

(6 pages)

Reg. No. :

Code No. : 8570

Sub. Code : HCSM 22

M.Sc. (CBCS) DEGREE EXAMINATION, APRIL 2013.

Second Semester

Computer Science

OBJECT ORIENTED SYSTEMS DEVELOPMENT

(For those who joined in July 2012 onwards)

Time : Three hours

Maximum : 75 marks

PART A — (10 × 1 = 10 marks)

Answer ALL questions.

Choose the correct answer :

1. UML stands for _____.
(a) Universal Machine Language
(b) Unified Machine Language
(c) Unified Modeling Language
(d) Ultra Model Language
2. _____ means that the same operation may behave differently on different classes.
(a) Polymorphism (b) Encapsulation
(c) Inheritance (d) Interface

3. A _____ is an instructive information that captures the essential structure and insight of a successful family of proven solutions to recurring problem.
(a) framework (b) pattern
(c) message (d) none
4. An _____ is an association among more than two classes.
(a) Aggregation (b) N-ary association
(c) Generalization (d) None
5. An _____ is a user playing a role with respect to the system.
(a) use case (b) actors
(c) system (d) none
6. _____ represents a physical (or) conceptual connection between two or more objects.
(a) Classification (b) Association
(c) Pattern (d) None
7. Interactions within a single object or software component is called
(a) cohesion (b) inheritance
(c) coupling (d) both (a) and (c)

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8. The method that destroys instances, is called _____.

- (a) constructor (b) destructor
(c) class (d) object

9. The concept of the _____ is used to represent a system whose inside workings are not available for inspection.

- (a) black box testing (b) white box testing
(c) top down testing (d) integral testing

10. _____ measures the ease of use as well as the degree of comfort and satisfaction users have with the software.

- (a) Usability testing
(b) User satisfaction testing
(c) White box testing
(d) Alpha testing

PART B — (5 × 5 = 25 marks)

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

11. (a) Explain rapid application development.

Or

(b) Write short note on inheritance.

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12. (a) What are the three different models available in Rumbaugh object modeling technique?

Or

(b) Discuss about any two UML diagrams.

13. (a) What are the guidelines should follow for identifying super-sub relationships in the applications?

Or

(b) Explain A-part-of relationship in detail.

14. (a) Write short note on multi database systems.

Or

(b) Briefly discuss about UML attribute presentation.

15. (a) What are the guidelines available for the test plan?

Or

(b) Draw the process of designing view layer classes.

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[P.T.O.]



PART C — (5 × 8 = 40 marks)

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

16. (a) Explain in detail the essential pieces of object oriented system development life cycle.

Or

- (b) Write short note on the following :

- (i) Object relationships and associations
- (ii) Encapsulation and information hiding.

17. (a) Write short note on UML class diagram.

Or

- (b) Write short note on patterns.

18. (a) What are the steps should be followed for effective documentation?

Or

- (b) Write short note on identifying object, relationships, attributes and methods.

19. (a) State six corollaries of object oriented design. Explain any four of them in detail with example.

Or

- (b) What is client-server computing? Explain.

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20. (a) Explain the concept of usability testing.

Or

- (b) What is the tool used for analyzing and conducting user satisfaction tests?

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