Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐

## Question Paper Code : 31314

B.E./B.Tech. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2013.

Sixth Semester

Computer Science and Engineering

CS 2353/CS 63/10144 CS 603 — OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to Information Technology)

(Regulation 2008/2010)

(Common to PTCS 2353 — Object Oriented Analysis and Design for
B.E. (Part-Time Fifth Semester — Computer Science and Engineering —
Regulation 2009)

Time : Three hours                                          Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1.    What is Object Oriented Analysis and Design?

2.    Define Use case.

3.    What is a Domain Model?

4.    Define Aggregation and Composition.

5.    What is the use of UML Package diagram?

6.    List the relationships used in class diagram.

7.    State the use of Design Pattern.

8.    Define Coupling.

9.    How do you represent a node in a Deployment diagram? What kind of
       information can appear in a node?

10.   Give the meaning of Event, state and transition.

PART B — (5 × 16 = 80 marks)

11. (a) Briefly explain the different phases of Unified process.

Or

(b) Explain with an example, how use case modeling is used to describe functional requirements. Identify the actors, scenario and use cases for the example.

12. (a) Describe the strategies used to identify conceptual classes. Describe the steps to create a domain model used for representing conceptual classes.

Or

(b) Explain about UML activity diagram with an example.

13. (a) Illustrate with an example, the relationship between sequence diagram and use cases.

Or

(b) Explain with a example, how interaction diagrams are used to model the dynamic aspects of a system.

14. (a) Explain Grasp : designing objects with responsibilities.

Or

(b) Write short notes on adapter, singleton, factory and observer patterns.

15. (a) Explain UML State Machine Diagrams and Modeling.

Or

(b) Write short notes about the following :

(i) Operation contacts. (6)

(ii) Implementation model (mapping design to code). (10)