[07 – 4120]

IV/IV B.Tech. DEGREE EXAMINATION.

First Semester

Computer Science and Engineering

OBJECT ORIENTED SOFTWARE ENGINEERING

(Common with IT)

(Effective from the admitted batch of 2006–2007)

Time : Three hours Maximum : 70 marks

First question is compulsory.

Answer any FOUR from the remaining.

All questions carry equal marks.

Answer all parts of any question at one place.

1. (a) Distinguish between participants and roles.

   (b) Explain Brainstorming.

   (c) Explain Greenfield engineering and reengineering.

   (d) Explain control objects.

   (e) Explain the difference between coupling and cohesion.

   (f) Explain inspecting components.

   (g) Explain change requests.

2. Draw a use case diagram for a ticket distributor for a train system. The system includes two actors: a traveler, who purchases different types of tickets, and a central computer system, which maintains a reference database for the tariff. Use cases should include: Buy One Way Ticket, Buy Weekly Card, Buy Monthly Card, Update Tariff, Also include the following exceptional cases: Time Out, Transaction Aborted, Distributor Out of Change and Distributor Out of Paper.

3. Explain the mechanisms of communication.

4. Discuss requirements elicitation activities.

5. (a) Explain how associations are identified among objects.

   (b) Explain the procedure for designing the global control flow.

6. (a) Discuss the principal object design concepts.

   (b) Explain capturing rationale in meetings.

7. (a) Explain Fault avoidance techniques.

   (b) Explain test stubs and drivers.

8. (a) Explain Branch management activity.

   (b) Explain Initiating the project.
