



Reg. No. :

--	--	--	--	--	--	--	--	--	--	--	--

Question Paper Code : 90161

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2019

Fifth Semester

Computer Science and Engineering

CS 8592 – OBJECT ORIENTED ANALYSIS AND DESIGN

(Common to Computer and Communication Engineering)

(Regulations 2017)

Time : Three Hours

Maximum : 100 Marks

Answer ALL questions

PART – A

(10×2=20 Marks)

1. Define an object. Give example.
2. What is a use case diagram ?
3. Define multiplicity of an association.
4. What is an association class ? Give example.
5. Outline the advantages of modeling a state machine diagram.
6. What is a deployment diagram ?
7. Define coupling and cohesion.
8. What is a design pattern ?
9. Define software quality assurance.
10. What is unit testing ?



11. a) i) Outline the steps to be followed to identify actors and use cases. (6)
ii) What is inception ? Outline the tasks that a project team performs during inception. (7)

(OR)

- b) Let's say you own a small baking company, where you make and design custom cakes for different occasions. You now wish to take your business online, so that you could cater to a large customer base. You hire a web development company to build an online cake store for you. This software product is build on the basis of the Unified Process Model (UPM).

Define and explain UPM with its phases for developing the above online baking company. (13)

12. a) i) Outline aggregation and composition, with an example. (7)
ii) Elaborate generalization and specialization with an example. (6)

(OR)

- b) Outline the steps in modeling a sequence diagram with an example. (13)

13. a) What is the purpose, how to draw and where to use UML component diagrams ? Illustrate with an example. (13)

(OR)

- b) Why to use an activity diagrams ? Outline the steps in modeling an activity diagram with an example. (13)

14. a) Outline the GRASP principles with suitable example. (13)

(OR)

- b) What are GoF patterns ? Outline the application of GoF design patterns with suitable example. (13)

15. a) Outline the object oriented testing strategies. (13)

(OR)

- b) What is a test case ? Describe in detail the test case design for OO Software with relevant examples. (13)

16. a) Develop a use case model for activities involved in ordering food in a restaurant from the point when the customer enters a restaurant to the point when he leaves the restaurant. (15)

(OR)

- b) Model a class diagram for a "Library Management System". State the functional requirements you are considering. (15)