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P.E.S. College of Engineering, Mandya - 571 401 (An Autonomous Institution affiliated to VTU, Belgaum) Seventh Semester, B.E Computer Science and Engineering Semester End Examination; Dec - 2016/Jan - 2017 Object Oriented Modeling Design Time: 3 hrs Max. Marks: 100			
Not	<i>te</i> : Answer <i>FIVE</i> full questions, selecting <i>ONE</i> full question from each unit. UNIT - I		
1 a.	Explain the different stages of Object Oriented Methodology.		
b.	Briefly discuss the three models to describe a system.		
c.	Differentiate between Link and Association with example.		
2 a.	Draw and explain a state diagram for telephone line.		
b.	Explain the following with example;		
	i) Enumerations ii) Multiplicity		
	iii) Scope iv) Visibility.		
	UNIT - II		
3 a.	Describe the steps performed in constructing domain state model.		
b.	Explain the questions that must be answered by a good system concept.		
4 a.	What is software development process? Mention the different stages of software development.		
b.	With example, explain UML diagram.		
с.	Explain sequence diagram with any two examples.		
	UNIT - III		
5 a.	Explain the steps involved in constructing application interaction model.		
b.	Draw an application class model diagram for ATM.		
c.	How operations can be added in object oriented analysis?		
6 a.	Explain the different concepts of Re-use plan for system design.		
b.	Explain the different software control strategies.		
	UNIT - IV		
7 a.	Explain the steps involved in designing algorithm.		
b.	Explain the tasks involved in design optimization.		
8 a.	Discuss the inputs and outputs for reverse engineering.		
b.	Explain the following concepts related to implementation model,		
	i) Fine-tuning classes		
	ii) Fine-tuning Generalizations.		

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UNIT - V

9 a.	What is a pattern? Briefly explain its propeties. Also mention three-port-schema of pattern.	10
b.	Explain the pattern discription template.	10
10 a.	Explain the steps involved in client-dispatches-series implementation.	10
b.	Explain counted-pointer briefly. Also write the steps to implement counted pointer idiom.	10

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