



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. - 2019

Object Oriented Modeling and Design with UML

Time: 3 hrs

Max. Marks: 100

Note: Answer FIVE full questions, selecting ONE full question from each unit.

UNIT - I

- 1 a. Write a short note on: i) Specialization ii) Polymorphism. 10
- b. With a neat diagram, explain the lightweight process along with the steps. 10
- 2 a. Explain the following with an example:
- i) Use-Case diagrams ii) Collaboration diagrams 10
- iii) Sequence diagrams iv) Activity diagrams
- b. Explain the composite aggregation of objects and shared aggregation with a neat diagrams. 10

UNIT - II

- 3 a. What is mandatory profile? Show the parameterized constructor for the proper initialization of the class attributes. 10
- b. Write Use-Case diagrams for the following Bank Services:
- i) Create a Bank object ii) Create a New Account 10
- iii) Perform a transaction on an Account iv) Obtain the total assets of the bank
- 4 a. Briefly explain the class diagram, activity diagram and sequence diagram for library application. 10
- b. Establish Use-Cases and Test cases for Library application. 10

UNIT - III

- 5 a. Write a short note on: i) Inherited methods ii) Redefined methods. 10
- b. Explain the following with a class diagram:
- i) Abstract class ii) Interface class 10
- 6 a. Establish Use-Cases, analysis and design for library application. 10
- b. Architectural code and testing for library application. 10

UNIT - IV

7. Write a short note on,
- i) Menu bar ii) Application menus 20
- iii) Application buttons iv) Dialogs
- 8 a. Graphical Applications are event driven. Justify. 10
- b. Write a short note on,
- i) Swing ii) Refactoring 10

UNIT - V

- 9 a. Explain the steps to implement a forward-receiver design pattern. 10
- b. Explain the steps to implement a client-dispatcher server with a class diagram. 10
- 10 a. Explain the steps to implement View-Handler design pattern with OMT class diagram. 10
- b. Write a short note on :
 - i) Idioms and styles 10
 - ii) Counter pointer

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