Reg. No. | | | | | | | | | | | | |

Question Paper Code : 57254

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2016

Fifth Semester

Computer Science and Engineering

CS 6502 – OBJECT ORIENTED ANALYSIS AND DESIGN

(Regulations 2013)

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

Answer ALL questions.

PART – A (10 × 2 = 20 Marks)

1. Define design class diagrams.
2. What tests can help find useful Use Cases ?
3. Define modular design.
4. Mention the interface and domain layer responsibilities.
5. Define conceptual classes.
6. When to define new data type classes ?
7. Define classifier.
8. What is qualified association ?
9. What are the steps for mapping designs to code ?
10. Distinguish between OO integration testing and OO system testing.

PART – B (5 × 16 = 80 Marks)

11. (a) (i) Explain in detail about/Unified Process in Object /Oriented /Analysis and Design ? Explain the phases with neat diagrams. **(8)**

(ii) What is UML Activity Diagram ? Using an example explain the features of basic UML activity diagram notation. **(8)**

OR

(b) Write a problem statement for Library management system. Draw the UML Use Case, Activity diagram, class diagram, sequence diagram state chart diagram, package diagram, Component and Employment diagrams. **(16)**

12. (a) Designing the Use-Case Realizations with GoF Design Patterns. **(16)**

OR

(b) What is GRASP ? Explain the following GRASP patterns: Creator, Information Expert, Low Coupling, High Cohesion and Controller. **(16)**

13. (a) What are the guidelines used to partition the classes in the domain model to be organized into packages ? Explain with suitable examples. **(16)**

OR

(b) (i) Explain the guidelines for finding Conceptual Classes with neat diagrams **(8)**

(ii) Illustrate the concept of Domain model with examples. **(8)**

14. (a) Describe UML notation for Class diagram with an example. Explain the concept of link, association and inheritance. **(16)**

OR

(b) What is Model-View-Seperation Principle ? Explain the motivation for Model-View separation. **(16)**

15. (a) Explain in detail the design artifacts to implementation code in an object oriented Language. **(16)**

OR

(b) Explain in detail about the different types of testing in OOAD. **(16)**