R10

Set No: 1

Code No: R32125

III B.Tech. II Semester Regular Examinations, April/May -2013
OBJECT ORIENTED ANALYSIS AND DESIGN
(Information Technology)

Time: 3 Hours   **Max Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
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1. a) Discuss about UML building blocks?
   b) How is use-case generalized? Explain.

2. a) Define an object? Explain object construction and destruction with an example.
   b) How do you find classes by using CRC analysis?

3. What is association? Explain about various aspects of associations in UML.

4. a) What is a message? Give syntax and semantics of synchronous message, asynchronous message, found message and message return.
   b) Draw sequence diagram for processing an order for procuring a product through online.

5. a) Differentiate between aggregation and inheritance.
   b) Discuss about the composition semantics.

6. a) Discuss about the provided and requirement interfaces for <<interface>> borrow.
   b) What are active classes? Explain.

7. a) What is a state machine? Explain about various kinds of state machines.
   b) What is simple composite state? Explain.

8. a) What is the need of deployment diagram? Explain.
   b) Justify how sub-system is a stereotyped component rather than a stereotyped package

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R10

Set No: 2

Code No: R32125

III B.Tech. II Semester Regular Examinations, April/May -2013
OBJECT ORIENTED ANALYSIS AND DESIGN
(Information Technology)

Time: 3 Hours   **Max Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
*****

1. a) Discuss about the common mechanisms of UML?
   b) Explain <<include>> and <<extend>> mechanisms with examples.

2. a) How are the objects and their respective attributes denoted in UML? Explain.
   b) How do you find classes by using RUP stereotypes?

3. a) Differentiate between inheritance and polymorphism.
   b) What is dependency? Discuss about abstraction and permission dependencies?

4. What are activity diagrams? Explain with a suitable example.

5. a) What are well-formed design classes? Explain.
   b) What is design model? Explain.

6. a) Discuss about the role of concurrency in sequence diagrams.
   b) Differentiate between interface realization and inheritance.

7. a) What is a state machine diagram? Explain.
   b) What is a orthogonal composite state? Explain.

8. a) What is a node? Explain about various issues related to nodes.
   b) Hoe do you represent <<manifest>> relationship by artifacts and components.
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R10

Set No: 3

Code No: R32125

III B.Tech. II Semester Regular Examinations, April/May -2013
OBJECT ORIENTED ANALYSIS AND DESIGN
(Information Technology)

Time: 3 Hours   **Max Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
*****

1. a) What is the role requirements in development of a software? Explain about various aspects of requirements?
    b) What do you understand by the term use-case? Explain with an example

2. What is a class? Explain about the UML representation of the classes.

3. a) What is advanced generalization? Explain.
    b) What is a package? Discuss about nested package and package dependencies.

4. a) What is a message? Explain about various communications that are involved in messaging.
    b) What is interaction occurrence? Explain.

5. a) What is the purpose of templates? Explain how UML represents templates?
    b) What is an aggregation? Discuss about aggregation semantics.

6. a) What is a timing diagram? Explain.
    b) What is a component? Explain.

7. a) Define a event? Explain various types of events .
    b) What is sub-machine state? Explain.

8. a) What is OCL? Why it is useful? Give the syntax of OCL.
    b) How are artifacts deployed on node? Explain.
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Code No: R32125

R10

Set No: 4

III B.Tech. II Semester Regular Examinations, April/May -2013
OBJECT ORIENTED ANALYSIS AND DESIGN
(Information Technology)

Time: 3 Hours **Max Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
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1. a) Define requirements. Explain how requirements are obtained for a specific problem.
    b) Write a short note on classes and use-cases.

2. a) How are classes analyzed? Explain.
    b) How are the objects and their respective attributes denoted in UML? Explain.

3. a) What is polymorphism? Explain.
    b) What is dependency? Discuss about usage dependencies and abstract dependencies.

4. a) What is an activity? Discuss about activity semantics and activity partitions.
    b) What is a signal? Explain about sending signals and accepting events.

5. a) Explain about various types of refined relationships?
    b) What are well-formed designed classes? Explain.

6. a) Define concurrency and explain about modeling concurrency.
    b) Explain the following
        (i) One-to-one associations
        (ii) One-to-many associations
        (iii) Many-to-one associations
        (iv) Many-to-Many associations.

7. a) Define a transaction. Discuss about connecting and branching transitions.
    b) What is sub-machine communication? Explain.

8. What is deployment? Explain about various aspects of deployment.
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