

Roll No: Subject Code: RIT053

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B. TECH. (SEM V) THEORY EXAMINATION 2020-21 OBJECT ORIENTED TECHNIQUES

Time: 3 Hours Total Marks: 70

Note: 1. Attempt all Sections. If require any missing data; then choose suitably.

SECTION A

Atte	mpt all questions in brief. $2 \times 7 = 14$
a.	
b.	ıg.
c.	Explain Polymorphism with suitable example.
d.	What is the basic architecture of UML?
e.	What is the use of abstract class?
f.	Differentiate between association and aggregation and relationship among the
	classes.
g.	What is the use of typedef?
Atte	SECTION B mpt any <i>three</i> of the following: $7 \times 3 = 21$
a.	Design a Use case diagram for Restaurant.
b.	Explain terms and concepts of sequence diagram.
c.	Explain Jackson Structured Development (JSD) in detail.
d.	Discuss Inline function with suitable example what is the difference bet
u.	macros and Inline function.
e.	Explain type casting in C++ and discuss its types also.
A ++ o	SECTION C mpt any <i>one</i> part of the following: $7 \times 1 = 7$
(a)	mpt any one part of the following: 7 x 1 = 7 Define Polymorphism. Is this concept only applicable to object oriented system?
(a)	Explain.
(b)	Describe the rotation of functional model, object model and dynamic model. What
	relationship and difference is between object oriented design (OOD) and object
	oriented analysis (OOA).
	mpt any gree part of the following: $7 \times 1 = 7$
(a)	Exposin Deployment diagram. What is the difference between components and nodes?
(b)	Design a sequence diagram for ATM transaction.
	mpt any <i>one</i> part of the following: $7 \times 1 = 7$
(a)	Explain Structure Analysis and Structure Design (SA/SD) and Jackson Structured
(b)	Development (JSD) in detail. Differentiate between procedural and object oriented approach. Expla
	Differentiate between procedural and object oriented approach. Expla Encapsulation with example.
Atte	mpt any <i>one</i> part of the following: $7 \times 1 = 7$
(a)	What do you mean by operator overloading? Explain the pitfalls of operator overloading?
	overloading.
(b)	What is abstraction? Explain abstract method and abstract class. Write a C
	program for employee class where salary as an abstract method with
	implementation.
Atte	mpt any <i>one</i> part of the following: $7 \times 1 = 7$
(a)	What is Constructor? How a constructor overloading does differs from methods
	overloading?
(b)	What is Inheritance? What is the need of inheritance in object or
	programming. Describe inheritance types with suitable example.