15/05/2017

Roll No.

Total Pages: 03

OMCA/M-17

10022

OBJECT ORIENTED METHODOLOGY MCA-404

Time : Three Hours]

[Maximum Marks: 80

Note: Attempt *Five* questions in all, selecting *one* question from each Unit. Q. No. 1 is compulsory. All questions carry equal marks.

- 1. Answer the following questions in brief: 2×8=16
 - Explain dependency and realization relationships in UML by giving suitable examples.
 - (ii) What do you mean by "Unified" in UML?
 - (iii) Distinguish between strongly typed and untyped programming languages.
 - (iv) What is a ternary and m-ary association ? Give examples.
 - (v) What are adornments and stereotypes in UML ? Explain.
 - (vi) Distinguish between control flow and data flow by giving suitable examples.
 - (vii) What are the style rules used for reusability ?
 - (viii) How can you determine target objects of a suboperation ?

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Unit I

		,	5
2.	(a) (b)	What do you mean by use case diagram in UML ? Draw a use case diagram for a ticket distributor for	n 8
		a train system.	
3.	(a)	What is sequence diagram in UML? Draw a sequence diagram for a session with an online	
	(b)	What is activity diagram in UML? Discuss different symbols used in an activity diagram. Draw activity	ıt
		diagram to windraw money from an 11111.	
		Unit II	
4.	(a)	Explain in detail about the concept of modularity	y
		and encapsulation with example.	8
	(b)		?
	(-)		8
5.	(a)	Write short notes on the following:	
	_/		4
		.,	4
	(b)	What is an association ? Discuss multiplicity	y,
	(-)		8

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Unit III

		Cuit III
6.	(a) (b)	Discuss the relationship among object model, dynamic model and functional model. What do you mean by Data Flow Diagram (DFD)? What are the different symbols used in a DFD? Explain with a proper diagram.
7.	the s	t is State Diagram? What is its significance? Draw state diagram for automatic transmission of a car. ain the need of nested state diagrams with a suitable uple.
		Unit IV
8.	(a)	Discuss the mapping of subsystems to hardware units.
	(b)	How do you identify boundary conditions? Discuss.
	(c)	What are global resources ? How are they handled ?
9.	(a)	What are main guidelines of object-oriented system? Explain. 8
	(b)	Explain in detail about guidelines to design algorithms in object design phase.

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