Seventh Semester B.E. Degree Examination, Dec.2013/Jan.2014
Object Oriented Modelling and Design

Time: 3 hrs.   Max. Marks:100

Note: Answer FIVE full questions, selecting
at least TWO questions from each part.

PART – A

1
 a. What is object orientation? Explain OO themes in brief. **(10 Marks)**
 b. Explain any three models of design techniques. **(06 Marks)**
 c. Define any four practical tips for constructing the class models. **(04 Marks)**

2
 a. Explain aggregation v/s association and aggregation v/s composition. **(06 Marks)**
 b. What is multiple inheritance? Explain briefly the kinds of multiple inheritance. **(08 Marks)**
 c. Explain different types of constraints in advance class modeling. **(06 Marks)**

3
 a. Explain aggregation and its concurrent with a state diagram. **(08 Marks)**
 b. With a neat diagram, explain vending machine of use case modes. **(04 Marks)**
 c. What is sequence diagram? Draw a sequence diagram for a session with an online stock broker and explain. **(08 Marks)**

4
 a. What is system conception? Define the ways to find new system concepts. **(06 Marks)**
 b. Explain how to estimate unnecessary and incorrect attributes with respect to finding attributes. **(10 Marks)**
 c. Define any four development stages of process overview. **(04 Marks)**

PART – B

5
 a. Explain with a sequence diagram for process transaction scenario. **(06 Marks)**
 b. Write a state diagram for transaction. **(04 Marks)**
 c. Explain in brief the architecture of ATM with a neat diagram. **(06 Marks)**
 d. What is dynamic simulation? Explain in brief. **(04 Marks)**

6
 a. What is information hiding? Explain several ways of hiding information. **(08 Marks)**
 b. Explain one way association and two way association with pointers. **(06 Marks)**
 c. Differentiate between forward engineering and reverse engineering. **(06 Marks)**

7
 a. Define pattern. Explain the categories of pattern. **(08 Marks)**
 b. Explain the static relationship in forwarder and receiver with a neat diagram. **(08 Marks)**
 c. Define the four types of message in forward and receiver. **(04 Marks)**

8
 a. What are idioms? How do they differ from design patterns? Explain the necessary steps for implementing the counted pointer idioms. **(10 Marks)**
 b. Give an example for management of software system and explain in brief. **(10 Marks)**

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