



*R18 Regulation* *Subject code: 2P6FB*  
**TKR COLLEGE OF ENGINEERING AND TECHNOLOGY**  
(Autonomous, Accredited by NAAC with 'A' Grade)  
**B.Tech VI Semester Regular Examinations, June 2022**

**OBJECT ORIENTED ANALYSIS AND DESIGN**  
**(INFORMATION TECHNOLOGY)**

**Maximum Marks: 70**

Date: 18.06.2022 Duration: 3 hours

- Note:
1. This question paper contains two parts A and B.
  2. Part A is compulsory which carries 20 marks. Answer all questions in Part A.
  3. Part B consists of 5 Units. Answer any one full question from each unit which carries 10M.
  4. Each question carries 10 marks and may have a, b, c, d as sub questions.

**Part-A**

All the following questions carry equal marks (10x2M=20 Marks)

- 1 List out the four kinds of diagrams in the UML.
- 2 Discuss the traditional view and contemporary view of software development.
- 3 List down the different relationship kinds in object-oriented modeling?
- 4 Distinguish Between class and object diagrams.
- 5 Define the connection with associations and links in Interactions.
- 6 How use cases are organized?
- 7 Describe about deployment of architectural modeling.
- 8 Why signal is needed in event declaration.
- 9 Discuss the purpose of a pattern.
- 10 How to model a framework in the UML.

**Part-B**

Answer All the following questions. (10MX 5=50Marks)

- 11 Explain the importance of architecture for a software system. [10]  
OR
- 12 Discuss the four basic principles of modelling. [10]
- 13 Explain about interfaces, static and dynamic types in basic structural modeling. [10]  
OR
- 14 Illustrate the UML's behavioral diagram to model the dynamics of a system. [10]
- 15 Summarize the work and functionalities of a diagram used to model the dynamic aspects of a system in detail. [10]  
OR
- 16 Discuss the two diagrams under interaction in the UML for modeling the dynamic aspects of systems. [10]
- 17 Brief the purpose of class and interfaces in components. [10]  
OR
- 18 Discuss the five parts of transitions in state machines. [10]
- 19 Discuss the patterns and architectural pattern (frameworks) in detail. [10]  
OR
- 20 Create UML diagrams for ATM application. [10]