ſ	 	T	,				
Reg. No.:					,		

Question Paper Code: 60392

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2016.

Sixth Semester

Computer Science and Engineering

CS 2353/CS 63/10144 CS 603 — OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to Information Technology)

(Regulations 2008/2010)

(Also common to PTCS 2353 – Object Oriented Analysis and Design for B.E. (Part-Time) Fifth Semester – Computer Science and Engineering – Regulations 2009)

Time: Three hours

Maximum: 100 marks

Answer ALL questions.

$$PART A - (10 \times 2 = 20 \text{ marks})$$

- 1. What is object oriented analysis and design?
- 2. Define use case.
- 3. What is elaboration?
- 4. Define aggregation and composition.
- 5. What is the use of system sequence diagram?
- 6. List the relationships used in class diagram.
- 7. Define "Object" with an example.
- 8. What do you mean by "High Cohesion"?
- 9. What is the use of component diagram?
- 10. When are contracts useful?

PART B — $(5 \times 16 = 80 \text{ marks})$

11 .	(a)	Briefly explain the different phases of unified process.	
		\mathbf{Or}	
	(b)	(i) Describe the basic activities in object oriented analysis and explanation how use case modeling is useful in analysis.	in, 10)
		(ii) Explain about the Next Gen POS system.	(6)
12.	(a)	Explain the method of identifying the classes using the common classoproach with an example.	ass 16)
-		\mathbf{Or}	
	(b)	For the hospital management system draw the following UML diagram	1s :
		(i) Conceptual class diagram (overall system)	(8)
		(ii) Activity diagram (Billing).	(8)
13.	(a)	Briefly explain about UML sequence diagrams.	
		\mathbf{Or}	
•	(b)	Describe the UML notation for class diagram with an example. Explain the concept of association and inheritance.	ain
14 .	(a)	Explain about GRASP Patterns.	16)
		\mathbf{Or}	
	(b)	Write short notes on adapter, singleton, factory and observer patterns. (16)
15 .	(a)	Explain UML state machine diagrams and modeling.	•
		\mathbf{Or}	
	(b)	Write short notes about the following:	
		(i) Operation contacts	(6)
		(ii) Implementation model (mapping design to code).	10)
•			