Code No: **R41052**

R10

Set No. 1

IV B.Tech I Semester Supplementary Examinations, November - 2016
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 does unified and model mean? What are the principles of UML?   [8]

   b) Explain about the architecture of the UML.   [7]

2 a) Explain about different kinds of relationships among classifiers.   [8]

   b) What is inheritance? Discuss about multiple inheritance.   [7]

3 a) Explain the terms Entry, Exit, internal and External transitions.   [8]

   b) Draw the state chart diagram for ticket selling machine.   [7]

4   Discuss about different diagram in architectural modeling with examples.   [15]

5 a) What is Design pattern? Is Design pattern is similar to the UML? Explain.   [8]

   b) How to use design pattern? Discuss.   [7]

6 a) Explain about the design pattern which is useful for accessing the objects for
       different, distinct parts of your application   [8]
   b) What are the uses and limitations of factory method? Discuss.   [7]

7 a) What is proxy? Explain with one example.   [5]

   b) Explain about the software design patterns with example.   [10]

8 a) How to implement strategy pattern in PHP? Discuss.   [8]

   b) What is observer? Write a simple implementation for observer pattern.   [7]

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