

Time : Three hours

Maximum : 75 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. List out any two main advantage of object-oriented development.
2. What is object oriented system development methodology?
3. What are the primary goals in the design of UML?
4. Define: "Class Diagram".
5. What is an association?
6. Write a note on aggregation.
7. What is a layer?
8. Define the term "Usability".
9. Write a note on use-case model.
10. Write down the main activities in design process.
11. What are the types of errors that you could find in your program?
12. Define: "Debugging"

PART B — (5 × 5 = 25 marks)

Answer any FIVE questions.

13. Summarize the concept of class hierarchy.
14. Explain the modeling based on the unified modeling language.
15. Distinguish between the static and dynamic modeling in UML.
16. How will you divide use cases into packages? Explain.
17. Describe the refining attributes for Via Net bank objects.
18. Write down the designing view layer classes.
19. Explain the impact of inheritance in testing.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Illustrate the object oriented system development in use-case driven approach.
21. Draw and explain the UML state chart diagram.
22. Elaborate the various types of database models.

23. Discuss the micro level process in view layer.
 24. Compare the black box testing and white box testing.
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