Important Note: 1. On completing your answers, compulsorily draw diagonal cross lines on the remaining blank pages. 2. Any revealing of identification, appeal to evaluator and /or equations written eg, 42+8=50, will be treated as malpractice.

ACHARYA INSTITUTE OF TECHNOLOGY Bangalore - 560090

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Seventh Semester B.E. Degree Examination, Dec.2016/Jan.2017 **Object Oriented Modeling and Design**

Time: 3 hrs. Max. Marks: 100 Note: Answer FIVE full questions, selecting at least TWO questions from each part. PART - A

- What is OO development? Explain its methodology and its themes. (10 Marks) What are Models? Discuss their classification. (05 Marks)
 - What is Generalization? Illustrate and discuss with an example. (05 Marks)
- List and explain various restructing techniques used with respect to workarounds. (10 Marks)
 - What is multiple inheritances? Explain different kinds of its with an example illustration. (10 Marks)
- What is Aggregation concurrent? Illustrate with an example. (04 Marks)
 - Discuss use case relationship and draw the use case diagram of stock brokerage system.
 - (08 Marks) Explain activity diagram for an UML with an illustration showing stock trade processing. (08 Marks)
- With neat diagram. Explain the process overview. (06 Marks)
 - Explain the steps performed in constructing a domain state model with an example.
 - (08 Marks) Explain the class model for an ATM system. (06 Marks)

PART - B

- For an ATM example 5
 - i) Analyze the difference type use cases by designing a use case diagram.
 - ii) Explain process transaction scenario. (12 Marks)
 - What is system design? Explain steps involved in it. (08 Marks)
- List and explain the steps involved in design of algorithms. (08 Marks)
 - Write a brief note on Realizing algorithm. (08 Marks)
 - Write a note on wrapping. (04 Marks)
- With an illustration, explain the dynamics of client-dispatcher-server design pattern. 7
 - (10 Marks)
 - Explain communication and management patterns. b. (10 Marks)
- Write short note on
 - Unified modeling Language a.
 - View handler pattern
 - Command processor pattern
 - Idioms and styles. (20 Marks)