Code: IT6T1

III B.Tech - II Semester – Regular Examinations - May 2015

OBJECT ORIENTED ANALYSIS AND DESIGN
(INFORMATION TECHNOLOGY)

Duration: 3 hours   Marks: 5x14=70

Answer any FIVE questions.   All questions carry equal marks

1 a) What are the categories of building blocks in the UML?

7 M

  b) Explain the various phases and workflows of an unified
     process for software development.   7 M

2 a) Discuss how to model template classes and semantics of a
     class in the UML.   7 M

  b) What are eight stereotypes that apply to dependency
     relationship among classes? Explain.   7 M

3 a) What are the contents in class diagram? Explain.   4 M

  b) Describe forward and reverse engineering of an object
     diagram.   10 M

4 What is interaction occurrence? How they are represented
  in UML? Briefly describe various parameters associated
  with it.   14 M

5 a) Define actor. How are actors identified? 4 M

b) What are the contents, common properties and common uses of usecase diagrams. 10 M

6 What is an event? Explain various kinds of events and their modelling in UML. 14 M

7 What are Component diagrams? Explain the common modelling techniques of component diagrams. 14 M

8 Explain the static design view of Banking application with necessary diagrams. 14 M