

FACULTY OF ENGINEERING

B. E. 3/4 Year (CSE)-II Semester Main Examination, April/May 2007

OBJECT ORIENTED SYSTEMS DEVELOPMENT

Time—3 Hours]

[Maximum Marks—75

Answer ALL questions from Part-A.

Answer any FIVE questions from Part-B.

PART – A

(Marks : 25)

1. List and explain the set of 'Software Quality Factors'. 2
2. Differentiate between 'Optimality' and 'Scalability'. 3
3. Explain how one can say that 'UML is a language for Visualizing'. 2
4. Discuss about 'Structural Relationship'. 3
5. Briefly explain about 'Messages'. 2
6. What is the relation between 'Components' and 'Classes'? 3
7. Define the concept of 'Workflow'. 2
8. 'Business Modelling is a technique for understanding the business processes of an organization'.—Justify the above statement. 3
9. Define the concept of 'Unified Process'. 2
10. How can one say that 'Unified Process is Iterative and Incremental'? 3

PART – B

(Marks : 5 × 10 = 50)

11. (a) Explain about the following phases in 'Phased Development Process': 6
  - (i) Requirement Analysis
  - (ii) Software Design

(iii) Coding

(iv) Testing.

(b) Draw and explain the 'Waterfall Model'. 4

12. Describe about the following four kinds of Things in the 'Unified Modelling Language' (UML) :

(i) Structural Things

(ii) Behavioral Things

(iii) Grouping Things

(iv) Annotational Things. 10

13. Explain about the following :— 3+3+4

(a) Use Cases and Actors

(b) Collaboration Diagrams

(c) Deployment Diagrams.

14. Explain the following requirements meant for testing in executing the Core Work Flows : 10

(i) Find Actors and Use Cases

(ii) Prototype User Interfaces

(iii) Prioritize Use Cases

(iv) Detail a Use Case

(v) Structure the Use Case Model.

15. (a) What are the six models of 'Unified Process'? Explain in detail. 6

(b) Explain about 'Configuration management' in 'Unified Process'. 4

16. (a) Explain in detail about 'Events and Signals'. 6

(b) Describe about four kinds of relationships in the UML. 4

17. Write short notes on the following :— 3+3+4

(a) Activity Diagrams

(b) Processes and Threads

(c) Trace Relationships.