QUESTION BANK 2017 SIDDHARTH GROUP OF INSTITUTIONS :: PUTTUR Siddharth Nagar, Narayanavanam Road – 517583 **QUESTION BANK (DESCRIPTIVE)** Subject with Code : Object Oriented Analysis and Design(Using UML)(16MC812) Course : MCA Year & Sem: II-MCA & I- Sem Regulation: R16 UNIT –I 1 Explain in detail about the conceptual model of the unified modeling language. 12M 2 Explain about principles of modeling. 6M (a) Explain about software development modeling. (b) 6M 3 (a) Explain how you model system architecture. 6M (b) What is modeling? Explain the importance and principals of modeling. 6M 4 Write about UML building blocks. 12M 5 Discuss object oriented modeling. 6M (a) Describe the behavioral things in the model. 6M (b) 6 Describe the structural things in the model. (a) 6M Describe UML applications? (b) 6M Explain an overview of UML. 7 (a) 6M Briefly describe the diagrams in the UML? (b) 6M Discuss Rules and common mechanisms in UML. 8 12M Discuss about relationships in UML. 9 (a) 6M Explain grouping and annotational things. (b) 6M Discuss UML overview. 10 12 M

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<u>UNIT –II</u>

1		Write about modeling techniques for class diagram.	12M
2	(a)	Discuss terms and concepts of class diagram.	6M
3	(b)	How do you model an object diagram?	6M
	(a)	Discuss terms and concepts of object diagram.	6M
4	(a)	How do you model a class diagram?	6M
	(b)	Discuss in detail about advanced relationships.	12M
5	(a)	What is classifier? Explain different classifiers in detail.	6M
	(b)	Explain forward and reverse engineering.	6M
6		Write short note on advanced classes.	12M
7		Draw and explain class diagram for "withdraw money from ATM".	12M
8		What is an interface? Discuss common modeling techniques for an interface.	12M
9		Write about packages.	12M
10		Discuss about relationships.	12M

<u>UNIT –III</u>

1		Write about i).Links ii). Messages in interactions	12M
2	(a)	Explain terms and concepts of interaction diagram.	6M
	(b)	Draw a sequence diagram for "register a student in a school".	6M
3		What is activity diagram? Explain the architecture of ATM using activity diagram.	12M
4		Enumerate the steps to model a work flow with reference to a activity diagram.	12M
5		What is use case diagram? Explain the architecture of "Railway Reservation System" using use case diagram.	12M
6	(a)	Draw and explain sequence diagram for constructing building.	6M
	(b)	Discuss common modeling techniques for interaction diagram.	6M
7		Write about common modeling techniques for use case and activity diagrams.	12M
8		Write about terms and concepts of class and object diagrams.	12M
9	(a)	Draw and explain sequence diagram for "with draw money from ATM".	6M
	(b)	Differentiate sequence and collaboration diagrams.	6M
10		Write common modeling techniques for class and object diagrams.	12M

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<u>UNIT –IV</u>

1		Write about component diagram.	12M
2	(a)	What is an event? Explain event with an example.	6M
	(b)	Enumerate the steps to model inter process communication.	6M
3		Describe about deployment diagram.	12M
4		Explain in detail about modeling a time constraint.	12M
5	(a)	Write about terms and concepts of deployment.	6M
	(b)	Write about terms and concepts of component.	6M
6	(a)	Differentiate event and signals.	6M
	(b)	Write short notes on state chart diagrams.	6M
7		Draw and explain deployment and component diagrams for "Library Management System"	12M
8		Discuss about processes and threads.	12M
9	(a)	Write short notes on state machines.	6M
	(b)	Draw state chart diagram for "Railway Ticket Reservation".	6M
10		Discuss component and deployments.	12M

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		<u>UNIT –V</u>	
1.		Discuss about patterns and frame works.	12M
2.	(a)	Give brief description about modeling of libraries.	6M
	(b)	Draw and explain component diagram for ATM.	6M
3		Write short notes on artifact diagrams.	12M
4		Draw use case and class diagram for Library applications.	12M
5		Differentiate patterns and frame works.	12M
6		Draw and explain sequence and collaboration diagrams for College Information System.	12M
7		Draw and explain use case and state chart diagrams for railway Reservation System.	12M
8		Discuss common modeling techniques for patterns and framer works.	12M
9		Draw and explain component and deployment diagrams for "Deposit money through ATM"	12M
10		Using an artifact diagram explain the unified library applications.	12M

Prepared by: S. Choudaiah, Professor, Department of MCA, SIETK, Puttur