



Code No. : 6357/N

FACULTY OF INFORMATICS
B.E. 3/4 (I.T.) II Semester (New) (Supple.)
Examination, December 2009
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

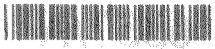
(25 Marks)

1. What is UML ? Where can the UML be used ? 3
2. Distinguish between 'Sequence diagram' and "Collaboration diagram". 3
3. Define the following terms : a) use case b) actor. 2
4. Name standard stereo types that apply to 'Active Classes'. 2
5. Mention any two advantages of component diagram. 2
6. Describe about 'Deployment Model'. 3
7. What are the benefits of 'Unified Process'? Explain. 3
8. What is an Iteration? 2
9. What is a 'Business Model' ? Explain. 2
10. What are the core work flows ? 3

PART – B

(50 Marks)

11. Describe the basic structural modeling with the help of 10
 - A) Classes
 - B) Relationships
 - C) Common mechanisms
 - D) Diagrams.



12. a) Discuss the following concepts of activity diagrams :
Transitions, Branching, Fork and Join, Swim lanes. 6
- b) What are state machines ? Explain-States and Transitions. 4
13. a) Explain the concepts of - "patterns" and "frame works". 4
- b) Explain the common uses and contents of deployment diagram. 6
14. a) Discuss the life of the 'unified process' 6
- b) Describe how it is useful to formalize the use-case descriptions. 4
15. a) Give a brief description of how an analysis model can be compared with a design model. 5
- b) Discuss the work flow in implementation, including the participating workers and their activities. 5
16. a) What is the difference between an event and a guard ? 5
- b) What is the difference between an event and an action ? 5
17. Write short notes on the following :
 - a) Class diagram 3
 - b) Collaboration 4
 - c) Worker. 3