

NOVEMBER 2017

51320/SEE6C/  
SEZ6C

Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. What is polymorphism?
2. Define pattern.
3. What do you mean by ternary association?
4. What is 80-20 rule?
5. What are the two object oriented design axioms?
6. List out the components of client-server applications.
7. What is application window?
8. Write the use of dialog boxes.
9. What is scenario-based testing?
10. Write the two types of path testing.
11. What is use case model?
12. Differentiate between verification and validation.

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Describe the notations used in use-case diagram. Illustrate with a simple example.
14. Explain the phases of Object Modeling Techniques (OMT).
15. Discuss steps involved in Classes, Responsibilities and Collaboration (CRC) process.
16. List out the guidelines for defining attributes.
17. Define coupling. Describe its types among objects.
18. Explain the major activities of designing view layer classes.
19. Write about top-down testing.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. With a neat sketch, explain the function of object oriented software development life cycle.
21. Explain the common class patterns approach.
22. Discuss the architecture of Object Oriented Database Management System (OODBMS).
23. Explain the design of user interface for the viaNET bank ATM system.
24. Write note on usability testing.

