FACULTY OF INFORMATICS
B.E. 3/4 (IT) II Semester (Main) Examination, May/June 2012
OBJECT ORIENTED SYSTEM DEVELOPMENT

Time: 3 Hours]   [Max. Marks : 75

Note : Answer **all** questions from Part **A**. Answer **any five**
questions from Part **B**.

PART – A	25 Marks

1. What is UML and where can UML be used ?   2

2. Depict a class diagram and explain briefly.   3

3. Sketch a state chart diagram and explain briefly.   2

4. Define Interface and Package.   3

5. Mention any two advantages of component diagram.   2

6. What is an artifact ?   2

7. Enumerate the input and output of requirement analysis.   3

8. What are the benefits of 'unified process' ? Explain briefly.   3

9. What is a 'Business Model' ? Explain briefly.   2

10. Name the phases of unified software development process and explain briefly.   3

PART – B	(5×10=50 Marks)

11. a) Explain class diagram with an example.   5

   b) Listout common modeling techniques for a class diagram.   5

12. a) Briefly explain 4 common mechanisms that apply consistently throughout the language.   4

   b) Explain forward and reverse engineer for a class diagram.   6

13. Explain about the following :   10

   a) Use case diagram.

   b) Interaction diagram.

   c) Collaboration diagram.

14. a) Explain activity diagram with swimlanes and illustrate with an example.   6

   b) Discuss patterns.   4

15. a) Trace the development of an analysis model and a design model.   5

   b) Explain how class diagrams are generated using other relevant UML diagrams.   5

16. a) Illustrate conversion of requirements to use cases.   5

   b) Explain iterative and incremental process.   5

17. Write short notes on :   10

   a) Systems and models.

   b) Data transfer between objects and databases.

   c) Component design.

1,100