



R17 Regulation

Subject code: 1P6EC

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

(Autonomous, Accredited by NAAC with 'A' Grade)

B.Tech III Year II Semester Supplementary Examinations, January 2023

OBJECT ORIENTED ANALYSIS & DESIGN

(CSE)

Maximum Marks: 70

17/01/23

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.
 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 Define UML.
- 2 Explain common mechanisms in UML.
- 3 Discuss about aggregation.
- 4 List common uses of class diagrams.
- 5 Explain fork and join.
- 6 Illustrate the common properties of interaction diagrams.
- 7 Define event and signal.
- 8 Compare components and classes.
- 9 Define use case with an example.
- 10 Define frameworks

Part-B

Answer All the following questions.

(10M X 5=50Marks)

- 11 Discuss the principles of modeling and explain various relationships in UML. [10 M]
OR
- 12 What is a model and what are the aims of modeling? Explain briefly about the various diagrams in UML. [10 M]
- 13 Define relationship. Explain the four adornments that apply to an Association and enumerate the steps to model structural relationships. [10 M]
OR
- 14 Enumerate the steps to model the vocabulary of a system and explain the UML's Structural Diagrams in detail. [10 M]
- 15 Describe interaction diagrams. What are their contents and common properties and explain about the semantic equivalence between two kinds of interaction diagrams. [10 M]
OR
- 16 Design a use case diagram to model the behavior of a cellular phone. Explain briefly. [10 M]
- 17 Enumerate the steps to model a family of signals and also to model inter process communication. [10 M]
OR
- 18 Define event and signal. Explain the four kinds of events modeled by UML and enumerate the steps to model reactive objects. [10 M]
- 19 Design Class diagram with common mechanisms for library application and explain its elements in detail. [10 M]
OR
- 20 List the steps involved while developing a unified library application. [10 M]

