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**Question Paper Code: 55022**

B.E. / B.Tech. DEGREE EXAMINATION, NOV 2017

Fifth Semester

Computer Science and Engineering

15UCS502 - Object Oriented Analysis and Design

(Regulation 2015)

Duration: Three hours

Maximum: 100 Marks

Answer ALL Questions

PART A - (5 x 1 = 5 Marks)

1. What is the programming style of the object oriented conceptual model?  
(a) Invariant relationships      (b) Algorithms  
(c) Classes and objects      (d) Goals, often expressed in a predicate calculus
2. Abstraction is classified into \_\_\_\_\_ types.  
(a) 4      (b) 3      (c) 2      (d) 1
3. In which of the following mechanisms, types of all variables and expressions are not known until runtime  
(a) Strong Typing      (b) Weak Typing  
(c) Static Binding/ early binding      (d) Dynamic Binding/ late binding
4. Single inheritance, Multiple inheritance, and Aggregation comes under  
(a) Modularity      (b) Typing  
(c) Hierarchy      (d) None of these
5. What is that concept in type theory in which a single name may denote objects of many different classes that are related by some common super class referred to  
(a) Monomorphism      (b) Type Checking  
(c) Polymorphism      (d) Generalization

PART - B (5 x 3 = 15 Marks)

6. What is object oriented analysis and design?
7. Explain activity diagrams.

8. How would you identify attributes?
9. Distinguish coupling and cohesion.
10. Define: Events, States and Transitions..

PART - C (5 x 16 = 80 Marks)

11. (a) Explain about Unified process phases. (16)

Or

(b) Explain about Use-Case Model and its writing requirements in Context. (16)

12. (a) What is activity diagram? Explain about its applications briefly. (16)

Or

(b) Discover the concept of domain model with examples. (16)

13. (a) Explain about Interaction diagram Notation. (16)

Or

(b) Design the model and creating design class diagrams. (16)

14. (a) Explain GRASP: Patterns of General Principles in Assigning Responsibilities. (16)

Or

(b) Designing the Use-Case Realizations with GoF Design Patterns. (16)

15. (a) Explain the operation of mapping designs to code. (16)

Or

(b) What is the operation of contracts works? (16)

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