Max. Marks: 75

FACULTY OF INFORMATICS

B.E. 3/4 (IT) II-Semester (New) (Main) Examination, May 2013

Subject : Object Oriented System Development

Time: 3 Hours

Note: Answer all questions of Part - A and answer any five questions from Part-B. PART - A (25 Marks)		
2.	Define any three application of UML.	(3)
3.	Define interface, package, component with a notation.	(3)
4.	Define action states and activity states that are present in the activity diagram.	(3)
5.	Define forking and joining in activity diagram.	(2)
6.	Define Event and signal in state machines.	(2)
7.	Define White Box and Black Box Testing.	(2)
8.	Define following Relationships in UML.	(3)
	(i) Dependency (ii) Association (iii) generalization	
9.	Define the following common mechanism in the UML	(3)
	(a) Specifications (b) Adornments (c) Common divisions	
10	. Write the difference between sequence and collaboration diagram.	(2)
	PART – B (50 Marks)	
11	.(a) Explain far different things in the UML. (b) Explain different diagrams present in the UML.	(5) (5)
12	. Explain the Life cycle of unified process development.	(10)
13	. Explain steps in requirements capture with an example.	(10)
14	.(a) Define class and explain class diagram with an example. (b) Explain Architecture of the UML with a neat diagram.	(5) (5)
15	5.(a) Define object. Explain object diagram with an example. (b) Explain different stereo types that apply to the dependency relationship among	(6)
	objects and among classes.	(4)
16	(a) Define use case and explain different components present in use case diagram.(b) Explain activity diagram with swimlanes and illustrate with an example.	(5) (5)
17	. (a) Draw the state machine for the life time of an object. (b) Explain the following states machines with an example. (i) History states (ii) Concurrent Substates	(6) (4)
