

III B.Tech II Semester Regular/Supplementary Examinations, May 2010
OBJECT ORIENTED ANALYSIS AND DESIGN
Common to Information Technology, Computer Science And Engineering,
Computer Science And Systems Engineering

Time: 3 hours

Max Marks: 80

Answer any FIVE Questions
All Questions carry equal marks

1. (a) Draw a sequence diagram for the use case Lend Item and explain
(b) Draw a component diagram for the library system and explain
(c) For coding, the specifications are fetched from which diagrams in the design model? explain [5+5+6]
2. (a) Why is use case modeling useful in analysis?
(b) Define actor. Contrast actor with user. How are actors identified?
(c) What are the contents, common properties and common uses of use case diagrams. [4+7+5]
3. (a) Explain the UML approach to software architecture.
(b) Why is UML used? Explain the various relationships with UML notation. [10+6]
4. (a) Illustrate the following modeling issues with class diagrams.
 - i. Modeling simple collaborations
 - ii. Modeling logical database schema.(b) Enumerate the steps to reverse engineer class diagrams. [12+4]
5. (a) Enumerate the steps to model comments.
(b) Enumerate the steps to model new building blocks.
(c) Enumerate the steps to model new properties.
(d) Define idiom. Enumerate the steps to model new semantics. [5+5+3+3]
6. (a) Enumerate the steps to model an executable release.
(b) What are the contents, common properties and common uses of component diagrams? Explain briefly. [4+12]
7. Consider the usecase “withdraw amount” related to ATM transaction modeling. Draw the interaction diagrams for the usecase. Explain briefly. [16]
8. (a) What are the characteristics of a well-structured model with time and space properties.
(b) Draw a collaboration diagram that models the migration of a web agent that moves from node to node, collecting information and bidding on resources in order to automatically deliver a lowest-cost travel ticket. Briefly explain.

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Set No. 3

(c) Enumerate the steps to model objects that migrate.

[4+8+4]
