

B. Tech Degree VII Semester Examination November 2006

CS 702 OBJECT ORIENTED MODELLING AND DESIGN

(Prior to 2002 Admissions)

Time : 3 Hours

Maximum Marks : 100

- I. (a) Differentiate between class and object. (6)
(b) Explain the concept of encapsulation and information hiding. (7)
(c) Explain meta class. (7)
- OR**
- II. (a) What is meant by message? Explain various types of messages. (12)
(b) Explain static and dynamic binding. (8)
- III. (a) Explain UML class diagrams and usecase diagrams with the help of examples. (10)
(b) Explain Jacobson's object oriented methodology. (10)
- OR**
- IV. (a) Briefly explain object modelling techniques. (12)
(b) Explain UML dynamic modelling. (8)
- V. (a) Explain how effective documentation is developed using usecase model. (12)
(b) Write a note on usecase model. (8)
- OR**
- VI. Explain usecase driven object oriented analysis in detail. (20)
- VII. (a) Write a note on design patterns. (10)
(b) Explain the design process of methods and protocols. (10)
- OR**
- VIII. (a) Write a note on object constraint languages. (8)
(b) Explain the design of classes. (12)
- IX. (a) Write a note on distributed objects and CORBA. (10)
(b) Explain software testing strategies. (10)
- OR**
- X. (a) Write a note on client server computing. (10)
(b) Explain how software quality is assured. (10)

