Time : Three hours   Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1.   What is an object?

2.   What is object-oriented analysis and design?

3.   What is UML?

4.   Define: "Activity Diagram".

5.   What is an attribute?

6.   What do you mean by generalization?

7.   Distinguish between value and attribute.

8.   Write a note on Use Cases.

9.   What are activities of object design?

10.   Define: "System Usability".

11.   Why we need quality assurance test?

12.   How will you measure user satisfaction?

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. How objects are grouped in classes? Explain.

14. Distinguish between the generative and non-generative patterns.

15. Explain the class interface notation and binary association notation.

16. How will you identify the actors in use-case? Give example.

17. Differentiate between the coupling and cohesion.

18. Elaborate the user interface design as a creative process.

19. How will you use top down testing? Describe.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Illustrate the layered approach to software development in unified approach.

21. Draw and explain the UML interaction diagrams.

22. Compare the logical and physical database organization and access control.

23. Explain the purpose of view layer interface.

24. Discuss the need of measuring user satisfaction.

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