

**GUJARAT TECHNOLOGICAL UNIVERSITY****BE- SEMESTER-V (NEW) EXAMINATION – WINTER 2020****Subject Code:3151604****Date:27/01/2021****Subject Name:Object Oriented Analysis and Design****Time:10:30 AM TO 12:30 PM****Total Marks: 56****Instructions:**

1. Attempt any FOUR questions out of EIGHT questions.
2. Make suitable assumptions wherever necessary.
3. Figures to the right indicate full marks.

		MARKS
<b>Q.1</b>	(a) What is the purpose of design optimization?	<b>03</b>
	(b) Discuss the difference between multiplicity and cardinality?	<b>04</b>
	(c) Explain Object Oriented Model, Dynamic Model, Functional Model and Interaction Model & Relation among these models.	<b>07</b>
<b>Q.2</b>	(a) What is an event? Explain types of events.	<b>03</b>
	(b) What is the purpose of class modeling? Explain aggregation versus association example.	<b>04</b>
	(c) List all kinds of control information represented by Dynamic model. Prepare State chart diagram for Two Party Phone Call.	<b>07</b>
<b>Q.3</b>	(a) What is concurrency? Explain aggregation concurrency.	<b>03</b>
	(b) Prepare a class diagram for group of classes. Sink, freezer, refrigerator, table, light, switch, window, smoke alarm, burglar alarm, cabinet, bread, cheese, ice, door, kitchen.	<b>04</b>
	(c) What is software development process? Enlist steps of software development process? Differentiate iterative process model from waterfall model.	<b>07</b>
<b>Q.4</b>	(a) Define Model. Briefly discuss its purposes.	<b>03</b>
	(b) How does Object-Oriented Software Development achieve and improve reusability?	<b>04</b>
	(c) Briefly explain following characteristics and themes of object oriented systems: Classification, identity, inheritance, encapsulation, polymorphism, sharing, synergy.	<b>07</b>
<b>Q.5</b>	(a) Discuss data storage management in system design	<b>03</b>
	(b) What does one shot diagram represent? Show one shot diagram for chess game.	<b>04</b>
	(c) Prepare sequence diagram for booking a train ticket on-line.	<b>07</b>
<b>Q.6</b>	(a) Explain refactoring with respect to class design.	<b>03</b>
	(b) Explain methods of breaking system into subsystems to system design.	<b>04</b>
	(c) Describe the criteria for discarding unnecessary and incorrect classes. Give example to justify the answer.	<b>07</b>
<b>Q.7</b>	(a) Explain nested states with appropriate diagram.	<b>03</b>
	(b) Explain sequence diagram with suitable diagram.	<b>04</b>
	(c) List out the decisions you make during system design and briefly explain the objectives of following: i) frame works ii) patterns iii) libraries ii) layers iii) partition	<b>07</b>

- Q.8** (a) Differentiate active, passive and transient object in sequence diagram. **03**
- (b) Explain ‘concurrency within an object’ represented by state model with suitable example. **04**
- (c) “Iterative development life cycle is better than the waterfall development life cycle.” Explain with Example. **07**

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