Hall Ticket Number:

Code No.: 9136 M

VASAVI COLLEGE OF ENGINEERING *(Autonomous)*, HYDERABAD

M.Tech. (CBCS : CSE) I-Semester Make up Examinations, March-2017

Object Oriented Software Engineering

Time: 3 hours Max. Marks: 70

*Note: Answer **ALL** questions in **Part-A** and any **FIVE** from **Part-B***

Part-A (10 × 2 = 20 Marks)

1. Define object state
2. List various productivity problems.
3. Distinguish between include and extends stereo types.
4. Differentiate link and association.
5. What are the various events of state chart?
6. Differentiate design pattern and frame work.
7. What is the criteria for good design?
8. List various characteristics of good HCI design.
9. Compare transient and persistent objects.
10. What are the benefits of reuse?

Part-B (5 × 10 = 50 Marks)

11. a) Discuss different software development problems in user's perspective. [5]
    b) Explain purpose of a use case modelm. Identify the actors, scenarios and use cases for Library management system. [5]
12. a) Explain the CRC technique in identifying the classes. [6]
    b) Discuss advantages and disadvantages of background reading and observation. [4]
13. a) Differentiate cohesion and coupling in system design and also explain how to reduce the coupling of subsystems. [5]
    b) Differentiate algorithmic and non-algorithmic approaches of operation specification. [5]
14. a) Describe the various testing strategies and the impact of object orientation on testing. [6]
    b) List out the benefits and difficulties that may arise when using patterns. [4]
15. a) Discuss different ways of storing persistent objects. [5]
    b) Explain various implementation strategies for software. [5]
16. a) Draw a class diagram representing the relationship between parents and children. Take into account that a person can have both a parent and a child. Annotate associations with roles and multiplicities. [6]
    b) Discuss how to model concurrent states for an object. [4]
17. Write short notes on any *two* of the following:
    a) Methods for System design [5]
    b) Scenario-based approach in User interface design. [5]
    c) Component and deployment diagrams [5]