Reg. No.:	+0			

## Question Paper Code: 71683

B.E./B.Tech. DEGREE EXAMINATION, APRIL/MAY 2017.

Fifth/Sixth Semester

Computer Science and Engineering

## CS 6502 - OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to Information Technology)

(Regulations 2013)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

PART A —  $(10 \times 2 = 20 \text{ marks})$ 

- 1. Define OOAD.
- What are the perspectives to apply UML?
- 3. Differentiate cohesion and coupling.
- 4. Define modular design.
- 5. What is the relationship of a conceptual super class to a subclass?
- 6. What is the purpose of extends and include relationship in use case diagram?
- 7. What are the strengths and weakness of sequence and collaboration diagram.
- 8. Difference between logical architecture and layers.
- 9. Mention the steps involved in mapping design to code.
- 10. Explain about OO Integration Testing.

PART B — 
$$(5 \times 16 = 80 \text{ marks})$$

11. (a) Explain about UML diagrams in detail with neat example.

(16)

Or

(b) Explain in detail about Unified Process in OOAD? Explain the phases with neat diagram. (16)

12. (a) Explain the following GRASP patterns: Creator, Information Expert, Low Coupling, High Coupling and Controller. (16)  Or  (b) Explain in detail about the Factory Pattern and mention the Limitations and applications of Factory pattern. (16)  13. (a) Write briefly about elaboration and discuss the difference between elaboration and inception with neat diagram. (16)  Or  (b) (i) Explain the guidelines for finding conceptual classes with neat diagram. (10)  (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing  (ii) OO System Testing.			
(b) Explain in detail about the Factory Pattern and mention the Limitations and applications of Factory pattern. (16)  13. (a) Write briefly about elaboration and discuss the difference between elaboration and inception with neat diagram. (16)  Or  (b) (i) Explain the guidelines for finding conceptual classes with neat diagram. (10)  (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or	12.	(a)	
and applications of Factory pattern. (16)  13. (a) Write briefly about elaboration and discuss the difference between elaboration and inception with neat diagram. (16)  Or  (b) (i) Explain the guidelines for finding conceptual classes with neat diagram. (10)  (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or			Or
(16)  Or  (b) (i) Explain the guidelines for finding conceptual classes with neat diagram. (10)  (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing		(b)	
(b) (i) Explain the guidelines for finding conceptual classes with neat diagram. (10)  (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing	13.	(a)	
diagram. (10) (ii) Explain about Aggregation and Composition with examples. (6)  14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or (b) Explain the following (i) GUI Testing			Or
14. (a) Explain the UML Class, Sequence and Interaction diagrams for Library Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing		(b)	
Management System. (16)  Or  (b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing			(ii) Explain about Aggregation and Composition with examples. (6)
(b) State Model-View Separation principle and explain its motivations. (16)  15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing	14.	(a)	
15. (a) Explain the issues involved in OO Testing. (16)  Or  (b) Explain the following  (i) GUI Testing			Or
Or  (b) Explain the following  (i) GUI Testing		(b)	State Model-View Separation principle and explain its motivations. (16)
(b) Explain the following (i) GUI Testing	15.	(a)	Explain the issues involved in OO Testing. (16)
a Agus Assense A binils com			Or
		(p)	and hinis com