

APRIL/MAY 2019

**MCS15A — OBJECT ORIENTED ANALYSIS
AND DESIGN**

Time : Three hours

Maximum : 75 marks

SECTION A — (5 × 6 = 30 marks)

Answer ALL questions.

1. (a) What is a 'Pattern'? What are the essential components to recognize a pattern?

Or

- (b) List the primary goals in the design of the UML.

2. (a) Describe super – sub class relationships with guidelines.

Or

- (b) Write the guidelines for developing effective documentation.

3. (a) What is meant by 'distributed objects computing'?

Or

- (b) What is a 'Stored Procedure'?

4. (a) Write the guidelines for using colors and fonts in designing view layer interface.

Or

- (b) Explain the procedure of designing application windows.

5. (a) What is 'user satisfaction test'?

Or

- (b) What is debugging? What are its principles?

SECTION B — (3 × 15 = 45 marks)

Answer any THREE questions.

6. Explain any two object oriented methodologies.
7. Discuss any two approaches of identifying classes.
8. Elaborate on the object oriented design axioms.
9. Describe the guidelines for various view layer interfaces.
10. Explain the different testing strategies.

