Code: IT6T1

**III B.Tech - II Semester – Regular Examinations – April 2016**

# OBJECT ORIENTED ANALYSIS AND DESIGN
## (INFORMATION TECHNOLOGY)

Duration: 3 hours                                    Max. Marks: 70

Answer any FIVE questions.   All questions carry equal marks

1)
   a) Enumerate the steps to model architectural view.        7 M

   b) Explain is-a relationship and has-a relationship with examples.        7 M

2)
   a) What are the visibility specifiers for classes and packages ? Explain.        8 M

   b) Explain the stereotypes for dependency used in classes and objects.        6 M

3)
   a) Define forward engineering and reverse engineering.    4 M

   b) Enumerate steps to reverse engineer the class diagrams.        6 M

c) Draw sample object diagram of a railway reservation system. 4 M

4)

a) What is the semantics equivalence for sequence and collaboration diagrams? 6 M

b) Explain the following illustrating diagrams 8 M
   i) Focus of control
   ii) Object lifeline
   iii) Path
   iv) Dewey decimal Numbering

5)

a) Why is Usecase modelling useful in analysis? 4 M

b) Define actor. Contrast actor with user. How are actors identified? 4 M

c) What are the contents, common properties and common uses of Usecase diagrams? 6 M

6)

a) Differentiate between a process and a thread. How are they represented in UML? 7 M

b) What are swimlanes? Explain with an activity diagram. 7 M

7)

    a) Enumerate the steps to model each of the following.    8 M
        i)    Adaptable systems
        ii)   Physical database
        iii)  Executable release
        iv)  Source code

    b) What are the common uses of component diagram?    6 M

8)

    a) Explain the common properties, common contents and common Uses of deployment diagram.    6 M

    b) Explain reverse engineering of a deployment diagram.

                                                8 M