

B.E. Seventh Semester (Information Technology) (CGS)
10748 : Object Oriented Analysis & Design : 7 IT 02

P. Pages : 2

Time : Three Hours



AU - 2919

Max. Marks : 80

- Notes :
1. Assume suitable data wherever necessary.
 2. Illustrate your answer necessary with the help of neat sketches.
 3. Use of pen Blue/Black ink/refill only for writing the answer book.

1. a) What do you mean by OO Methodology? Explain the different stages of it. 7
b) Explain: 7
i) Association end names ii) Qualified association

OR

2. a) Decide which model (class, state, interaction) are relevant for the following aspects of a computer chess player. A video display will show the board and pieces. A cursor controlled by a Mouse will indicate human moves. In some cases more than one model may apply. Explain your answer. 7
b) Explain: 7
i) Ordering ii) Bogs and sequence
3. a) Specify UML Notation for the following. 6
i) Meta data ii) Derived data
b) What is state diagram? Explain state diagram behaviour with suitable example. 7

OR

4. a) Explain abstract class with neat sketch. 7
b) Explain the following:- 6
i) Aggregation Vs. association ii) Aggregation Vs. Composition
5. a) Explain procedural sequence model in detail. 6
b) Explain concurrency for the state model. 7

OR

6. a) List the special constructs of activity model and explain any one of them. 6
b) Explain how complex use cases can be built for smaller pieces with include, extend and generalisation relationships. 7

7. a) Explain in detail the construction of domain class Model. 7
b) Draw the class model for ATM with attributes and inheritance. 7

OR

8. a) Explain software development stages each with a distinct purpose, input and output. 7
b) Explain: 7
i) Finding association ii) Finding attributes of objects and links
9. a) Discuss the steps for choosing a software control strategy. 7
b) Explain the following in brief. 6
i) Libraries ii) Frameworks
iii) Patterns

OR

10. a) Considering ATM case study. 7
i) Write a Normal Scenario for process transaction use case.
ii) Draw a sequence diagram for the above process transaction scenario.
- b) Explain various methods of allocation of subsystems. 6
11. a) Write an algorithm to draw the following figures on a graphics terminal. The figures are not filled. Assume pixel based graphics state any assumptions that you make. 6
i) Circle ii) Square
iii) Rectangle
- b) Explain in brief Refactoring. 7

OR

12. a) Explain the factors for choosing an algorithm during the class design. 7
b) Explain: 6
i) Downward recursion ii) Functionality layers
