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Tim	P.E.S. College of Engineering, Mandya - 571 401 (An Autonomous Institution affiliated to VTU, Belagavi) Seventh Semester, B.E Computer Science and Engineering Semester End Examination; Dec - 2017/Jan - 2018 Object Oriented Modeling and Design Max. Marks: 100
	e: Answer FIVE full questions, selecting ONE full question from each unit.
	UNIT - I
1 a.	Briefly discuss the three models to describe a system.
b.	Compare the association class versus ordinary class with suitable figure.
c.	Draw the class model for managing credit card account.
2 a.	Explain the ternary association with suitable figure.
b.	Explain the following with respect to aggregation :
	i) Aggregation versus Composition
	ii) Propagation of operations.
c.	Draw and explain the different kinds of multiple inheritances.
	UNIT - II
3 a.	Draw and explain the nested states of a phone line.
b.	Explain the use case description of a vending machine.
c.	Draw the Activity diagram for a stock trade processing.
4 a.	What is the software development process? Discuss the different stages of software development.
b.	Discuss the steps to be performed in constructing a domain state model.
	UNIT - III
5 a.	Explain the steps involved in contructing the application class model.
b.	Draw an application class model diagram for an ATM.
6 a.	Explain the process of breaking a system into subsystem with suitable example.
b.	Draw and explain the following common Architectural styles :
	i) Batch Transformation
	ii) Continuous Transformation.
	UNIT - IV
7 a.	Explain the steps involved in designing an Algorithm.
b.	Explain the steps for organizing a class design.
8 a.	Explain the following concepts related to implementation model :
	i) Fine tuning classes
	ii) Fine tuning generalization.

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b.	Explain the different approaches for the implementation of two-way association.	6		
c.	Differentiate between Forward Engineering and Reverse Engineering.	6		
UNIT - V				
9 a.	What is a pattern? Discuss the pattern categories.	10		
b.	Explain the implementation of Client-Dispatcher server architecture.	10		
10 a.	Discuss the context problem and solution of a View-Handler with suitable OMT class	10		
	diagram.			
b.	Discuss the counted pointer idiom's implementation with suitable OMT class diagram.	10		

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