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IV/IV B.Tech (Regular/Supplementary) DEGREE EXAMINATION**November, 2019****Seventh Semester****Time:** Three Hours**Common to CSE & IT****Object Oriented Analysis And Design****Maximum:** 60 Marks*Answer Question No.1 compulsorily.**(1X12 = 12 Marks)**Answer ONE question from each unit.**(4X12=48 Marks)**(1X12=12 Marks)*

1. Answer all questions
 - a) Define an object?
 - b) What is coupling?
 - c) What is the use of UML in object oriented approach?
 - d) State how use case is represented?
 - e) How a class is represented in UML?
 - f) Define generalization?
 - g) State analysis differs from design?
 - h) Give the guide lines for naming classes?
 - i) What is aggregation?
 - j) What is meant by CRC cards?
 - k) What is metaphor?
 - l) What is Reusability?

UNIT I

2. a) Compare the object oriented system development with structured approach? 6M
- b) Describe the elements of object model with example? 6M

(OR)

3. a) Explain with an example how the classes can be identified using noun phrase approach? 6M
- b) What is CRC? How is it used to identify classes? Explain with an example? 6M

UNIT II

4. a) Explain about a unified approach to software development patterns? 6M
- b) Explain the components of activity diagram with an example? 6M

(OR)

5. Consider a digital library system. Draw the following UML diagrams for the above mention system and explain 12M
 - i) Use case diagram
 - ii) Sequence diagram
 - iii) State chart diagram

UNIT III

6. a) Explain in detail the criteria for good design? 6M
- b) Explain the major elements of system design? 6M

(OR)

7. a) What are interface objects? Explain how to design them? 6M
- b) What is design pattern? How to use design patterns and explain the benefits of design patterns? 6M

UNIT IV

8. a) Explain the architecture of presentation layer? 6M
- b) Explain the modeling the interface using state charts? 6M

(OR)

9. a) What are implementation diagrams? Explain any one with example. 6M
- b) What is reusability? Explain the planning strategy for reusability? 6M

1. Answer all questions

(1X12=12 Marks)

- a Define an object?
- b What is coupling?
- c What is the use of UML in object oriented approach?
- d State how use case is represented?
- e How a class is represented in UML?
- f Define aggregation?
- g State analysis differs from design?
- h Give the guide lines for naming classes?
- i What is aggregation?
- j What is meant by CRC cards?
- k What is metaphor?
- l What is Reusability?

UNIT – I

- 2.a Compare the object oriented system development with structured approach? 6M
- 2.b Describe the elements of object model with example? 6M

(OR)

- 3.a Explain with an example how the classes can be identified using non phrase approach? 6M
- 3.b What is CRC? How is it used to identify classes? Explain with an example? 6M

UNIT – II

- 4.a Explain about a unified approach to software development patterns? 8M
- 4.b Explain the components of activity diagram with an example? 4M

(OR)

- 5. Consider a digital library system. Draw the following UML diagrams for the above mention system and explain (4+4+4)
 - iv) Use case diagram
 - v) Sequence diagram
 - vi) State chart diagram

UNIT – III

- 6.a Explain in detail the axioms and corollaries in object oriented design? 6M
- 6.b Explain the major elements of system design? 6M

(OR)

- 7.a What are interface objects? Explain how to design them? 6M
- 7.b What is design pattern? How to use design patterns and explain the benefits of design patterns? 6M

UNIT – IV

- 8.a Explain the architecture of presentation layer? 6M
- 8.b Explain the modeling the interface using state charts? 6M

(OR)

- 9.a What are statement and branch testing coverage in object oriented testing? Explain? 6M
- 9.b What is reusability? Explain the planning strategy for reusability? 6M