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Hall Ticket Number:	
Co	de No.: 9124 M
VASAVI COLLEGE OF ENGINEERING (Autonomous), HY M.Tech. I Year (CSE) I-Semester (Make Up) Examinations, Ma	
Object Oriented Software Engineering Time: 3 hours Note: Answer ALL questions in Part-A and any FIVE questions	Max. Marks: 70 from Part-B
Part-A (10 X 2=20 Marks)	
1. "Software doesn't wear out" justify.	
Define an Information system.	
<ol> <li>Requirement analysis is an important activity in OOSE? Justify you</li> </ol>	ir answer
4. Discuss purpose of existing system analysis.	ii diiswei.
<ol> <li>Differentiate Generalization from Specialization by proper example</li> </ol>	,
6. Discuss different relationships exists in class diagram and briefly m	
7. Why verification is important in software testing?	entroit than purpose.
8. Differentiate block box and white box testing.	
9. Draw the activity diagram for the activities involved in writing a ter	xt book.
10. Differentiate coupling and cohesion.	
Part-B (5 X 10=50 Marks)	v
<ul><li>11. a) Discuss various reasons for quality problems.</li><li>b) Discuss different phases in Water fall model.</li></ul>	(5)
12. Discuss different fact finding techniques to capture requirements.	(10)
<ul><li>13. a) Discuss different algorithmic approaches for operation specificat</li><li>b) Explain life cycle approach to construct state diagram with an ex</li></ul>	* /
14. Discuss objectives and constraints of good design.	(10)

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12. Discuss different fact finding techniques to capture requirements.	(10)
<ul><li>13. a) Discuss different algorithmic approaches for operation specification.</li><li>b) Explain life cycle approach to construct state diagram with an example.</li></ul>	(5) (5)
14. Discuss objectives and constraints of good design.	(10)
15. What is the importance of UML diagrams in Object Oriented Software Engir Explain their significance with appropriate example.	neering?
<ul><li>16. a) Explain different CASE tools used in software system development.</li><li>b) Discuss different levels of testing.</li></ul>	(6) (4)
<ul> <li>17. Write short note on</li> <li>a) Collaboration diagram</li> <li>b) Regression testing</li> <li>c) Advantage of Design Patterns in OO design</li> </ul>	(4) (3) (3)

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