Registration no: ⬚⬚⬚⬚⬚⬚⬚⬚⬚⬚

Total Number of Pages: 02

5th Semester Regular / Back Examination – 2016-17
OBJECT ORIENTED ANALYSIS AND DESIGN WITH UML
BRANCH: MCA
Time: 3 Hours
Max marks: 70
Q Code:Y179
**Answer Question No.1 which is compulsory and any five from the rest.
The figures in the right hand margin indicate marks.**

Q1   Answer the following questions: (2 x 10)
a)   What the advantages are of object oriented modeling?
b)   Explain N-array Association with a block diagram?
c)   What is refactoring? Explain with example?
d)   What is the difference between link and association?
e)   What is qualified association?
f)   How to represent include and extend relationship in UML.
g)   What is the difference between generalization and inheritance in UML?
h)   What are vargue classes? Write its advantages in UML.
i)   What is swim lane?
j)   What is Reification in UML?

Q2 a) What is a class diagram? Draw a class model diagram for library   (5)
management system using.
b) What do you mean by Association ends? Explain its properties.   (5)

Q3 a) Explain different development life cycle used in UML.   (5)
b) What is a transaction explain its parts?   (5)

Q4 a) Explain the difference between composition and aggregation in UML   (5)
with suitable example.
b) What is Activity model and how it is helpful in designing object oriented (5)
modeling?

Q5 a) What are redundant classes? How to choose right classes from   (5)
redundant classes.

b) Explain Waterfall and Iterative model. Write how it is helpful in   (5)
designing UML.

Q6 a) What are the advantages of algorithm? What are the different   (5)
        parameters required to choose good algorithm?

    b) Explain kinds of reusability and advantages of reusability feature in   (5)
        UML.

Q7 a) What is Use case and sequence diagram? Draw a use case diagram   (5)
        for BPUT registration process.
    b)   Explain different constrains are used in RDBMS.   (5)

Q8   Answer any TWO of the following   (5 x 2)

    a) Testing of software.
    b) Bags and sequences in UML.
    c) Batch transformation.
    d) Difference between C++ and Java.