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.

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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)

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