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Question Paper Code : X 67541

B.E./B.Tech. DEGREE EXAMINATIONS, NOVEMBER/DECEMBER 2020
Fifth/Seventh Semester
Computer Science and Engineering
CS 1310 – OBJECT ORIENTED ANALYSIS AND DESIGN
(Common to Information Technology)
(Regulations 2008)

Time : Three Hours | Maximum : 100 Marks

Answer ALL questions

PART – A **(10×2=20 Marks)**

1. Define objects.
2. Define information hiding.
3. List and draw the four primary symbols used in DFD.
4. What are patterns ?
5. Why is use-case modeling useful in analysis ?
6. What are the concepts classes ?
7. Give the significance of design axioms in an object oriented design.
8. How would you distinguish transient data from persistent data ?
9. List out the goal of User Interface (UI).
10. Define system usability.

PART – B **(5×16=80 Marks)**

11. a) i) Describe the components of the unified approach. **(8)**

ii) Why is polymorphism useful ? Justify with suitable example. **(8)**

(OR)

b) Explain the macro processes of the object oriented system development life cycle. **(16)**

12. a) Explain various diagrams used in Booch methodology. **(16)**

(OR)

b) Discuss about various UML graphical diagrams. **(16)**

13. a) i) List out the guidelines used for finding use cases. Give examples. **(10)**

ii) Explain generalization specialization with an example. **(6)**

(OR)

b) What are the various approaches used to identify classes ? Explain any two approaches with examples. **(16)**

14. a) Explain the steps involved in designing the access layer classes. **(16)**

(OR)

b) Give short notes of object storage and object interoperability. **(6+10)**

15. a) i) Discuss on the user interface design rules. **(12)**

ii) How can you achieve the consistency in your user interface ? **(4)**

(OR)

b) i) List out the guidelines for developing usability testing and user satisfaction testing. **(12)**

ii) Give the significance of object orientation on testing. **(4)**

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