MCA – 62

VI Semester M.C.A. Examination, Feb./March 2010
OBJECT ORIENTED ANALYSIS AND DESIGN

Time : 3 Hours Max. Marks : 100

Instructions *: 1) Answer **all** questions in Part **A**, **5** out of **8** questions in Part **B** and **4** out of **6** questions in Part **C**.*
*2) Part **A** : Questions from **1** to **8** carry **1** mark **each** and **9** to **14** carry **2** marks **each**.*
*3) Part **B** : **Each** question carries **8** marks.*
*4) Part **C** : **Each** question carries **10** marks.*

PART – A

1. Define Class hierarchy.
2. Define Static binding.
3. Define collaboration.
4. How would you identify the methods ?
5. Define object persistance.
6. What do you mean by Activity diagram?
7. What is generalization?
8. Define Meta classes.
9. What is difference between Verification and Validation?
10. Explain the domain prototype.
11. Write a short note on Objectory.
12. Define Anti-Patterns.
13. Why is documentation an important part of analysis?
14. What is 80-20 Rule?

P.T.O.

PART – B

1. Explain any three UML diagrams in detail.
2. Describe Rumbaugh's object modeling technique.
3. What is pattern? Explain the model-view controller design pattern for software architecture with OMT diagram.
4. Demonstrate the guidelines for finding usecases.
5. What are links and association? Write a UML notation for links and association and explain with an example.
6. What is aggregation and composition? How is aggregation different from composition? Give an example.
7. Discuss the concept of encapsulation, abstraction and inheritance with the help of suitable example.
8. Explain the following relationship in the usecase diagram with examples
   a) include b) extend c) generalization

PART – C

1. List the different approaches for identifying Classes. Explain any one approach.
2. Draw and explain the state diagram for the telephone line with all the state sequences caused by event sequences.
3. What are the different phases of object modeling technique? Explain each phase with an example.
4. Explain architecture of the ATM system with diagram.
5. What is UML? Explain the Behavioural diagrams with example.
6. What is View handler design pattern? Explain the class diagram of view handler that shows the structure of view handler pattern.

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