

II B. Tech II Semester Regular/Supplementary Examinations, November - 2020
OBJECT ORIENTED ANALYSIS AND DESIGN USING UML
(Information Technology)

Time: 3 hours

Max. Marks: 70

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- Note: 1. Question Paper consists of two parts (**Part-A** and **Part-B**)
2. Answer **ALL** the question in **Part-A**
3. Answer any **FOUR** Questions from **Part-B**
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PART -A

1. a) Write the Elements of Software Design Methodologies. (2M)
- b) How do you identify What Is and What Isn't an Object? (2M)
- c) What is scaling up and scaling down in UML? (3M)
- d) What is the significance of Communication Diagram? (2M)
- e) What is the purpose of thread in behavioral modeling? (3M)
- f) What is message passing? (2M)

PART -B

2. a) Explain structure of complex systems and its attributes. (7M)
- b) Explain the elements of the Object Model in detail. (7M)
3. a) Write the five kinds of operations on an object. (7M)
- b) Elaborate the need of Aggregation with an example (7M)
4. a) What is class diagram? (7M)
- b) What is object diagram? (7M)
5. a) What is use case diagram? (7M)
- b) What is activity diagram? (7M)
6. a) Explain collaboration and sequence diagram. (6M)
- b) Draw collaboration and sequence diagram for simple Telephone call. (8M)
7. Draw the component diagram for (a) Online quiz system (b) Library management system. (14M)