Total No. of Printed Pages:1

SUBJECT CODE NO:- P-228
FACULTY OF ENGINEERING AND TECHNOLOGY
B.E.(IT) Examination MAY/JUNE-2016
Elective-I: Object Oriented Analysis & Modeling
(Revised)

[Time:Three Hours] **[Max Marks:80]**

"Please check whether you have got the right question paper."

N.B
1) Question 1 from section A and Question 6 from section B are compulsory.
2) Assume suitable data if necessary.
3) Solve any two questions from each section from remaining questions.

Section A

Q.1 Solve any two 10
a) What are the five attributes of object model?
b) State & explain the benefits and risk of object oriented development.
c) Explain OOA, OOP, and OOD.

Q.2 a) What is complexity & why the s/w is inherently complex explain in detail. 07
b) Draw & explain object diagram and interaction diagram of library management system. 08

Q.3 a) What are the minor elements of object model explain in detail? 07
b) What is an object? Explain state, behavior & identity of an object in detail with example. 08

Q.4 a) What are the quality assurance & metrics of object oriented design? Explain in detail. 07
b) Explain in detail staffing & reuse concept in project development. 08

Q.5 a) Explain state-transition diagram will all notation & example. 07
b) What are the class relationships? Explain any two relationships in detail with example. 08

Section B

Q.6 Solve any two 10
a) What are the key elements in the description of design pattern?
b) Compare structure and behavioral design pattern.
c) Explain the structure of prototype of design pattern.

Q.7 a) Explain organizing the catalog of design pattern in detail. 07
b) What is formatting? Explain how encapsulating the formatting algorithm in the document editor. 08

Q.8 a) Explain structure & implementation of adapter pattern in detail. 07
b) What is the intent and state the collaboration of command design pattern. 08

Q.9 a) Explain in detail with example the singleton design pattern. 07
b) How does the decorator pattern help to decompose the problem give an example? 08

Q.10 a) State the maturation & participant of abstract factory pattern. 07
b) What are the consequences of strategy design pattern & explain what is wrong with copy & past. 08

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