

# E 6088

M.E. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2005.

Computer Science and Engineering

*Elective*

CP 032 — OBJECT ORIENTED SYSTEM DESIGN

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What are orthogonal views of software?
2. What is the difference between method and message?
3. Define use case and actor.
4. What is model? State its merits.
5. Compare static and dynamic uml diagrams.
6. Define pattern. How it differ from framework?
7. What is regression testing?
8. State the usage of test plan.
9. Define object oriented database.
10. What is transient data? Give suitable example.

PART B — (5 × 16 = 80 marks)

11. (i) Explain object oriented software development life cycle. Compare it with traditional approaches. (10)
- (ii) What are some classes of payroll system? Discuss. (6)

12. (a) Explain Rumbaugh's OMT model. What are the essential components of patterns? Explain. (16)

Or

- (b) Explain Booch methodology. Illustrate analysis pattern with example. (16)

13. (a) (i) Discuss UML sequence and collaboration diagram. (8)  
(ii) Draw sequence and collaboration diagram for an ATM machine. (8)

Or

- (b) (i) Explain state chart and activity diagram. (8)  
(ii) Draw state chart and activity diagram for a simple banking system. (8)

14. (a) How analysis and design phases of object oriented system development is managed? Discuss. (16)

Or

- (b) Discuss in detail about different testing strategies applicable to object oriented system development. (16)

15. (a) Explain the following :  
(i) Object oriented database (8)  
(ii) Foundation class library (8)

Or

- (b) (i) Discuss in detail about client server computing with example. (12)  
(ii) What is the role of middleware in client server computing? Explain. (4)