R10

IV B.Tech I Semester Supplementary Examinations, March - 2017
UML AND DESIGN PATTERNS
(Computer Science and Engineering)

Time: 3 hours   **Max. Marks: 75**

Answer any FIVE Questions
All Questions carry equal marks
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1 a) What is UML? What is the importance of modeling? Discuss. [8]

   b) Explain about the Software Development Life Cycle. [7]

2 a) What is dependency? Discuss about different kinds of dependencies. [8]

   b) Draw the class diagram for the Railway reservation system. [7]

3 Discuss about different diagrams in behavioral modeling with examples. [15]

4 a) What are the common modeling techniques for the Deployment diagram? Explain. [8]

   b) Discuss about the component diagram with examples. [7]

5 a) What is catalog? How to organize catalog in Design pattern. [8]

   b) How to classify the Design pattern? Explain. [7]

6 a) Explain about the design pattern which is aimed at decoupling the instantiation of your objects from the application code that uses them. [8]

   b) Give the structure of the singleton implementation in PHP. [7]

7 a) What is wrapper? Discuss about it with example. [8]

   b) What are the uses and motivation of the Composite pattern? Discuss. [7]

8 a) Explain about the chain of responsibility pattern? Discuss. [8]

   b) What are the uses of command pattern? Write the structure for the command pattern? [7]

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