

DECEMBER 2015

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

Time : Three hours

Maximum : 75 marks

PART A — (5 × 5 = 25 marks)

Answer ALL questions.

1. (a) Name the phases in system development life cycle model and define the functions.

Or

- (b) What is UML? List various notations and their meanings.

2. (a) What is an use-case? How the models are evolved?

Or

- (b) Describe various object relations, with illustrations.

3. (a) What are design processes? Illustrate with relevant examples.

Or

- (b) Discuss about object inter operability issues.

4. (a) Explain the importance of user-interface design.

Or

- (b) What are micro level processes, in view layer? Illustrate.

5. (a) What is the role of object orientation on testing? Discuss.

Or

- (b) State and describe debugging principles.

PART B — (5 × 10 = 50 marks)

Answer any FIVE questions.

6. Explain patterns and frame works. Illustrate their uses.
7. Describe the various object attributes and object responsibilities.
8. Discuss about design axioms and object storage.
9. Explain view layer interface and their implementation.
10. Describe quality assurance tests and testing strategies.

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11. When do you prefer continuous testing and test plans?
 12. How user satisfaction on system usages, can be measured? Illustrate with examples.
 13. Write short notes on
 - (a) OOAD
 - (b) State and class diagrams.
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