BT-8/M-15

OBJECT ORIENTED SOFTWARE ENGINEERING

Paper–CSE-472

Time allowed : 3 hours]   [Maximum marks : 75

Note : Attempt *five* questions, selecting at least **one** from each unit.

Unit–I

1. (a) What is class hierarchy ? Give an example.   7

   (b) Explain object oriented systems development life cycle.   8

2. (a) Explain inheritance with an example. What is dynamic inheritance ?   9

   (b) What is object persistence ? Explain clearly.   6

Unit–II

3. (a) What are patterns ? Explain antipatterns and capturing patterns.   8

   (b) Explain Rumbaug's OMT technique.   7

4. (a) Explain modeling based on UML diagrams.   9

   (b) What is objector ? How is it built ?   6

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Unit–III

5. (a) What is the importance of use case description ? What is extends association ? 5

(b) Discuss two-three rule to identify actors. 5

(c) How to eliminate unnecessary associations ? 5

6. (a) What are super-sub class relationships ? Explain with example. 6

(b) What do you mean by a-part -of relationships ? How to define and identify them ? 9

Unit–IV

7. (a) Explain micro and macro level UI design process. 9

(b) What is access layer design process ? What benefits it provides ? 6

8. (a) Explain types of attributes and their refining method. Describe the terms UML attribute presentation. 9

(b) Explain the process of designing classes. 6