FACULTY OF INFORMATICE
B.E. 3/4 (IT) II – Semester (Main) Examination, June 2014

Subject: Object Oriented System Developmente

Time: 3 Hours   **Max.Marks: 75**

Note: Answer all questions from Part A. Answer any five questions from Part B.
PART – A (25 Marks)

1	Write any two principles of modeling.	2
2	Write any three applications of UML.	3
3	Define interface, package and node with notations.	3
4	Define component and active class with notations.	2
5	Write three differences between sequences and collaboration diagram.	3
6	Define processes and threads in a state chart diagram	2
7	Define following testing. a) White Box b) Black Box	2
8	Define the following Relationships in UML. i) Dependency ii) Realization iii) Aggregation	3
9	Define the following Rules in the UML. a) Visibility b) Integrity	2
10	Write the differences between action states and activity states in activity diagram.	3

PART – B (50 Marks)

11 a)	Explain different diagrams that are present in the UML.	6
b)	Explain common mechanisms in the UML.	4
12	Explain about the 4P's in software development process with a neat diagram.	10
13 a)	What are the different phases in software development life cycles?	5
b)	Explain briefly about Usecase Driven Process.	5
14 a)	Explain following common mechanisms of the class diagram with examples. i) Note ii) Stereotypes iii) Tagged values	6
b)	Draw and explain class diagram for library management system.	4
15 a)	Define object. Draw the object diagram for student information system.	6
b)	Explain different stereotypes related to objects that apply to messages and transitions.	4
16	Explain the following components that are present in the activity diagram with an example. a) Transitions b) Branching c) Forking d) Joining e) Swimlanes	10
17 a)	Explain the following events with an example. i) Signal and call events ii) Time and charge events iii) Sending and receiving events	6
b)	Explain the following states that are present in the state machine with an example. i) History states ii) Concurrent substates	4

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