

OCTOBER 2013

**P/ID 16111/KAL/  
PITL**

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Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

1. (a) Write about the traditional software development methodologies.

Or

- (b) Mention the various process involved in object oriented software development life cycle.

2. (a) Write the guidelines for identifying attributes from use case diagrams.

Or

- (b) Why do we need methods and messages in object oriented system?

3. (a) List the object oriented design axioms and corollaries.

Or

- (b) State how analysis differs from design.

4. (a) Mention the user interface design rules.

Or

- (b) Write the purpose of a view layer interface.

5. (a) What is user satisfaction testing? Give any two objectives of user satisfaction test.

Or

- (b) What are the main tools of quality assurance?

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

6. Explain in detail about the dynamic modeling of UML.
7. What is the purpose of a use case model? Illustrate the different types of relationships between use cases with an example.
8. How do object relational database management system provide object persistence? Explain with example.
9. Explain the macro and micro process of view layer design.
10. What is a test plan? Explain in detail about the guidelines to be followed in developing a test plan.
11. Describe the basic concepts of various testing strategies.
12. How software quality assurance is achieved in object oriented software development.
13. Write short notes on:
- (a) Object interoperability
- (b) Access layer.