## USN

## Fifth Semester MCA Degree Examination, Dec. 2013/ Jan. 2014 Object - Oriented Modeling and Design Patterns

Time: 3 hrs. Max. Marks: 100

Note: Answer any FIVE full questions.

- 1 a. What is an object orientation? Hence explain the terms identity, classification, inheritance and polymorphism. (10 Marks)
  - b. Define the following terms and hence, explain with example each:
    - i) Links and association
    - ii) Multiplicity
    - iii) Association-class
    - iv) Qualified association.

(10 Marks)

- 2 a. What is generalization? With neat diagram, represent inheritance for graphic figures.
  - (10 Marks)
  - b. What is an event and hence, explain in detail, the signal event, change event and time event.

    (10 Marks)
- 3 a. What do you mean by state? With neat diagram, explain state diagram for a telephone line system. (10 Marks)
  - b. List out and explain the following:
    - i) Guidelines for sequence models
    - ii) Guidelines for use case models.

(10 Marks)

- 4 a. List and explain in detail, the sequence of well defined stages of software development.
  - b. What are the high level questions to elaborate the initial systems concept? Hence explain with the help of ATM case study. (10 Marks)
- 5 a. What are the steps must be performed to construct a domain class model? Hence explain all the steps, in brief. (10 Marks)
  - b. What do you mean by implementation modeling? Hence describe the step fine tuning classes. (10 Marks)
- 6 a. What is pattern? Describe pattern categories, in detail.

(10 Marks)

b. How patterns are helpful in software development? Discuss.

(10 Marks)

7 a. Explain forwarder – receiver design pattern, in brief.

(10 Marks)

b. Explain client – dispatcher – server design pattern, in brief.

(10 Marks)

- **8** Write short notes on:
  - a. Metadata
  - b. Active and passive objects
  - c. Usecase diagram
  - d. Idioms. (20 Marks)

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