Code No: **R41052**   **R10**   **Set No. 1**

IV B.Tech I Semester Supplementary Examinations, October/November- 2017
UML AND DESIGN PATTERNS
(Computer Science and Engineering)

Time: 3 hours   Max. Marks: 75

Answer any FIVE Questions
All Questions carry equal marks
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1	a)	Discuss about different views of UML.	[10]
	b)	What is object oriented modeling? Discuss.	[5]
2		Discuss about different diagram in structural modeling with examples.	[15]
3	a)	Draw the use case diagram for the library system.	[8]
	b)	What is event and state machine? Discuss about different events.	[7]
4	a)	What are the common modeling techniques for the component diagram? Explain.	[10]
	b)	Explain the terms node and artifact.	[5]
5	a)	How Design patterns are used for solving design problems? Explain.	[8]
	b)	Describe the Design pattern with examples.	[7]
6	a)	How do we write general-purpose code that will be able to instantiate any type of object that may appear in the stream?	[8]
	b)	What is builder? Give examples for builder pattern?	[7]
7	a)	Which design pattern can be used to extend (decorate) the functionality of a certain object at run-time, independently of other instances of the same class? Discuss.	[8]
	b)	Discuss about decorator pattern with example.	[7]
8	a)	What is chain of responsibility? Hoe to implement the interfaces and objects in it? Discuss.	[8]
	b)	Explain about the iterator pattern with example.	[7]