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

IV B.Tech I Semester Supplementary Examinations, February/March - 2018
UML & 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)	Define the importance and principles of modeling?	[8]
	b)	What is Object oriented analysis and design? Why it is involved in UML.	[7]
2	a)	How many different kinds of relationships exist in UML? Explain each with example.	[8]
	b)	List out the diagrams with their components in UML?	[7]
3	a)	Exemplify the interaction diagrams with examples?	[8]
	b)	Specify how use case diagram can be drawn? Justify.	[7]
4	a)	Describe the relationships and things to be used to draw component diagram?	[8]
	b)	Illuminate how and when a component diagram can be drawn? Give example.	[7]
5	a)	In what ways does the design problems can be solved? Explain.	[8]
	b)	Is there any special way to select a design pattern? Exemplify.	[7]
6	a)	Differentiate Abstract factory and factory patterns in detail?	[8]
	b)	In what way does Prototype pattern help in solving design issues?	[7]
7	a)	What are the different types of Structural patterns available? Give brief account on each of them.	[8]
	b)	According to what situation a façade pattern takes place? Particularize it.	[7]
8	a)	Define Chain of responsibility and where it is used?	[8]
	b)	What is actually a template metho? Describe briefly.	[7]