Object Oriented Analysis and Design
Important 13mark questions

Unit I

1. Explain the conceptual model of the UML in detail? Explain various common mechanisms used in UML.
2. Explain about the various phases in unified process.

Unit II

1. Explain the design principles in object modelling. Explain in detail the GRASP method for designing objects with examples.
2. Explain with an example the factory method design pattern.

Unit III

1. (i) Explain in detail about conceptual classes and description classes.
   (ii) Explain with an example aggregation and composition.
2. Write briefly about elaboration and discuss the difference between elaboration and inception with neat diagram.

Unit IV

1. Explain about relationship between sequence and use case in detail.
2. Draw a neat sketch of the logical layered architecture of NextGen application and explain the components in detail.

Unit V

1. What is OO testing? Explain in detail about the concepts of OO testing in OOAD.
2. Explain in detail about the mapping of design to code implementation in an object oriented language.