Regulations 2013)

(Also Common to PTCS 6502 – Object Oriented Analysis and Design for B.E. (Part-Time) – Fourth Semester – Computer Science and Engineering Regulations 2014)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A — $(10 \times 2 = 20 \text{ marks})$

- 1. Define: Object.
- 2. What is a Unified Process?
- 3. What is the difference between a Class and an Object?
- 4. What is an Object Modeling Language?
- 5. What is meant by Attributes?
- 6. What is meant by Generalization?
- 7. List any two features of object based languages.
- 8. What is the significance of UML?
- 9. What is meant by OO Testing?
- 10. Define: Class Testing.

PART B — $(5 \times 13 = 65 \text{ marks})$

11. (a) Explain briefly the elements of Use Case diagram.

Or

(b) With an example, Explain the need for Activity Diagram.

12. (a) Draw and explain the class diagram for a banking application.

Or

- (b) Describe the features of Low Coupling and High Coupling with suitable examples.
- 13. (a) What is Domain Model Refinement? Explain with suitable examples.

Or

- (b) How will you find Conceptual Class hierarchies? Give example.
- 14. (a) Discuss the relationship between Sequence diagram and Class Diagram.

Or

- (b) How will you refine Logical architecture? Give examples.
- 15. (a) Give a brief note on issues in Object Oriented Testing.

Or

(b) How will you generate source code from design using UML? Illustrate.

PART C —
$$(1 \times 15 = 15 \text{ marks})$$

16. (a) What is GUI based Testing? How does it help improving software design? Explain.

Or

(b) How do you see the application of UML diagrams for Iterative Software Development? Explain.