

Code No: **R41052**

R10

Set No. 1

IV B.Tech I Semester Supplementary Examinations, October/November - 2019

UML AND DESIGN PATTERNS

(Computer Science and Engineering)

Time : 3 hours

Max. Marks: 75

Answer any Five Questions

All Questions carry equal marks

- 1 a) Explain about Modeling system architecture. [8]
b) What do you mean by SDLC? Explain in detail [7]
- 2 a) What are all the common mechanisms in UML? Explain briefly [8]
b) Explain about Class Diagram in detail. [7]
- 3 a) Describe about Use case Diagram. [8]
b) Explain about Interaction Diagrams in detail .Illustrate with an example. [7]
- 4 a) Explain Component Diagram and its uses in detail with an example. [8]
b) Explain Deployment Diagram and its uses in detail with an example. [7]
- 5 a) What is Design Pattern? List and explain the intents of each design pattern. [8]
b) Explain the steps of how Design Pattern solves Design problem in detail. [7]
- 6 a) What is a Creational Patterns? Explain the Builder Design Pattern. [8]
b) Explain the Structure, Participants and Implementation of Abstract Design Pattern. [7]
- 7 a) Explain the Structure and Implementations of Façade and Flyweight design patterns. [7]
b) What is a Structural Pattern? Explain the Structure, Participants and Implementation of Decorator design pattern. [8]
- 8 a) Explain the Structure, Participants and Implementation of the Chain of Responsibility. [7]
b) What is a Behavioral Patterns? Explain the Template Method design pattern in detail [8]

