R18 Regulation *Subject code:2P6ED*

TKR COLLEGE OF ENGINEERING AND TECHNOLOGY

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

B.Tech VI Semester Supplementary Examinations, January 2023

OBJECT ORIENTED ANALYSIS AND DESIGN

(Computer Science and Engineering)

Maximum Marks: 70 24-01-23 **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=20Marks)

1 Define realization and generalization in UML.
2 Write the purpose of Swim Lanes in UML.
3 Distinguish between interface and class.
4 Write the basic adornments apply to an association.
5 List three levels of visibility in UML.
6 Distinguish between action state and activity state.
7 Write the differences between Signals and call event.
8 Distinguish between Activity state and Action state
9 Define Component Diagram and Deployment Diagram
10 Define Pattern and Framework.

Part-B

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

11 a) Enumerate the Steps to model architectural views. [5]
b) Discuss all the four Relationships with examples. [5]

OR

12 a) What are behavioral things? Explain. [5]
b) What is UML? Where can the UML to be used. [5]

13 a) Draw and explain the class diagram for an ATM bank system. [5]
b) Explain about links and associations in detail. [5]

OR

14 a) Enumerate steps to model Vocabulary of a System. [5]
b) Enumerate Steps to model distribution of responsibilities in a System. [5]

15 a) What is a Use Case. Explain about Use case description with an example. [5]
b) State and explain common modelling techniques of use case diagrams. [5]

OR

16 a) Differentiate between Sequence and Collaboration diagram. [5]
b) Draw a Sequence diagram for Customer interaction with ATM machine. [5]

17 What is an Event. Explain various kinds of Events and their modelling in UML. [10]

OR

18 a) Define Component. What are the differences between Components and Classes. [5]
b) Discuss about Component and Deployment diagrams. [5]

19 Discuss about Artifact Diagrams and draw UML diagrams for E-ticketing system. [10]

OR

20 a) Explain about patterns and frameworks in detail. [5]
b) Discuss what are various objects involved in library management system. [5]