Code No: **RT41052** 

Set No. 1

## IV B.Tech I Semester Regular/Supplementary Examinations, Oct/Nov - 2018 UML AND DESIGN PATTERNS

(Common to Computer Science and Engineering and Information Technology)
Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B Answer ALL sub questions from Part-A Answer any THREE questions from Part-B \*\*\*\*\*

1.	a)	write the benefits of iterative development.	[4]
	b)	Write the scope of the use case model.	[3]
	c)	List out the advantages of domain modeling	[3]
	d)	Which design pattern addresses the privacy issues?	[4]
	e)	How do you identify states in a state chart diagram?	[4]
	f)	Define association and aggregation among classes.	[4]
		$\underline{\mathbf{PART-B}} \ (3x16 = 48 \ Marks)$	
2.	a)	Discuss various phases in a unified process.	[8]
	b)	Elaborate the goals of a good design.	[8]
3.	a)	Explain different elements in use case diagram with an example.	[8]
	b)	Discuss various elements of supplementary specification.	[8]
4.	a)	Explain the steps of mapping designs to code.	[8]
••	b)	Draw the sequence diagram for performing any ATM transaction.	[8]
5.	a)	What is the intent of facade pattern? And also discuss its applicability?	[8]
	b)	Compare and contrast pure fabrication and indirect fabrication.	[8]
6.	a)	Draw the state chart diagram for railway management system.	[8]
	b)	What are the types of components in UML? Write the differences between	L-3
	,	component and deployment diagrams.	[8]
7.	a)	Explain in detail the relationships in UML for use case.	[8]
	b)	Write short note on the following	L-J
	- /	(i) Domain model refinements (ii) Conceptual super classes	
		(iii) Association classes.	[8]

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Set No. 2

# IV B.Tech I Semester Regular//Supplementary Examinations, Oct/Nov - 2018 UML AND DESIGN PATTERNS

(Common to Computer Science and Engineering and Information Technology)
Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B Answer ALL sub questions from Part-A Answer any THREE questions from Part-B \*\*\*\*\*

1.	a)	Mention the goals of a good design.	[4]
	b)	What are the three common use case formats?	[3]
	c)	What is a sequence diagram and why it is important?	[3]
	d)	Write the objective of fabrication design pattern.	[4]
	e)	What is the goal of a component diagram?	[4]
	f)	Write the importance of generalization relationship.	[4]
		$\underline{\mathbf{PART-B}} \ (3x16 = 48 \ Marks)$	
2.	a)	Explain the phases of a Unified Process with a neat sketch.	[8]
	b)	Discuss how UML artifacts and SDLC phases can be mapped.	[8]
2	`		ro1
3.	a)	Write about the elements of supplementary specification.	[8]
	b)	Write the significance of FURPS model.	[8]
4.	a)	Draw and explain the class diagram for online shopping cart	[8]
	b)	Explain the sequence of steps for creating methods from interaction diagrams by	
		taking an example.	[8]
5.	۵)	Explain the need of Publish-Subscribe design pattern.	Γ <b>Q</b> 1
٥.	a) b)	Discuss the motivation and applicability of factory design pattern with an	[8]
	U)	example.	[8]
		example.	[O]
6.	a)	Elaborate the need of fork and join in an activity diagram with example.	[8]
	b)	Draw and explain the sequence diagram for banking management system.	[8]
7	۵)	Eveloin in detail about the demandancy relationships in use case along with	F01
7.	a)	Explain in detail about the dependency relationships in use case along with rotations by taking a suitable example.	[8]
	b)	Write short note on the following	
	U)	(i) Conceptual classes (ii) Abstract conceptual classes.	[8]
		(1) Conceptual classes (11) Austract Conceptual Classes.	101

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Set No. 3

# IV B.Tech I Semester Regular/Supplementary Examinations, Oct/Nov - 2018 UML AND DESIGN PATTERNS

(Common to Computer Science and Engineering and Information Technology)
Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B Answer ALL sub questions from Part-A Answer any THREE questions from Part-B \*\*\*\*\*

1.	a)	Write the typical activities in OOAD.	[4]
	b)	Write the purpose of Inception phase.	[3]
	c)	Write the differences between sequence and collaboration diagrams.	[3]
	d)	Write the significance of indirection design pattern.	[4]
	e)	List out the differences between class and object diagrams.	[4]
	f)	Define aggregation and composition.	[4]
		PART-B (3x16 = 48 Marks)	
2.	a)	Explain the role of OOAD and UML in project development.	[8]
	b)	Discuss various goals for a good design.	[8]
3.	a)	Explain how the requirements are organized in UP artifacts.	[8]
	b)	Discuss about the three types of use cases with examples.	[8]
4.	a)	Write about different strategies to find the conceptual classes.	[8]
	b)	Draw the sequence diagram for hospital management system.	[8]
5.	a)	Explain how singleton helps in communication.	[8]
	b)	Write about principles, control indication and relative pattern of fabrication in	
	,	detail.	[8]
6.	a)	Discuss the artifacts to be identified for drawing component diagram.	[8]
	b)	Draw a state chart diagram for airline management system.	[8]
7.	a)	Explain the architecture of a domain model with a neat sketch.	[8]
	,	Discuss about aggregation and composition relationships in detail	[8]

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Set No. 4

# IV B.Tech I Semester Regular/Supplementary Examinations, Oct/Nov - 2018 UML AND DESIGN PATTERNS

(Common to Computer Science and Engineering and Information Technology)
Time: 3 hours

Max. Marks: 70

Question paper consists of Part-A and Part-B Answer ALL sub questions from Part-A Answer any THREE questions from Part-B \*\*\*\*\*

1.	a) b)	What are the different types of workflows in OOAD? Write about the different categories of requirements in UP.	[4] [3]
	c)	Write the importance of elaboration.	[3]
	d)	List out the objectives of factory pattern.	[4]
	e)	Define events, states and transitions.	[4]
	f)	When to create conceptual subclass and conceptual super class?	[4]
		PART-B (3x16 = 48 Marks)	
2.	a)	Elaborate MVC architecture with an Example.	[8]
	b)	Discuss about the steps to select a design pattern.	[8]
3.	a)	Explain the elements and sections of a use case diagram.	[8]
	b)	Draw a use case diagram for library management system.	[8]
4.	a)	Discuss about the importance of GRASP design patterns.	[8]
	b)	Explain how to create a domain model with an example.	[8]
5.	a)	Write the significance of indirection pattern with an example.	[8]
	b)	Explain about structure, implementation and design issues of facade design	
		pattern.	[8]
5.	a)	Explain the uses and basic elements of a deployment diagram with neat diagram.	[8]
	b)	Discuss about various common modeling techniques for component diagram.	[8]
7.	a)	Explain how generalization is used in use case model with an example.	[8]
	b)	Write the significance of association classes. What are the guidelines to add	
		association class?	[8]