PVP 14

Code: IT6T3

III B.Tech - II Semester – Regular/Supplementary Examinations
March 2020

OBJECT ORIENTED ANALYSIS AND DESIGN
(INFORMATION TECHNOLOGY)

Duration: 3 hours Max. Marks: 70

PART – A

Answer *all* the questions. All questions carry equal marks

11x 2 = 22 M

1.

a) What are the basic principles of modelling?

b) List out the major areas where UML can be Used.

c) Define the standard stereotypes of classes.

d) How to organize attributes & operations in a class?

e) What is multiplicity in association? Explain.

f) Brief the relationships used in the Use cases.

g) What is an Activity diagrams?

h) Define Event & Signal.

i) Differentiate between fork and join.

j) Give the different kinds of artifact.

k) What are the common uses of deployment diagrams?

PART – B

Answer any *THREE* questions. All questions carry equal marks.

3 x 16 = 48 M

2. a) Discuss about structural things in UML with neat sketch. 8 M

   b) Draw the architecture of UML & explain SDLC. 8 M

3. a) Explain about classifiers in UML. 8 M

   b) Explain about common modelling techniques in Object diagrams. 8 M

4. a) Draw the Use case & Activity diagrams for Library Management System. 8 M

   b) How to modelling Interaction diagrams? 8 M

5. a) Write a step by step process to design state diagram for online banking. 8 M

   b) With help of neat sketch how to model a life time of Object in Home Security System? 8 M

6. a) Discuss how to model fully distributed system. 8 M

   b) Draw a Component diagram for Airline Reservation System. 8 M