(6 pages)

Reg. No. : ....

Code No. : 8785   Sub. Code : KCSM 14

M.Sc. (CBCS) DEGREE EXAMINATION,
NOVEMBER 2016.

First Semester

Computer Science

OBJECT ORIENTED SYSTEM DEVELOPMENT

(For those who joined in July 2016 onwards)

Time : Three hours   Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL the questions.

Choose the correct answer :

1. In an object model, ——————— describe the state of an object

    (a) Methods   (b) Properties

    (c) Procedure   (d) Function

2. ——————— is the property of object oriented systems that allows objects to be built from other object

    (a) Information hiding (b) Abstraction

    (c) Polymorphism   (d) Inheritance

3. The process of looking for patterns to document is called ———————

    (a) Pattern mining   (b) Searching

    (c) Probing   (d) Snooping

4. A ——————— is an abstract representation of a system

    (a) Object   (b) Model

    (c) Methodology   (d) Schema

5. ——————— are scenarios that describe how actors use the system

    (a) Actors   (b) Users

    (c) Models   (d) Use cases

6. ——————— represents a physical or conceptual connection between two or more objects

    (a) Aggregation   (b) Schema

    (c) Association   (d) Correlation

7. ———————— is the measure of the strength of association established by a connection from one object to another object

   (a) Coupling   (b) Cohesion

   (c) Relationship   (d) Association

8. ———————— is a method that creates instances of the class

   (a) New operator   (b) Create

   (c) Destructor   (d) Constructor

9. ———————— is the process of eliminating syntactical bugs in a system

   (a) Testing   (b) Debugging

   (c) Correction   (d) Detection

10. ———————— testing is a method of software testing that examines the functionality of an application without peering into its internal structures or workings

   (a) White box   (b) Top down

   (c) Black box   (d) Bottom up

PART B — (5 × 5 = 25 marks)

Answer ALL the questions, choosing either (a) or (b).

Each answer should not exceed 250 words.

11. (a) Why an object orientation? Discuss.

Or

   (b) Write about polymorphism in detail.

12. (a) Describe about pattern templates.

Or

   (b) Write about packages and model organization.

13. (a) Explain classification theory.

Or

   (b) What are the guidelines for identifying super-sub class relationship in the application?

14. (a) What are public and private protocols? What is the significance of separating these two protocols?

Or

   (b) Write about database models.

15. (a) How to develop test cases? Discuss.

Or

(b) Write about continuous testing.

PART C — (5 × 8 = 40 marks)

Answer ALL questions, choosing either (a) or (b).

Each answer should not exceed 600 words.

16. (a) Discuss in detail about software development process.

Or

(b) Describe the macro processes of object oriented system development approach.

17. (a) Explain about Rumbaugh etal's object oriented methodology.

Or

(b) Explain about UML class diagram. Give suitable example.

18. (a) Describe the object oriented analysis process in the unified approach.

Or

(b) What is an a – part – of structure? Describe.

19. (a) What are the activities in object oriented design process? Discuss.

Or

(b) What is client server computing? Discuss in detail.

20. (a) Describe the different testing strategies.

Or

(b) Explain usability testing in detail.

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