USN [| | | | | | | | |] 06CS71

Seventh Semester B.E. Degree Examination, Dec. 2014/Jan. 2015
Object Oriented Modeling and Design

Time: 3 hrs. Max. Marks:100

Note: *Answer FIVE full questions, selecting*
atleast TWO questions from each part.

PART – A

1 a. What is object orientation? Explain OO themes and OO models. (10 Marks)
   b. Explain the class model of windowing system. (10 Marks)

2 a. Define multiple inheritance. Explain the restructuring techniques to deal lack of multiple inheritance. (10 Marks)
   b. Explain the behavior of a state diagram. (10 Marks)

3 a. What is nested state? Explain the nested state for a phone line. (10 Marks)
   b. Define activity diagram. Draw the activity diagram for stock trade processing. What are the guidelines to be followed while drawing activity diagram? (10 Marks)

4 a. What is software development process? Explain the stages of software development process. (10 Marks)
   b. Explain the criteria to find the right associations of an ATM bank system. (10 Marks)

PART – B

5 a. Explain the steps involved in constructing application class model with a diagram. (10 Marks)
   b. Explain software control strategy in the system design. (10 Marks)

6 a. Explain the steps to design algorithms in class design. (10 Marks)
   b. Explain implementation modeling, in detail. (10 Marks)

7 a. What is pattern? Explain the properties of pattern. (10 Marks)
   b. What is Forward – Receiver pattern? Explain its implementation steps. (10 Marks)

8 a. Explain the CRC's and scenarios of view handler pattern. (10 Marks)
   b. Explain counted pointer idiom. (10 Marks)

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