# IV B.Tech I Semester Supplementary Examinations, Oct/Nov - 2018 <br> UML AND DESIGN PATTERNS <br> (Computer Science and Engineering) 

Time : $\mathbf{3}$ hours

Max. Marks: 75

## Answer any Five Questions <br> All Questions carry equal marks *****

1 a) What is Unified Modeling Language? What is the importance of using UML
for modeling systems? Explain.
b) Explain in detail about various phases of Unified Software Development
Process.

2 a) Explain in detail about the types of relationships in UML modeling.
b) What is an UML object diagram? Explain with an example.

3 a) Who can be an Actor in Use-case diagram? How do you identify actors in Use
case diagrams? Explain about the three kinds of actors in Use case diagrams.
b) What is a State chart diagram? Draw the state chart diagram for Hospital Management System.

4 a) Draw a neat Component diagram for Online Shopping cart.
b) Explain the common modeling techniques for Component diagram.

5 a) What is meant by Design Pattern? Give a brief on the significant goals of
Design Patterns?
b) How design patterns solve the challenges lying in applying reusable software? Explain.

6 a) Discuss various implementation issues in builder design patterns.
b) Write the motivation of Abstract Factory and its applications.

7 a) What are the intent, motivation and applicability of adapter patterns?
b) What is the intent of Façade pattern? Discuss motivation and applicability of Façade pattern.

8 a) Discuss in detail about the intent and motivation of Interpreter design pattern
with an example.
b) Discuss benefits and drawbacks of the Strategy pattern.

