

DECEMBER 2015

P/ID 17524/PCE06

---

Time : Three hours

Maximum : 100 marks

PART A — (6 × 5 = 30 marks)

Answer any SIX questions.

1. Define the following terms with an example for each :
  - (a) Class
  - (b) Message
  - (c) Polymorphism
  - (d) Cardinality.
2. What is model? What are the advantages of modeling?
3. Write short notes on classifications theory.
4. With a neat sketch, explain the object-oriented design process briefly.
5. What are the basic types of attributes? Give an example for each.
6. Narrate distributed objects computing briefly.
7. With a neat sketch, explain the view layer macro process briefly.
8. What is debugging? Illustrate Myer's debugging principles.

PART B — (7 × 10 = 70 marks)

Answer any SEVEN questions.

9. Write a detailed note on various macro processes in object-oriented software development life cycle.
10. Explain any two object-oriented methodologies.
11. Describe the various interaction diagrams with an example for each.
12. Perform an object-oriented analysis for analyzing the vianet bank atm based on use-case driven process.
13. Discuss on the various corollaries derived from the two design axioms.
14. Explain the process of creating access layer classes.
15. Write a detailed note on various UI design rules based on the design axioms and corollaries.
16. Discuss on any two purposes of a view layer interface.
17. Describe the various testing strategies in detail.
18. Explain the usability testing in detail.