## SSLC, HSE, DIPLOMA, B.E/B.TECH, M.E/M.TECH, MBA, MCA

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Que	estion Paper Code	: 70796
M.C.A. DEGREE	E EXAMINATIONS, NOVEM Third Semester	BER/DECEMBER 2019
MC 5305 – 0	OBJECT ORIENTED ANALY	YSIS AND DESIGN
Time : Three Hours	(Regulations 2017)	Maximum : 100 Marks
	Answer ALL questions	
	PART – A	(10×2=20 Marks)
1. List the principles		
2. Define responsibilit	ty with an example.	
3. When to use patter	ns?	
4. Define refinement.	Control of the street party	
5. What is the use of a	aggregation?	
6. Write the common	uses of class diagram.	
7. What is the purpose	e of interaction diagram?	
8. Define class testing		
9. How user interface	of the applications are tested?	
10. Draw use-case diag	ram for developing a Quiz Syste	em.
	PART – B	(5×13=65 Marks)
11. a) Explain the cond Mechanisms in	ceptual model of the UML in det	ail. Explain various common (8)
and of the state o	(OR)	(0)
b) Explain about th	he phases of unified process mo	del. (5)

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12. a)	Differentiate bridge and adapter. (5)
b)	Explain in detail about factory pattern with an example. (8)
	(OR)
a)	Compare cohesion and coupling with suitable example.
b)	Draw the sequence diagram for an online railway reservation system.
13. a)	Describe use case modeling for student information system.
	Write a short note on domain models.
	(OR)
a)	Explain in detail about conceptual classes and description classes.
b)	Differentiate aggregation and composition.
14. a)	Describe the significance of class visibility and important features in designing
	classes. (16)
	(OR)
b)	Describe the MVC pattern and draw MVC model for a game application.
15. a)	Explain briefly about testing issues in OO testing and class testing in detail.
	(OR)
b	Discuss briefly about testing methods applicable at the class level.
	PART – C (1×15=15 Marks)
16. a)	Consider a payroll processing application for an organization construct the object oriented design and draw the following in UML.
	i) Class diagram
	ii) Sequence diagram iii) Activity diagram
	(OR)
h	For an inventory management system, construct the following diagrams.
(9)	i) State diagram (4
	ii) Use case diagram (4
	iii) Component diagram (4
	iv) Deployment diagram. (3

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