Reg. No. : ☐☐☐☐☐☐☐☐☐☐☐☐☐

## Question Paper Code : 52867

B.E./B.Tech. DEGREE EXAMINATIONS, APRIL/MAY 2019.

Fifth/Sixth Semester

Computer Science and Engineering

CS 6502 — OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to Information Technology)

(Regulation 2013)

Time : Three hours                                      Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1.    List the principles of modeling in UML.

2.    What is Unified Modeling Language?

3.    Define responsibility with an example.

4.    When can we use patterns?

5.    Define refinement.

6.    What is aggregation?

7.    Write the common uses of class diagram.

8.    List out the interaction diagrams.

9.    Define class testing.

10.   Write about GUI testing.

PART B — (5 × 13 = 65 marks)

11. (a) Explain the conceptual model of the UML in detail? Explain various common mechanisms used in UML. (13)

Or

(b) Explain about the various phases in unified process. (13)

12. (a) (i) Differentiate bridge and adapter patterns. (7)

(ii) Explain in detail about factory method. (6)

Or

(b) (i) Compare cohesion and coupling with suitable example. (8)

(ii) Explain in detail about controller. (5)

13. (a) (i) Write the use of case modeling and explain in detail. (7)

(ii) Write a short note on domain models. (6)

Or

(b) (i) Explain in detail about conceptual classes and description classes. (5)

(ii) Differentiate aggregation and composition. (8)

14. (a) Explain about relationship between sequence and use cases in detail. (13)

Or

(b) Discuss briefly about logical architecture refinement in detail. (13)

15. (a) Give brief description about testing issues in OO testing and class testing in detail. (13)

Or

(b) Discuss briefly about testing methods applicable at the class level.

PART C — (1 × 15 = 15 marks)

16. (a) Draw the activity and class diagrams for library management system.

Or

(b) Write a short note on the following:
(i) State diagrams
(ii) Structural patterns
(iii) Associations
(iv) OO system testing.