Reg. No.	



MCA DEGREE V SEMESTER EXAMINATION DECEMBER 2014

CAS 2503/2504/2505 OBJECT ORIENTED DESIGN (Regular & Supplementary) Time: 3 Hours Maximum Marks: 50 PART A (Answer ALL questions) $(15 \times 2 = 30)$ What is object-orientation? I. (a) (b) Why we need models in software development? (c) What is abstraction? II. (a) Define events and states. (b) Which are the models used in OOD? (c) Draw a use case diagram for an ATM. III. (a) List the software development stages. (b) What is domain analysis? (c) How can you identify classes from a problem statement? IV. Why interaction model dominates in application analysis? (a) (b) What is a sequence diagram? How is relevant system design in software development? (c) V. (a) What is the role of refactoring in design phase? (b) What is information hiding? (c) Write any two methods to fine tune classes. PART B $(5 \times 4 = 20)$ VI. Differentiate aggregation and association with a suitable example and diagram. OR VII. Prepare a class diagram for the dining philosopher problem. There are 5 philosophers and 5 forks around a circular table. Each philosopher has access to 2 forks, one on either side. Each fork is shared by 2 philosophers. Each fork may be either on the table or in use by one philosopher. A philosopher must have 2 forks to eat. VIII. Define and draw the UML notation for the following: (i) Class (iii) actor (ii) Activity iv) guard condition OR IX. Why we need different models to view a system. Explain the relevance of each mode. X. Why problem statement is important in software life cycle? Write a problem statement for ATM network. Briefly explain the steps to construct a domain class modd.

XI.

XII. Briefly explain the steps to construct application interaction model.

OR

XIII. What is reusability in design phase? Explain the reusable things in design phase.

XIV. Explain the steps to design algorithms in class design.

XV. Explain the steps involved in implementation modeling.