Code No. 6269 / O

FACULTY OF INFORMATICS

B.E. 4/4 (IT) I-Semester (**Old**) Examination, November / December, 2009/Jan.2010

Subject : **Object Oriented System Development**

Time : 3 Hours Max. Marks: 75

Note: Answer all questions of Part-A and answer any **Five** questions from Part-B.

PART-A (25 Marks)

1. Define an Information System? Give an example for real world application of an Information system? 2
2. Define an object? What is meant by object orientation? 2
3. Differentiate between a model and diagram. 3
4. What is system design? What are the components of system design? 3
5. What is a design pattern? Give an example for any design pattern. 2
6. What is object design? Mention the various methodologies for object design? 3
7. Define human computer interaction. 2
8. What is a boundary class? Give an example of a boundary class. 2
9. What are re-usable components. Give the advantages of re-usable components. 3
10. Differentiate between logical design and physical design. 3

PART-B (50 Marks)

11. What are the problems in information system development in various perspectives? Explain the problems in Information Systems development from end-users perspective. 10

12.a) What is an activity diagram? What are the components of activity diagram. Give examples. 5

b) Differentiate between system design and detailed design. 5

13.a) What is meant by object interaction? Explain what are interaction diagrams? 5

b) Explain about the sequence diagrams. What are the components of sequence diagrams? Give examples. 5

14.a) Explain the various methods for managing object oriented projects. 6

b) With the help of a diagram explain the dynamic system development

15.a) Explain the model-view controller design patterns. What are the advantages of this pattern. 6

b) Mention the various facts finding techniques for requirements capture. 4

16.a) What is a usecase diagram? What are the components of use case diagram? Give examples. 8

b) What is use-case documentation? 2

17. Write short notes on :
a) Software Architecture
b) System Architecture
c) Class diagrams

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