

Code No: V3227**R07****Set No: 1**

III B.Tech. II Semester Supplementary Examinations, November/December - 2012

OBJECT ORIENTED ANALYSIS AND DESIGN

(Computer Science and Engineering & Information Technology)

Time: 3 Hours**Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

1. a) Describe about interlocking views of software intensive system.
b) Discuss in detail about the common mechanisms that are applied consistently throughout the UML language.
2. a) Explain in detail about modeling the vocabulary of a system with class diagrams.
b) Enumerate the steps to model a system at different levels of abstraction in detail.
3. a) Explain about the steps to forward engineer a class diagram in UML.
b) Describe about modeling object structures in detail.
4. a) Describe about modeling several kinds of actions in UML with an example.
b) Explain about common uses of interaction diagrams in detail.
5. a) Explain about object flow for processing an order by an activity diagram.
b) Define use case. Explain about usage of use case diagram to model the requirements of a system.
6. a) What is an event? Describe how to model different kinds of events in UML.
b) Explain about how to model timing constraints in detail.
7. a) Discuss in detail about the modeling an Client/Server system.
b) Explain about the modeling a source code in Unified Modeling Language.
8. a) Give the activity diagram for issuing of books from library system.
b) Describe about Collaboration diagram for the add Title use case in unified library application.

Code No: V3227**R07****Set No: 2**

III B.Tech. II Semester Supplementary Examinations, November/December - 2012

OBJECT ORIENTED ANALYSIS AND DESIGN
(Computer Science and Engineering & Information Technology)**Time: 3 Hours****Max Marks: 80**

Answer any FIVE Questions
All Questions carry equal marks

1. a) Discuss in detail about the importance of modeling and about the principles of modeling.
b) Define UML. Why for UML is used for? Explain in detail.
2. a) Define package and discuss about importing and exporting with an example.
b) Explain about modeling simple dependencies and about modeling single inheritance.
3. a) Describe about how each class diagram should focus on one collaboration at a time in detail Unified Modeling Language.
b) Discuss about forward and reverse engineering an object diagram.
4. a) Explain about modeling a flow of control that characterizes the behavior of system.
b) Describe in detail about collaboration diagrams and discuss about features that distinguish collaboration from sequence diagrams.
5. a) Explain about modeling a workflow using activity diagrams.
b) Discuss in detail about auction system with use case diagram.
6. a) Describe about modeling families of signals and explain it for an autonomous robot.
b) Explain about how to model a reactive object in detail.
7. a) Describe different kinds of components and about organizing components in detail.
b) Delineate about modeling processors and devices in detail.
8. a) Describe in detail with sequence diagram for lending an item in unified library application.
b) Draw the class diagram for the library management system.

Code No: V3227**R07****Set No: 3**

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OBJECT ORIENTED ANALYSIS AND DESIGN
(Computer Science and Engineering & Information Technology)**Time: 3 Hours****Max Marks: 80**Answer any FIVE Questions
All Questions carry equal marks

1. a) Explain in detail about the conceptual model of UML.
b) Which process is to be considered to get the most benefit from the UML? Explain in detail.
2. a) Explain in detail about modeling webs of relationships.
b) Describe about modeling static and dynamic types in detail.
3. a) What is reverse engineering? Describe about how to reverse engineer a class diagram in detail.
b) Explain about common modeling techniques for object diagrams.
4. a) Explain about links and associations that connects objects in detail.
b) Describe about modeling flows of control by time ordering.
5. a) Describe about where swim lanes are useful in modeling. Illustrate with an example.
b) Draw the use case diagram for cellular telephone system and explain in detail.
6. a) Describe about modeling synchronous and asynchronous message passing communication in UML.
b) Explain in detail about state machine diagrams and depicts in detail about states, transitions and events in these diagrams.
7. a) Describe about modeling executable release in detail.
b) Explain about steps to model a fully distributed system.
8. a) Discuss in detail about sequence diagram for adding item scenario in unified library application.
b) Draw in detail about use case diagram for unified library system.

Code No: V3227**R07****Set No: 4**

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OBJECT ORIENTED ANALYSIS AND DESIGN
(Computer Science and Engineering & Information Technology)**Time: 3 Hours****Max Marks: 80**Answer any FIVE Questions
All Questions carry equal marks

1. a) Describe in detail about the building blocks of the Unified Modeling Language.
b) Elucidate about different phases of the process in software development life cycle and show their varying degree of focus over time.
2. a) Describe in detail about modeling new building blocks and new properties in detail.
b) Explain about the standard stereotypes that apply to packages by UML.
3. a) Describe about modeling a logical database schema with an example.
b) Explain about common properties and commonly used contents of object diagrams.
4. a) With an example show how UML provides a visual distinction among different kinds of messages.
b) Explain about modeling flows of control by organization with an example.
5. a) Describe in detail about the contents of activity diagrams .
b) Draw and explain about Use Case diagram for Banking System.
6. a) Enumerate steps about modeling lifetime of an object.
b) Explain about representation of time, duration and location in UML.
7. a) Describe about how to visualize physical distribution of components across the processors and devices of the system with an example.
b) Discuss about modeling tables, files and documents in controlling the configuration of system.
8. a) Which diagrams in the design model for the specifications are fetched during coding ? Explain in detail.
b) Describe in detail with sequence diagram for lending an item in unified library application.
