

Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--	--

**Question Paper Code : P 1223**

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Fifth Semester

Information Technology

CS 1402 — OBJECT ORIENTED ANALYSIS AND DESIGN

(Regulation 2004)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Mention the advantages of Object orientation.
2. Write about Object Persistence.
3. What does a Framework mean?
4. Compare Aggregation with Association.
5. How 'uses' and 'extends' occur in Use case Modeling.
6. Why is the development of sequence/collaboration diagram a useful activity in developing classes?
7. What is the significance of separating public and private protocols?
8. Compare OODBMS with RDBMS.
9. State the goals of User interface.
10. What do you mean by Quality Assurance tests?

PART B — (5 × 16 = 80 marks)

11. (a) Explain Object Oriented System Development Life Cycle in detail. (16)

Or

- (b) (i) Compare Traditional SDLC with Object Oriented SDLC with an example. (10)
- (ii) Write short notes on Object Relationships. (6)

12. (a) Write short notes on :
- (i) Objectory (8)
  - (ii) Patterns (8)

Or

- (b) Prepare a UML modeling for the automation of E-Learning system. Clearly state your assumptions. (16)

13. (a) An automated fuel management system assists in managing fuel stations by providing a computer-based solution. It provides details about the exact quantity of fuel left in the storage tank, gets quantity of fuel and fuel type required from the customer, calculation of bill amount, generation of bills and generation of report of total sales done in a day.

- (i) Perform Use case Modeling for the above scenario (8)
- (ii) Identify Noun phrases, Relevant and Fuzzy classes. (8)

Or

- (b) Write Short notes on:
- (i) CRC Process (8)
  - (ii) Effective Documentation. (8)

14. (a) List the Object oriented Design axioms and corollaries and explain each one of them in detail. (16)

Or

- (b) (i) Discuss about the issues involved in Object Design. (6)
- (ii) In how many ways an Object - Relation Mapping can be done? Explain with an example. (10)

15. (a) (i) Define the purpose of a view layer interface. (4)
- (ii) Describe the Micro level process of a view layer in detail. (12)

Or

- (b) (i) Write the guidelines for developing Usability testing and User Satisfaction testing. (8)
- (ii) Discuss the various testing strategies. (8)