Code No: 07A6EC09

R07

Set No. 2

## III B.Tech II Semester Examinations, APRIL 2011 OBJECT ORIENTED ANALYSIS AND DESIGN

Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering

Time: 3 hours Max Marks: 80

# Answer any FIVE Questions All Questions carry equal marks

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- 1. (a) Briefly discuss about boundary classes, control classes and entity classes. Give suitable examples for them.
  - (b) Draw an object diagram for a company information system. [8+
- 2. (a) What is meant by constraints and tagged values? Discuss when they can be used, and also give suitable examples to show their usage.
  - (b) What is meant by dependency and realization relationships? For what purpose they are used, give suitable examples to describe their usage. [8+8]
- 3. (a) Draw statechart diagram for unified library application.
  - (b) Draw the sequence diagram for library management system. [8+8]
- 4. (a) How will you model distribution of objects.
  - (b) What is an event? What are different types of events? [8+8]
- 5. (a) What is a synchronization bar? What is its significance?
  - (b) How branching is represented in activity diagram. Elaborate on it. [8+8]
- 6. (a) What do you mean by component? What is component diagram? Explain with an example.
  - (b) How will you reverse engineer or forward engineer a component diagram. [8+8]
- 7. (a) What is meant by a classifier? Discuss how to choose right kind of classifier.
  - (b) What are the various kinds of visibilities that can be specified for attributes and operations of a class? Explain them with a suitable example. [8+8]
- 8. For a railway reservation system, draw possible sequence diagram and convert the same into a collaboration diagram. And also discuss the possibility of forward engineering of it.

  [16]

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Set No. 4

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Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering

Time: 3 hours Max Marks: 80

# Answer any FIVE Questions All Questions carry equal marks

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- 1. (a) What do you mean by component? What is the difference between components and classes?
  - (b) What are the different kinds of components? Explain.

[8+8]

- 2. (a) State the four principles of modeling and explain them in detail.
  - (b) State and explain various advantages of Object Oriented approach over conventional approach in developing a software project. [8+8]
- 3. (a) What is an event? What are different types of events?
  - (b) What is a signal? Explain with suitable examples.

[8+8]

- 4. (a) State various categories of messages that can be specified in a sequence diagram. Give suitable examples.
  - (b) What is meant by message sequencing? Discuss its importance and also explain how it will be done when active objects are involved in an object interaction diagram.

[8+8]

- 5. (a) What are the different ways of organizing use cases?
  - (b) Distinguish between action states and activity states.

[8+8]

- 6. (a) Draw activity diagram for unified library application. Explain it.
  - (b) Draw a diagram for library system that emphasizes on event-ordered behavior of an object. [8+8]
- 7. (a) What is meant by abstraction? What are the various levels of abstraction in a software project development? Discuss how to model different levels of abstraction in the UML.
  - (b) What is meant by a diagram? How many diagrams that the UML supports? Is this list of diagrams are sufficient for modeling any complex software project? Justify your answer. [8+8]
- 8. Write a class diagram for a school information system. Specify clearly relationships among classes, attributes and operations in each class. Write the sample code which will be generated by forward engineering of this class diagram. [16]

R07

Set No. 1

### III B.Tech II Semester Examinations, APRIL 2011 OBJECT ORIENTED ANALYSIS AND DESIGN

Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering

Time: 3 hours Max Marks: 80

# Answer any FIVE Questions All Questions carry equal marks

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- 1. (a) Draw object diagram for a library information system.
  - (b) How many object diagrams that may be possible from a class diagram? Justify your answer with a suitable example. [8+8]
- 2. (a) Explain history states.

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(b) What is a signal? Explain with suitable examples

[8+8]

- 3. (a) Explain components in detail.
  - (b) How do you model a client/server system

[8+8]

- 4. (a) Discuss how to model flows of control by organization and give a suitable example to it.
  - (b) Explain the process of forward and reverse engineering of object interaction diagrams. [8+8]
- 5. (a) Explain the Association, Generalization and Realization relationships. Give suitable examples on which context these relationships are specified.
  - (b) List various diagrams that the UML contains. Explain any four of them briefly. [8+8]
- 6. (a) What is meant by dependency relationship? State and explain various stereotypes that apply to dependency relationships among classes.
  - (b) What are the stereotypes that apply to dependency relationships among packages? Explain their usage with suitable examples. [8+8]
- 7. (a) What is a synchronization bar? What is its significance?
  - (b) Give activity diagram for library management system.

[8+8]

- 8. (a) Draw use case diagram for library management system.
  - (b) Draw structural diagrams for library application.

[4+12]

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R07

Set No. 3

### III B.Tech II Semester Examinations, APRIL 2011 OBJECT ORIENTED ANALYSIS AND DESIGN

Common to Information Technology, Computer Science And Engineering, Computer Science And Systems Engineering

Time: 3 hours Max Marks: 80

# Answer any FIVE Questions All Questions carry equal marks

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- 1. (a) What are the common uses of component diagrams?
  - (b) How do you model an embedded system.

[8+8]

- 2. (a) Discuss about structural things and behavioral things of the UML and also give suitable examples.
  - (b) Discuss briefly about the UML diagrams which can be used to model the behavioral aspects of a system. [8+8]
- 3. (a) What are behavioral diagrams in the UML? Discuss them briefly.
  - (b) What are the UML diagrams that can be used in the logical view of a system? Explain them briefly. [8+8]
- 4. State and explain the common modeling techniques of class diagrams. Give appropriate examples. [16]
- 5. (a) What are the common modeling techniques of interaction diagrams? Explain them with suitable examples.
  - (b) Define the terms Message, Link and Sequencing. Draw a sample object interaction by using these concepts. [8+8]
- 6. (a) Give activity diagram for hospital management system.
  - (b) What is object flow? Explain.

[8+8]

- 7. (a) Explain the five parts of transitions(between two states).
  - (b) How will you model distribution of objects.

[8+8]

- 8. (a) Draw structural diagrams for library application.
  - (b) Draw activity diagram for unified library application. Explain it. [8+8]