Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐☐

Question Paper Code : 70388

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2021.

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 × 2 = 20 marks)

1.   Define OOAD.

2.   What are the perspectives to apply UML?

3.   Mention the list of behavioral patterns used during design phase of software development.

4.   List out the types of coupling.

5.   What are the tasks performed in elaboration?

6.   How to create a Domain Model?

7.   How to Naming System Events and Operations?

8.   Define System Events and the System Boundary.

9.   What is meant by OO Testing?

10.   Define : Class Testing.

PART B — (5 × 13 = 65 marks)

11.   (a)   Explain about UML diagrams in detail with neat example.   (13)

Or

      (b)   Explain in detail about Unified Process in OOAD. Explain the phases with neat diagram.   (13)

12. (a) Explain creator and controller design patterns with examples. (13)

Or

(b) Explain the design principles in object modeling. Explain in detail the GRASP method for designing objects with examples. (13)

13. (a) What is Domain Model Refinement? Explain with suitable examples.

Or

(b) How will you find Conceptual Class hierarchies? Give example.

14. (a) (i) How to add New SSDs and Contracts to the design diagram?

(ii) What are the concepts involved in domain refinement?

Or

(b) Explain about Interaction Diagram Notation for inventory management system.

15. (a) Discuss briefly about issues in OO testing. (13)

Or

(b) (i) Explain in detail about GUI testing. (6)

(ii) Comparison between OO integration testing and OO system testing. (7)

PART C — (1 × 15 = 15 marks)

16. (a) What is GUI based Testing? How does it help improving software design? Explain.

Or

(b) How do you see the application of UML diagrams for Iterative Software Development? Explain.

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