KUMARAGURU
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Register Number: ……..

B.E DEGREE EXAMINATIONS: MAY 2015

(Regulation 2009)

Fourth Semester

CSE107: OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to CSE & IT)

Time: Three Hours **Maximum Marks: 100**

Answer all the Questions:-

PART A (10 x 1 = 10 Marks)

1. The activities and focus of object oriented analysis and OOD are _____, grown, not-built.

   a) Developed b) Intertwined

   c) Not-determined d) Designed

2. _____ measures the consistency of the product requirements with respect to the design specification.

   a) Validation b) Verification

   c) Booch d) Correspondence

3. Collaboration diagrams were adapted from _____

   a) Your don b) rum Baugh

   c) analysis d) None of the above

4. A _____is a way of presenting a generic solution to a problem that can be applied to all levels in a development.

   a) Framework b) Unified Approach (UA)

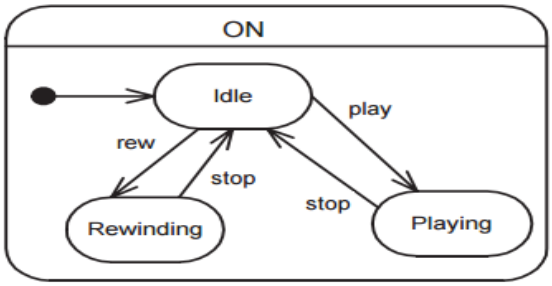
   c) Access layer d) Approach Layer

5. An import or access relationship between two packages is drawn as a _____

   a) pen tracker b) stereotype

   c) solid arrow with vertical dashed line d) Dashed arrow with open arrowhead

6. What is correct about the following State Diagram?



a) 'ON' is a concurrent state.
b) This State Diagram is invalid because it contains no final state.
c) 'play', 'stop' and 'rew' are actions.
d) 'ON' is a super state.

7. _____ specifies the range of allowable association classes

a) Multiplicity
b) Intensity
c) Usability
d) Associativity

8. ----------is a use case must help the actor to perform a task that has some identifiable value.

a) A measurable value
b) Transaction
c) Actor
d) System

9. The access layer must be able to translate any data related request from _____ into the appropriate protocol for data access.

a) The business layer
b) Application layer
c) Session layer
d) View layer

10. Advantages of ---------- is an abstraction mechanism which may be used to classify entities It is a reuse mechanism at both the design and the programming level

a) Inheritance
b) Java threads
c) Active transponder object
d) Concurrent objects

PART B (10 x 2 = 20 Marks)

11. Define System.
12. Write down the types of prototype.
13. What are the orthogonal views of the software?
14. How is software verification different from validation?
15. Differentiate Static Model from Dynamic Model.
16. Outline the Advantages of Modeling.
17. List down the requirements difficulties that are involving in analysis.
18. What is extends association?
19. What is translate the request? How does it differ from Translate the results?
20. How does Design evolution works?

PART C (5 x 14 = 70 Marks)

21. a) List and explain the need and different steps followed during the system development and improvement of a computer system?

(OR)

b) Why do we need to perform system analysis and design? Explain with the example.

22. a) Draw class diagram, usecase diagram, sequence diagram for reserving a railway ticket.

(OR)

b) Explain the essential components used in pattern template with the real time example.

23. a) Compare Rumbaugh, Booch and Jacobson methodologies with a neat diagram

(OR)

b) Draw package, collaboration, state diagram for an ATM system.

24. a) Write different relationships available between objects with an example.

(OR)

b) Use the noun phrase approach to identify the objects from the grocery store problem.

25. a) (i) Explain the guidelines for identifying super-sub relationship in an application. (7)

(ii) List the object oriented corollaries and axioms (7)

(OR)

b) What is the purpose of an access layer? Explain in detail the process of creation of access layer class with an example.

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