R16

III B. Tech I Semester Supplementary Examinations, June/July-2022
OBJECT ORIENTED ANALYSIS & DESIGN USING UML
(Computer Science and Engineering)

Time: 3 hours   Max. Marks: 70

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   (14 Marks)

1. a) What are the limitations of human capacity for dealing with complexity?   [2M]

    b) What is an object?   [2M]

    c) List different diagrams available in UML.   [2M]

    d) Define the terms: interaction, link, and message.   [3M]

    e) What are active classes?   [3M]

    f) Differentiate between components and classes.   [2M]

PART –B   (56 Marks)

2. a) Discuss why software is inherently complex.   [7M]

    b) List and briefly write about the major and minor elements of object-oriented model.   [7M]

3. a) Explain about different types of relationships among objects.   [7M]

    b) Discuss about different approaches for indentifying classes and objects.   [7M]

4. a) Explain about the four kinds of things in UML.   [7M]

    b) With an example explain how to model different levels of abstraction.   [7M]

5. a) Present the behavioral view of an ATM system using a usecase diagram.   [7M]

    b) Present different symbols used in activity diagrams. Explain their purpose with an example.   [7M]

6. a) List and briefly explain the four kinds of events that can be modeled in UML.   [7M]

    b) With examples explain the parts of a transition in state machine.   [7M]

7. a) Explain the common uses of component diagrams.   [7M]

    b) Explain with an example, deployment, work product and execution components.   [7M]

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