ALVA'S INSTITUTE OF ENGINEERING AND TECHNOLOGY

MOODBIDRI - 574 225
Affiliated to VTU, Belgaum and Approved by A.I.C.T.E., New Delhi

COURSE BOOK

(ACD - 08, ACD - 09, ACD - 10, ACD - 12, ACD - 13)

Period of the Semester : From 01-08-2014 to 19-11-2019 (Odd / Even)
Semester : VII CSE
Subject with Code: 10CS 71 Spect Oriented Modeling & Desigh
TIME SLOT
Mon: 12.00 - 01.00 Tue:
Wed: 10.00-11.00 Thu: 11.00-12.00
Fri. : 11-00-12-00 & 4-00-5-00 Sat :
Name of the Teacher: Mr. Manjuratt Koteli, Sr. Associate Brotesse Department: CSE Department: CSE



Alva's Education Foundation, Moodbidri

Alva's Institute of Engineering and Technology

Shobhavana Campus, Mijar, Moodbidri-574225. Phone: 08258-262725

ACADEMIC CALENDAR 2014-15 (Odd Semester) BE, M. Tech & MBA

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
					1	2	3
	4	5	6	7	8	9	10
AUG	11	12	13	14	15	16	17
	18	19	20	21	22	23	24
	25	26	27	28	29	30	31
	Numi	per of	worki			30	- 22

Aug 1: Commencement of ODD semester BE, MBA

Aug 11-16: Departmental Technical Talk 1

Aug 15: Independence Day

Aug 25-30 :Departmental Technical Talk 2

Aug 29: Sri Varasiddhi Vinayaka Vrata

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
	1	2	3	4	5	6	7
	8	9	10	11	12	13	14
SEP	15	16	17	18	19	20	21
	22	23	24	25	26	27	28
	29	30					
	Numl	er of	workir	ng Day	s - 25		

Sep 1-6: Departmental Technical Talk 3

Sep 10 : Display of Attendance (as on 10-09-2014)

Sep 11-13: Test -1 for BE, MBA

Sep 15-20 :Departmental Technical Talk 4

Sep 24: Mahalaya Amavasya

	Mon	Tue	Wed	Thu	Fri	Sat	Sun	
			1	2	3	4	5	
	6	7	8	9	10	11	12	
OCT	13	14	15	16	17	18	19	
	20	21	22	23	24	25	26	
	27	28	29	30	31			
	Numi	er of	workin	g Day	s -22			

Oct 02 :Mahatma Gandhi Jayanthi Oct 03 :Mahanavami -Ayudha Pooja

Oct 04 :Vijayadashami

Oct 06-11 :Departmental Technical Talk 5

Nov 11 : Display of Attendance (as on 11-10-2014)

Oct 13-15 : Test -2 for BE, MBA Oct 22 : Naraka Chaturdashi

Oct 24 : Deepavali

Oct 27-31 :Departmental Technical Talk 6

	Mon	Tue	Wed	Thu	Fri	Sat	Sun
						1	2
	3	4	5	6	7	8	9
NOV	10	11	12	13	14	15	16
	17	18	19	20	21	22	23
	24	25	26	27	28	29	30
	Numl	er of	workin	g Day	s -14		

Nov 1: Kannada Rajyotsava

Nov 4: Moharam

Nov 11: Display of Attendance (as on 11-11-2014)

Nov 12-14: Test -3 for BE, MBA

Nov 19: Last working day of ODD semester BE, MBA

Nov 21 : Commencement of Pract-Examinations for BE

Nov 22: Last working day of III semester M. Tech

Total Number of working Days till 19th Nov: 85

AIET	INDIVIDU	AL FACULTY T	IME	TABLE		Fa	culty Name: A	A. Manjunath	Kotari
Dept: Compute	er Science & En	gineering					ademic Year:		
	1	2		3	4		5	6	7
4	9.00 - 9.55	9.55-10.50	T	11.10-12.05	12.05-1.00		2.00-3.00	3.00-4.00	4.00-5.00
Monday			E	,	OOMD		← 1	M.Tech Semir	
Tuesday		2	В			L	← M.Te	ech Project Se	eminar ->
Wednesday		OOMD	R E			N C	← ВЕ	Project Sem	inar →
Thursday			A K	OOMD		Н	•	BE Seminar	→
Friday				OOMD					OOMD
Saturday		← III Sem	M.T	ech Project Sen	ninar >				
Other Special A	Activities: HOD								
UNITS	Theory:10	*	La	b:00		Otl	ners:15	Total Units:	25

Alvar MOODBIDK: 574 225

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Airc's institute of Engg. & Technology, Mijar, MGODSIDRI - 574 275, D.K.

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Day			2			3		4		5	T	6	7
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Monday	nday PW		SAN	E		CA				3.00 ← Fort		um / Aptitude Tes	
Tuesday	ACA	\	← Networks Labo (MR+VSS						Ľ	ECS	JAVA		ACA
Wednesday	JAVA	4	OOMD		E	ecs	PV	N	UNC	← Wel	← Web Programming La (AN+PSK+SS)		
Thursday	ECS		SAN	BR	00	OME) JAV	/A	Н	ACA		AN	ECS
Friday	PW		ECS	EA	oc	OME	JAV	'A		SAN	P	W	OOMD
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Saturday	JAVA	7	ACA		S	AN	PW	1					
Allocation of St Theory:	ubjects				2 1								
Subject Code			Title				Subject						Parate
10CS71	Object-0	Orier	ited Modelin	gar	nd		Initial			Faculty Na	-		Faculty Code
10CS72	Design					00	OMD	Pr	of.A.	Manjunatl	ı Ko	tari	AMK
10CS72	Andrew Commence	1200	omputing Sy	/stei	ns	EC	CS	M	r.Mar	njunath Raikar			MR
10CS74			g the Web			PV	V	Mı	s. Ar	undhathi l	Velli		AN
	Advance Architec	a Co tures	omputer			AC	CA	Ms	. Dec	ksha M			DM
10CS753	Java and					JA	VA			kshith Na	vak	S.V.	
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Practical:													SM
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10CSL77	Networks	Lat	poratory				Mr. Manji Mr. Vive	unath k Sha	n Rail arma	kar S	THE RESERVE	MR VSS	
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HOD H.O.D.

Dept. Of Computer Science & Engineering
Alva Continue of Prog. & Technology
Mijar, MGODBIDRI - 574 225

PRINCIPAL PRINCIPAL

Alva's Institute of Engg. & Tachnology, Mijar, MOODBIDRI - 574 225, D.H.

VII SEM CSE

Sl. No.	USN. No.	Name of the Student
1	4AL08CS022	Jithikrishna T
2	4AL10CS005	Anitha N
3	4AL10CS019	Gowda Bharat Mohan Kumar
4	4AL10CS022	Johny Longjam
5	4AL10CS031	Prathiksha Shetty
6	4AL10CS0401	Arun
7	4AL11CS001	Abdul Irfan
8	4AL11CS002	Abhishek M K
9	4AL11CS005	Akshitha
10	4AL11CS007	Amin Namrata Manohar
11	4AL11CS008	Arjun Sreedharan
12	4AL11CS009	Arpitha Martin
13	4AL11CS010	Ashitha P.R
14	4AL11CS011	Ashwitha
15	4AL11CS012	Aswin.R.Ashok •
16	4AL11CS013	Basavadarshan.G N
17	4AL11CS014	Bhaktha Karthik Vivekanand
18	4AL11CS015	Chaithanya Ramesh
19	4AL11CS016	Dheeraj Karkera R
20	4AL11CS017	Jenifer Irol Saldanha
21	4AL11CS018	Jyothsna.K
22	4AL11CS022	Nayana
23	4AL11CS023	Phanjoubam Purnima Devi
24	4AL11CS024	Pooja Hoblidar K
25	4AL11CS025	Pramod
26	4AL11CS026	Priyanka Lavita Crasto
27	4AL11CS027	Rajashree Rai
28	4AL11CS028	Rashmi
29	4AL11CS029	Reshma Shet
30	4AL11CS031	Sahana Y
31	4AL11CS032	Samuel K Johny
32	4AL11CS033	Sanchal Sano
33	4AL11CS034	Saritha
34	4AL11CS035	Shetty Tarunya Ganesh
35	4AL11CS036	Shriya S Hegde
36	4AL11CS037	Shwetha

37	4AL11CS038	Smitha
38	4AL11CS039	Sneha S
39	4AL11CS040	Soumya K.G
40	4AL11CS041	Suhasini Gaonkar
41	4AL11CS042	Sushmitha
42	4AL11CS043	Sweta Tarkeswar Jha
43	4AL11CS044	Vasudev Menon G
44	4AL11CS046	Vysakh.C
45	4AL11CS047	Yojan Kumari
46	4AL12CS400	Akshay
47	4AL12CS401	Jayanth K Gond
48	4AL12CS402	Khushbu Ben
49	4AL12CS404	Manjunatha M
50	4AL12CS405	Ajith Kumar Shetty

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OBJECT-ORIENTED MODELING AND DESIGN

Subject Code: 10CS71 Hours/Week: 04 Total Hours: 52

I.A. Marks : 25 Exam Hours: 03 Exam Marks: 100

PART-A

UNIT-1

7 Hours

Introduction, Modeling Concepts, class Modeling: What is Object Orientation? What is OO development? OO themes; Evidence for usefulness of OO development; OO modeling history

Modeling as Design Technique: Modeling; abstraction; The three models.

Class Modeling: Object and class concepts; Link and associations concepts; Generalization and inheritance; A sample class model; Navigation of class models; Practical tips.

UNIT-2

6 Hours

Advanced Class Modeling, State Modeling: Advanced object and class concepts; Association ends; N-ary associations; Aggregation; Abstract classes; Multiple inheritance; Metadata; Reification; Constraints; Derived data; Packages; Practical tips. State Modeling: Events, States, Transitions and Conditions; State diagrams; State diagram behavior; Practical tips.

IINIT - 3

6 Hours

Advanced State Modeling, Interaction Modeling: Advanced State Modeling: Nested state diagrams; Nested states; Signal generalization; Concurrency; A sample state model; Relation of class and state models; Practical tips. Interaction Modeling: Use case models; Sequence models; Activity models.

Use case relationships; Procedural sequence models; Special constructs for activity models.

UNIT-4

7 Hours

Process Overview, System Conception, Domain Analysis: Process Overview: Development stages; Development life cycle.

System Conception: Devising a system concept; Elaborating a concept; Preparing a problem statement.

Domain Analysis: Overview of analysis; Domain class model; Domain state model; Domain interaction model; Iterating the analysis.

PART - B

UNIT-5

7 Hours

Application Analysis, System Design: Application Analysis: Application interaction model; Application class model; Application state model; Adding operations.

Overview of system design; Estimating performance; Making a reuse plan; Breaking a system in to sub-systems; Identifying concurrency; Allocation of sub-systems; Management of data storage; Handling global resources; Choosing a software control strategy; Handling boundary conditions; Setting the trade-off priorities; Common architectural styles; Architecture of the ATM system as the example.

UNIT-6

7 Hours

Class Design, Implementation Modeling, Legacy Systems: Class Design: Overview of class design; Bridging the gap; Realizing use cases; Designing algorithms; Recursing downwards, Refactoring; Design optimization; Reification of behavior, Adjustment of inheritance; Organizing a class design; ATM example.

Implementation Modeling: Overview of implementation; Fine-tuning classes; Fine-tuning generalizations; Realizing associations; Testing. Legacy Systems: Reverse engineering; Building the class models; Building the interaction model; Building the state model; Reverse engineering tips; Wrapping; Maintenance.

6 Hours

Design Patterns - 1: What is a pattern and what makes a pattern? Pattern categories; Relationships between patterns; Pattern description Communication Patterns: Forwarder-Receiver, Client-Dispatcher-Server, Publisher-Subscriber.

6 Hours

Design Patterns - 2, Idioms: Management Patterns: Command processor, View handler.

Idioms: Introduction; what can idioms provide? Idioms and style; Where to find idioms; Counted Pointer example

Text Books:

- Michael Blaha, James Rumbaugh: Object-Oriented Modeling and Design with UML, 2nd Edition, Pearson Education, 2005. (Chapters 1 to 17, 23)
- Frank Buschmann, Regine Meunier, Hans Rohnert, Peter Sommerlad, Michael Stal: Pattern-Oriented Software Architecture, A System of Patterns, Volume 1, John Wiley and Sons, 2006. (Chapters 1, 3.5, 3.6, 4)

Reference Books:

- Grady Booch et al: Object-Oriented Analysis and Design with Applications, 3rd Edition, Pearson, 2007.
- Brahma Dathan, Sarnath Ramnath: Object-Oriented Analysis, Design, and Implementation, Universities Press, 2009.
- Hans-Erik Eriksson, Magnus Penker, Brian Lyons, David Fado: UML 2 Toolkit, Wiley- Dreamtech India, 2004.
- Simon Bennett, Steve McRobb and Ray Farmer: Object-Oriented Systems Analysis and Design Using UML, 2nd Edition, Tata McGraw-Hill, 2002.

USN					

Max. Marks: 25

ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY, MOODBIDRI

(A unit of Alva's Education Foundation)

Seventh Semester B.E. (CSE)

Note: 1) Answer any Two full questions

Explain Meta Data and Derived Data

Construct a state diagram for phone line with activities

Duration: 1 Hour

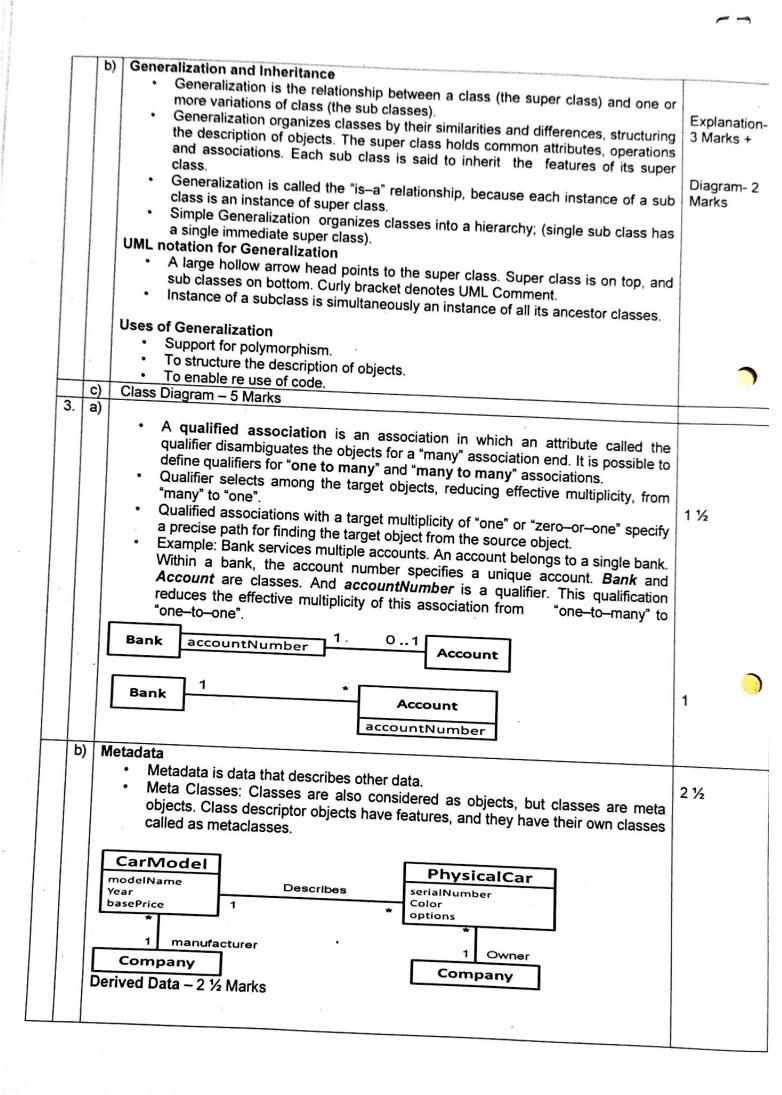
I. A Test Examinations-I

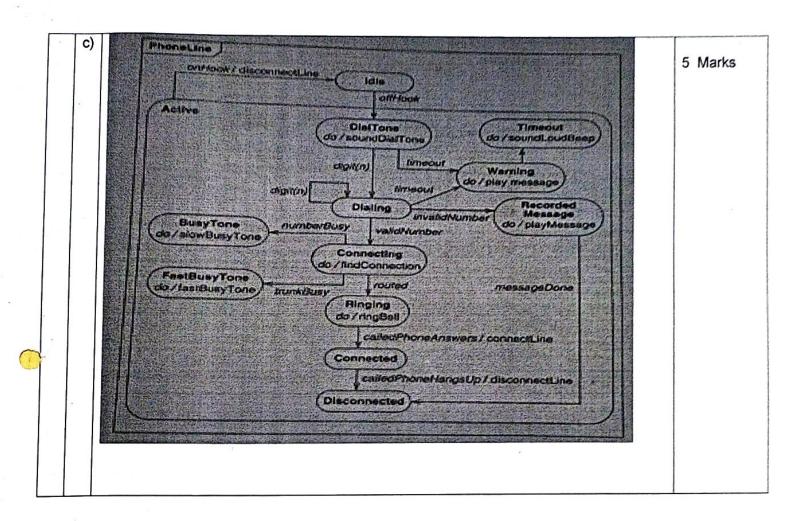
11th September - 2014

10CS71 - OBJECT ORIENTED MODELING & DESIGN

	NOLE	e. 1) Answer any Two full questions.	
1.	a) b) c)	Define the themes of the Object Orientation Explain the class diagrams with proper notation and 2 examples List and explain different OCL constructs for traversing class models	2 ½ 5 5
2.	a) b) c)	Differentiate aggregation and composition Explain Generalization and Inheritance Prepare a class diagram for a graphical document editor that supports grouping. Assume that a document consist of several sheets each sheet contains drawing objects, including text, geometrical objects and groups. A group is simply a set of drawing objects possibly including other groups. A group must contain at least two drawing objects. Drawing objects can be direct member of at most one group. Geometrical objects include circles, ellipses, rectangles, line and squares.	2 ½ 5
3.	a)	What is qualified association? Explain	2 1

1.	a) b)	ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY, MOODE (A unit of Alva's Education Foundation) Seventh Semester B.E. (CSE) I. A Test Examinations SCEHEME OF EVALUATION 11 th September - 2014 10CS71 - OBJECT ORIENTED MODELING & DESIGN Note: 1) Answer any Two full questions. OO Themes Abstraction Encapsulation Combining Data and Behavior Sharing Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs.	2 1/2
1.	a)	SCEHEME OF EVALUATION 11 th September - 2014 10CS71 - OBJECT ORIENTED MODELING & DESIGN Note: 1) Answer any Two full questions. OO Themes • Abstraction • Encapsulation • Combining Data and Behavior • Sharing • Emphasis on the essence of an object • Synergy • Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. • Class diagrams are useful both for abstract modeling and for designing actual programs.	2 1/2
1.	a)	SCEHEME OF EVALUATION 11th September - 2014 10CS71 - OBJECT ORIENTED MODELING & DESIGN Note: 1) Answer any Two full questions. OO Themes • Abstraction • Encapsulation • Combining Data and Behavior • Sharing • Emphasis on the essence of an object • Synergy • Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. • Class diagrams are useful both for abstract modeling and for designing actual programs.	2 1/2
1.	a)	10CS71 - OBJECT ORIENTED MODELING & DESIGN Note: 1) Answer any Two full questions. OO Themes • Abstraction • Encapsulation • Combining Data and Behavior • Sharing • Emphasis on the essence of an object • Synergy • Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. • Class diagrams are useful both for abstract modeling and for designing actual programs.	
1.	a)	Note: 1) Answer any Two full questions. OO Themes • Abstraction • Encapsulation • Combining Data and Behavior • Sharing • Emphasis on the essence of an object • Synergy • Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. • Class diagrams are useful both for abstract modeling and for designing actual programs.	
1.	a)	OO Themes Abstraction Encapsulation Combining Data and Behavior Sharing Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs.	
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	b)	 Encapsulation Combining Data and Behavior Sharing Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	
	b)	 Combining Data and Behavior Sharing Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	
	b)	 Shanng Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	
	b)	 Emphasis on the essence of an object Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	
	b)	 Synergy Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	1
	b)	 Class diagrams provide a graphic notation for modeling classes and their relationships, thereby describing possible objects. Class diagrams are useful both for abstract modeling and for designing actual programs. 	1
		 Class diagrams are useful both for abstract modeling and for designing actual programs. 	1
		programs.	1
		programs.	1.1
		• Class diagrams are sensitive	1 '
		 Class diagrams are concise, easy to understand, and work well in practice. 	
	- 1	ClassName	
		attributeNamo1 : dataTura1 . I. C. II.	
		attributeName1: dataType1 = default value1	
		AttributeName2: dataType2 = default value2	
	.		2
		Operation Name 1/2	_
		operationName1 (argumentList1): resultType1	
		operationName1 (argumentList1): resultType1	
5			2
9		Example : 1 Company 2. Person	-
1	c)	Different OCL (Object Constraint Language) with examples	
$\overline{+}$	_		5
2.	a)	Aggregation	
		 It is a strong form of association in which an aggregate object is made of constituent parts 	
		outleast parts.	
		 The aggregate is semantically an extended object that is treated as a unit in many operations. 	
		 Aggregation is defined as relating one assembly to one constituent. 	
		will maily killus of constituent parts corresponds to many	
		aggregations.	
	19	Composition It is the form of a new of	2 1/2
		It is the form of aggregation with two additional constraint:	
		Constituent parts can belong to at most one assembly.	
		 Once a constituent part has been assigned an assembly, it has a coincident life time with the assembly. 	
		 I hus composition implies ownership of parts by the whole 	
		Deletion of an assembly object triggers deletion of all constituent objects via	
		composition.	





Name & Signature of Staff

Signature of HOD

ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY, MOODBIDRI (A unit of Alva's Education Foundation) Seventh Semester B.E. (CSE) 21st September - 2014 10CS71 - OBJECT ORIENTED MODELING & DESIGN

Note: 1) Answer any Two full questions. Max. Marks: 25 List out the guidelines to construct use case models How many types of sequence models are there in interaction modeling? Explain sequence 2 1/2 Explain the types of use case relationships with example 5 Define Sequence Diagrams with Passive Objects Construct a activity diagram for the following 2 1/2 i. For processing of Stock trade order that has been received by an online stock broker ii. For a workstation that is turned on What are the different questions need to answer while elaborating a system concept? 5 Explain with ATM case study. 5 What is Analysis? Explain the overview of analysis 2 1/2 How to keep the right classes in domain class model? Explain 10

		(A unit of Alva's Education Foundation)	
	-	Seventh Semester B.E. (CSE) I. A Test Examinations-II	
		SCEHEME OF EVALUATION	
		21 st October - 2014	
-		Note: 1) Approximately 10CS71 - OBJECT ORIENTED MODELING & DESIGN	
		Note: 1) Answer any Two full questions.	
1.	a)	Don't misuse activity diagrams	
		Level diagrams	
		Be careful with branches and conditions	
		Be careful with pranches and conditions	
		Be careful with concurrent activities	2
		Consider executable activity diagram	
	,b)	The state of a contract of the state of the	
		ocenanos	
		It is a sequence of events that occurs during one particular execution of a system. It can be historical record of events in a system.	2
		n san be historical record of executing an actual system	_
		Scenario can be displayed as a list of text statements.	
		Sequence Diagrams	
		• Interaction Diagrams are the diagrams that described	
		Interaction Diagrams are the diagrams that describe how groups of objects collaborate to get the job done.	
		Interaction Diagram capture the behavior of a single use case, showing the pattern of interaction among chiects.	
		interaction attional objects.	
		The diagram shows number of example objects and many the state of	
- 1		It shows the participants in an interaction and the sequence of massacram	exan
- 1		Describes the behavior of the system by viewing the interaction between the	
		THE CHILLICITY.	
		A sequence diagram shows an interaction arranged in a time sequence.	
	c)	Usecase relationships 5	
		• Inclusion	
		Extended	
		Generalization	
2.	a)	Sequence Diagrams with passive objects	
		Diagram- 1 ½ Marks + Explanation – 1 Mark	2 !
	b)	Sequence diagram i) For processing of stock trade order that has been received by an online 5 stock broker - 2 1/2 Marks	
		= /2 IVIGING	
4	_	ii) For a workstation that is turned on – 2 1/2 Marks	
	c)	Who is the application We should elective	
		for? organizations are stakeholders of the new system. Two of the most important stakeholders are financial sponsors and	September 1
1		the end users.	5
		i the end users.	

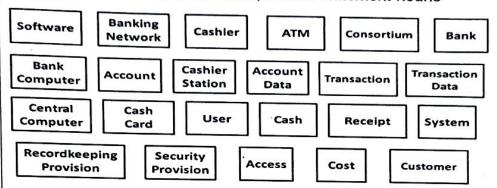
		What problems will it solve?	We must clearly bound the size of effort and establish its scope. We should determine which features will be in the new system and which will not.	
		Where will it be used?	We should have a general idea of where the new system might be used. We should have a rough idea about how the new system will complement the existing systems.	
		When is it needed?	Two aspects of time are important: Feasible time (the time in which the system can be developed within the constraints of cost and available resources) and Required time (When the system is needed to meet business goals)	
		Why is it needed?	We may need to prepare a business case for new system if some one has not already done so. The business case contains financial justification for the new system including the cost, tangible benefits, risk and alternatives. We must clearly understand the motivations for the new system.	
		How will it work?	We should consider the merits of different architectures. This will improve the confidence that the problem can be solved reasonably.	
3.	(a)	Model), Interaction (State Model).	th a problem statement generated during system conception. ddresses three aspects of objects: static structure of objects (Class among models (Interaction model), and life cycle histories of objects	
		D	System Conception	
		Developers Rec	quests	
			Problem Statement	
		Users Interviews		
		Omain knowledge	Build Analysis: Models Domain Analysis	
		Real–World experience	Application Analysis	
		Related Systems	Class Model State Model	
			Interaction Model	
	b)	Finding Classes	Design	
			classes for the objects from the application domain.	
		Requirement	Nouns Tentative Eliminate Classes	-
		sources	Clsses Spurious classes	_

- Example1: In the statement "A reservation system to sell tickets to performances at various theaters". The tentative classes would be "Reservation", "System", "Ticket", "Performance", "Theater" etc...
- Example 2: Tentative classes for building cataloging and checkout system for Library are :

Books, Magazines, newspapers, records, videos, and so on.

The Tentative Classes in an ATM Example

ATM Classes extracted from problem statement nouns



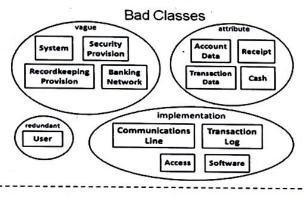
ATM classes identified from knowledge of problem domain

These classes do not appear directly in the statement but can be identified from the knowledge of problem domain.

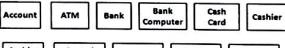


Transaction Log

Eliminating unnecessary classes from ATM Problem.



Good Classes



Cashler Station Computer Consortium Customer Transaction

- Redundant classes: If two classes express the same concept, we should keep the most descriptive name.
- In ATM Example: Customer and user are redundant; we retain customer because it is more descriptive.

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10

USN

Max. Marks: 25

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ALVA'S INSTITUTE OF ENGINEERING & TECHNOLOGY, MOODBIDRI

(A unit of Alva's Education Foundation)

Seventh Semester B.E. (CSE)

Explain three types of software control strategy

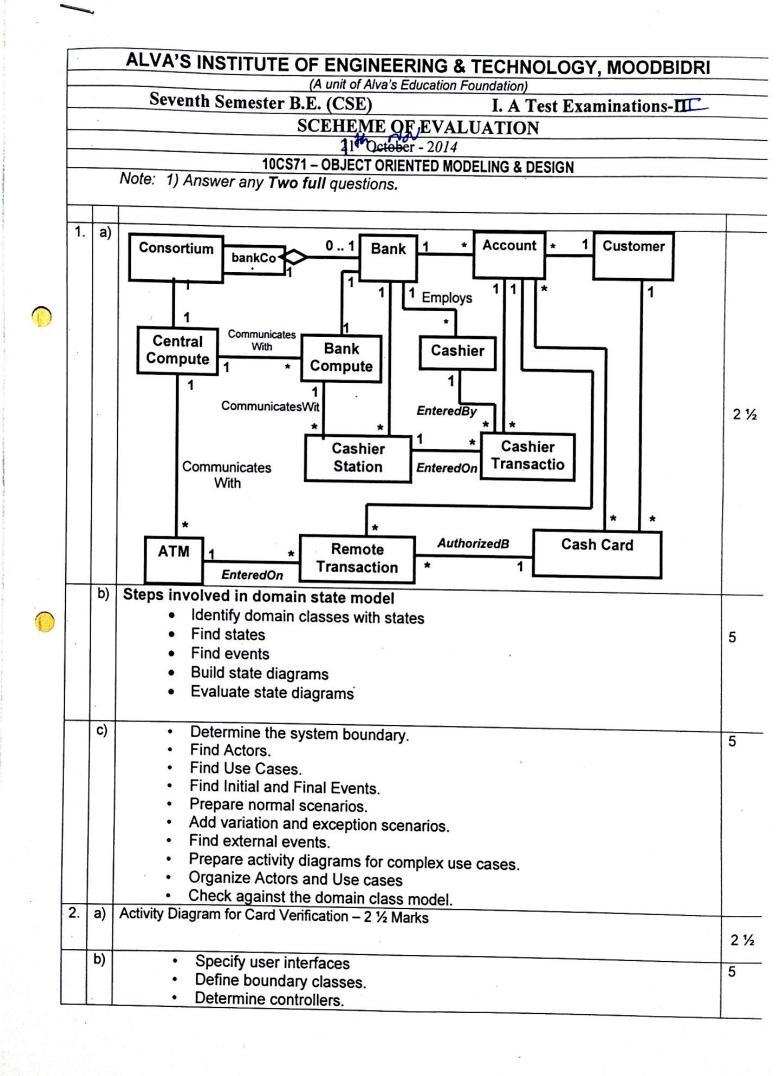
Duration: 1 Hour

I. A Test Examinations-III

11th November - 2014

10CS71 - OBJECT ORIENTED MODELING & DESIGN

Note: 1) Answer any Two full questions. a) Draw the initial class diagram for ATM systems 2 1/2 b) Discuss the steps involved in domain state model 5 List the steps involved in construction of application interaction model explain any one a) Write a activity diagram for card verification 2 1/2 Explain the steps involved application class model 5 Discuss the steps involved in application state model a) What are libraries? Explain the good qualities of libraries 3. 2 1/2 How do you allocate subsystems in system design? Explain



	T	• Check against the interest	
	c)	Check against the interaction model Various steps in the latest and the interaction model	
		 Various steps included are: Determine application classes with states Find events Build State diagrams Check against other state diagrams Check against the class model Check against the interaction model. 	5
3.	a)	 A Library is a collection classes that are useful in many contexts. Collection of classes must be carefully organized, so that users can find them. Qualities of good class libraries: Coherence: A class library should be organized about a few, a well focused themes. Completeness: A class library should provide complete behavior for the chosen themes. Consistency: Polymorphic operations should have consistent names and signatures across classes. Efficiency: A library should provide alternative implementations of algorithms that trade time and space. Extensibility: The user should be able to define subclasses for library classes. Genericity: A Library should use parameterized class definitions where 	2 1/2
	b)	appropriate. Different subsystems in subsystems design	5
	c)	Procedure driven control 2 Modes	5

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06CS71

Seventh Semester B.E. Degree Examination, May/June 2010 **Object Oriented Modeling and Design**

Time: 3 hrs.

Max. Marks;100

PART - A

TI.	Note: Answer any FIVE full questions, selecting	
1.00	at least TWO questions from each part.	
73	1994 May 1991	
	PART A	
	D. I. I. G. I	(06 Marks)
	Explain briefly three models used to describe a system.	
b.	Explain with a diagram, now an association class participates in another association	(04 Marks)
c	With a west diagram, explain a class model of a work-station window managem	
101	William Boar Gragitari, Suprami a state in the same in	(10 Marks)
10%	(0)	
2 a.	What is an association end? What are the properties of an association end?	(06 Marks)
b.	Define reification. Explain it with a diagram.	(06 Marks)
с.	Explain with a diagram, the basic UMD syntax for state diagrams.	(08 Marks)
	We work the state of the state	
3 a.	Explain with a diagram, nested states for a phone line.	(06 Marks)
b.	What is a usecase? Explain the guidelines for usecase models.	(08 Marks)
, C.	What do you mean by a swimlane? Explain briefly an activity diagram with sw	rimlanes for
000	servicing an airplane.	(06 Marks)
4.	\mathcal{M}_{i}	
4 a.	Explain the sequence of software development stages.	(08 Marks)
b.	What do you mean by system conception? Explain devising a system concept.	(08 Marks)
c.	List the steps to construct a domain state model.	(04 Marks)
	The state of the s	alilia
	PART - B	139
5 a.	With a neat sequence diagram, explain process transaction scenario.	(08 Marks)
4 ≥ b.	What are the different aspects of reusability? Explain the reusable things.	(08 Marks)
c.	What are the steps in designing a pipeline for a continuous transformation?	(04 Marks)
	100	
6 a.	Explain the consideration for choosing alternative algorithms.	(06 Marks)
b.		(08 Marks)
c.	Compare forward engineering and reverse engineering.	(06 Marks)
7 (a.	Explain briefly the properties of patterns for software architecture.	(08 Marks)
ு`b.	Explain pattern categories.	(06 Marks)
c.	What is a forwarder-receiver design pattern? When is it useful?	(06 Marks)
8 a.	Explain the liabilities imposed by a command processor pattern.	(06 Marks)
b.	Why view handler design pattern is used? Explain the scenario of the view hand	dler creating
	a new view.	(08 Marks)
	b. c. 3 a. b. c. 4 a. b. c. 5 a. b. c. 7 a. b. c. 8 a.	b. Explain with a diagram, how an association class participates in another association. c. With a wat diagram, explain a class model of a work-station window managements. d. What is an association end? What are the properties of an association end? b. Define reification. Explain it with a diagram. c. Explain with a diagram, the basic UML syntax for state diagrams. Explain with a diagram, nested states for a phone line. b. What is a usecase? Explain the guidelines for usecase models. c. What do you mean by a swimlane? Explain briefly an activity diagram with sw servicing an airplane. 4 a. Explain the sequence of software development stages. b. What do you mean by system conception? Explain devising a system concept. c. List the steps to construct a domain state model. PART - B 5 a. With a neat sequence diagram, explain process transaction scenario. b. What are the different aspects of reusability? Explain the reusable things. c. What are the steps in designing a pipeline for a continuous transformation? 6 a. Explain the consideration for choosing alternative algorithms. b. When fine-tuning of classes is essential? How is it achieved? c. Compare forward engineering and reverse engineering. 7 a. Explain briefly the properties of patterns for software architecture. b. Explain pattern categories. c. What is a forwarder-receiver design pattern? When is it useful? 8 a. Explain the liabilities imposed by a command processor pattern. b. Why view handler design pattern is used? Explain the scenario of the view hand.

Write the steps to implement the counted pointer idiom.

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(06 Marks)

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alpractice	· Job	Seventh Semester B.E. Degree Examination, Dec.09/Jan	.10
), ac	Gibs	Object Oriented Modeling and Design	,
a Colin	Time:	3 hrs. Max.	Marks:100
38.7		Note: Answer any FIVE full questions,	1
pa		selecting atleast two questions from each part.	3
aining blank pages. 2+8=50, will be treated as m		PART - A	10
age oe tr	1 , à.	Explain the models in OO development. Bring out the relationship among the n	, c ^O),
ᅕ	10530c	.0	(08 Marks)
blar 50	17/2 p.	i) attachate a dampie class model, explain the following:	
20 B		i) attributes and operations ii) qualified associations iii) multiplic iv) association end names v) generalization and inheritance.	Sec. 1.
ain 42+		y) generalization and filternance.	(12 Marks)
್ರಾ	2 a.	the properties of association ends.	(08 Marks)
e -	b.	The state modeling. Explain the kinds of events.	(07 Marks)
ج <u>بر</u>	305	Give the general UML system for state diagram and explain.	(05 Marks)
98 (13/100	What us an activity diagram? Explain the special constructs for activity models.	(10.16-1-)
= 5	b.	what are use case models? Give the guidelines for constructing a use case models	(10 Marks) cl. (05 Marks)
coss	c.	What are nested states? Explain with examples.	(05 Marks)
	4 a.	Explain the state of the state	140
g /p	. 4 4.	Explain the stages in the software development process. Which life cycle wou in the development? Why?	
diag	b.	Identify the classes of an ATM for a bank. What criteria would you take into	(10 Marks)
aw a	40	to select the right classes? Explain.	(10 Marks)
valt.	10000	100 miles	>1(-1111-)
outsorlly draw diagonal cross lines on the	7, .	PART-B	
ouls aal 1		What are the steps involved in constructing an application state model.	(12 Martin)
i dd	b.	Explain any two architectural styles, suited for system design.	(12 Marks) (08 Marks)
On completing your answers, 7mp Any revealing of identific	6 a.	Hollowed the state of the state	
ہے چ	b.	How would you improve the organization of a class design? How would you choose association traversal? Explain the following:	(06 Marks)
ans	- 363	How would you choose association traversal? Explain the following: i) One-way association ii) Two-way association. Write short notes on: i) Reverse engineering ii) Wrapping.	4.0
der a	ion,	i) One-way association ii) Two-way association. Write short notes on: i) Reverse engineering ii) Wrapping.	(06 Marks)
8.5	c.	Write short notes on:	(** 1.121.13)
ting		i) Reverse engineering ii) Wrapping.	. 32
ple		ii) Wiapping.	(08 Marks)
re/	7 a.	What is a pattern? Explain the model-view-controller design pattern f	or software
Any Any		architecture, with OM I diagram.	(05 Mayles)
÷ 0,	(9p)	List and explain different pattern categories. Give the differences between	patterns and
	Ç ^{l)} c.	methods. Explain client-dispatcher-server design pattern.	(05 Marks)
Zote	O.	Expanii chent-dispatcher-server design pattern.	(10 Marks)
A E	8 a.	Explain the command processor design pattern. Explain the command processor design pattern.	(10 Marks)
orta	b.	Explain publisher-subscriber design pattern.	(DE Manhall
Important Note:	C.	What are idioms and styles? Explain with the help of an example, a style guide id	liom.
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6	13/8/14	Link Associations.	1	Link Assorbh concepts		
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21	6/9/14	focas overview.		seve syst	19/9	1
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23	19/8/14	Elaboratty a concept	13	Elaborating a concept	25/9	7
24	22/11/4	Prepaliz a problem	43	Preficiely a problem status	26/9	9
25	25/9/14	Domain Analysis	1,7	Domain Analysis	29/9	1
24	26/9/14	Domain Classe model	1	Domain clays Medel	29/9	
27	29/9/14	Doman Stedemodel Sententin model	1	Domain Stade opedel. D Fastruju model	1/10	1
28	1/10/14	Application Analyses applied industriancedel		Applicater Dealyt's	9/10	1
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35	20/10/19	mangent of dooks	1,41	Eduty laws	29/10	14.9
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37	23/10/14	thanders bondy	10,	Harlly Slas	31/10	1,3
38		Common auchitetur	110	SUI - MI	3/11	18
39		Aschitect of ATM system	Jalana V	Havelle - Bureliand	5/11	371
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ALVA'S INSTITUTE OF ENGINEERING

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students

ALVA'S INSTITUTE OF ENGINEERIN AND TECHNOLOGY

Subject :

TE CSE Subject DOMD .

	d Classes held	Date / Month	3/2	4/8
SI	U.S.N.	Name	1	2
No.	int incsols	Johny Longiam	1	2
2	BAL MCSLOT	Arun	1	2
3	AM #SCSDE	Ji-Hikmishna T	1	2
4	AA INCSMS	Anitta N	1	2
5	HALIOTO19	Grando Bhogat Mohau Keuna	A	1
6	HACE COM	Prothible stetly	1	2
7	MOIO CO	Abdal Infah	1	2
8	एक्ट्र		1	2
9	CSec5	Akshitha	1	2
10	C\$607	Amin Namyatam.	1	2
11	C3008	Asjun speedhalah	1	2
12	C\$009	Arbitha mutin	1	2
13	CSON	Ashitha P. R	1	2
14	CSO 11	Ashwitha	1	2
15	9012	Agroin R. Arhok	1	2
16	15013	Basavadostan G. N	1	2
17	4014	Bhaletha Kulthik V.	1	2
18	C5015	Chaithanya Rumas	1	2
19	CS016	Ohami fastera R	1	2
20	03017	Jenjer Irds	1	3
21	Gas	Jyothsha k.	1	2
22	(5029	0	A	1
23	15023	- Phanjonban Runz av	1	2
24	0.04	Peroja Hablidal K.	1	2
25	085	Promed	1	2
26	0,036	Priyanka Laita C	1	2
27	(5027	Rajashaw Rai	1	2
28	Coass	Rashmi	1	2
29	099	Reshma Stet	1	2
30	G031	Sohana Y.	1	1
St	aff Initials		De	A

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ALVA'S INSTITUTE OF ENGINEERING

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AND TECHNOLOGY

AOODBIDRI - 574 225

ATTENDANCE CUM INTERNAL subject : 10CS7/

Class : TIL CSE

Subject : DOM D

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			~					Semeste	er		VII
Department		(CS	E				Subject	Code	100	871
Total No. of Students			50					Academ	ic Year	201	4-15
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Signature of Staff in - charge

HOD's Signature