



Code No. : 5290/M

FACULTY OF INFORMATICS
B.E. 3/4 (IT) II Semester (Main) Examination, May/June 2012
OBJECT ORIENTED SYSTEM DEVELOPMENT

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. What is UML and where can UML be used ? 2
2. Depict a class diagram and explain briefly. 3
3. Sketch a state chart diagram and explain briefly. 2
4. Define Interface and Package. 3
5. Mention any two advantages of component diagram. 2
6. What is an artifact ? 2
7. Enumerate the input and output of requirement analysis. 3
8. What are the benefits of 'unified process' ? Explain briefly. 3
9. What is a 'Business Model' ? Explain briefly. 2
10. Name the phases of unified software development process and explain briefly. 3

PART – B

(5×10=50 Marks)

11. a) Explain class diagram with an example. 5
b) Listout common modeling techniques for a class diagram. 5



12. a) Briefly explain 4 common mechanisms that apply consistently throughout the language. 4
- b) Explain forward and reverse engineer for a class diagram. 6
13. Explain about the following : 10
- a) Use case diagram.
- b) Interaction diagram.
- c) Collaboration diagram.
14. a) Explain activity diagram with swimlanes and illustrate with an example. 6
- b) Discuss patterns. 4
15. a) Trace the development of an analysis model and a design model. 5
- b) Explain how class diagrams are generated using other relevant UML diagrams. 5
16. a) Illustrate conversion of requirements to use cases. 5
- b) Explain iterative and incremental process. 5
17. Write short notes on : 10
- a) Systems and models.
- b) Data transfer between objects and databases.
- c) Component design.