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Question Paper Code : 31151

B.E./B.Tech. DEGREE EXAMINATION, MAY/JUNE 2013.

Sixth Semester

Computer Science and Engineering

080230028 — OBJECT ORIENTED SYSTEM DESIGN

(Regulation 2008)

Time : Three hours Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. What is abstraction?
2. List the characteristics of object identifier.
3. What is an abstract class?
4. State the benefits of modeling interaction diagrams.
5. What is domain analysis?
6. Mention the purpose of state transition model.
7. Define concurrency.
8. What is inheritance?
9. State the need for fine tuning.
10. How is reusability applied in OO Programming?

PART B — (5 × 16 = 80 marks)

11. (a) Develop a class diagram for a banking system. State the functional requirements you are considering. (16)

Or

(b) (i) Explain OO Methodology in detail. (10)

(ii) Explain the usefulness of OO development. (6)

12. (a) Explain Use case models in detail with an example. Mention the guidelines for developing use case model. (16)

Or

(b) What is state transition diagram? Explain the same with an example. (16)

13. (a) What is Elaboration? Explain the artifacts of elaboration in detail. (16)

Or

(b) What is a Domain model? How will you create a Domain model? Illustrate the same with an example. (16)

14. (a) Explain the different architectural styles in detail with an example. (16)

Or

(b) Explain Refactoring and Reification with examples. (16)

15. (a) Discuss the practical tips for implementing the functionality of realization and generalization associations using ATM example. (16)

Or

(b) Explain the features of object oriented databases and its implementation issues using ATM example. (16)
