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Seventh Semester B.E. Degree Examination, Dec.2015/Jan.2016

Object Oriented Modeling 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 the object orientation? Explain the characteristics of an object or	iented with
		examples.	(10 Marks)
	b.	What is modeling concepts? Explain write class model of windowing system.	(10 Marks)
2	a.	Explain the properties of Association ends.	(06 Marks)
	b.	What is multiple inheritance? Explain the kinds of multiple Inheritance.	(08 Marks)
	c.	What is an event? Explain different types of events with example.	(06 Marks)
3	a.	Explain nested state and Nested state diagrams with example.	(10 Marks)
•	b.	Define use case models? Explain use case diagram for a vending machine.	(06 Marks)
	c.	Discuss the Guidelines for activity models.	(00 Marks)
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4	a.	Define software development process? Explain the stages of software developm	ent process.
			(10 Marks)
	b.	Explain the steps involved in constructing a domain state model.	(10 Marks)
		<u>PART – B</u>	
5	a.	What are the steps involved in constructing an application class model?	(10 Marks)
	b.	Briefly explain common Architectural styles suited for system design.	(10 Marks)
6	a.	Explain the different steps are involved in design optimization.	(10 Marks)
	b.	Explain the one – way association and Two way associations.	(05 Marks)
	c.	Compare Forward Engineering and Reverse Engineering.	(05 Marks)
7	a.	What is pattern? Explain the properties of pattern for software Architecture.	(10 Marks)
•	b.	Describes the Three categories of Patterns.	(10 Marks)
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8		Write short notes on	
	a.	Structure part of command processor.	(05 Marks)
	b.	Dynamic scenario of view Handler	(05 Marks)
	C.	Benefits of view Handler	(05 Marks)
	d.	Idioms and style.	(05 Marks)

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