



- Notes :
1. All questions carry marks as indicated.
 2. Solve Question 1 OR Questions No. 2.
 3. Solve Question 3 OR Questions No. 4.
 4. Solve Question 5 OR Questions No. 6.
 5. Solve Question 7 OR Questions No. 8.
 6. Solve Question 9 OR Questions No. 10.
 7. Solve Question 11 OR Questions No. 12.
 8. Due credit will be given to neatness and adequate dimensions.
 9. Assume suitable data whenever necessary.
 10. Illustrate your answers whenever necessary with the help of neat sketches.

1. a) What do you mean by object orientation? Also explain the three models required for object oriented development. 7
b) What do you mean by inheritance? Explain different types of inheritance. 6

OR
2. a) Differentiate between. 6
i) Object & classes.
ii) Links & association
iii) Generalization & inheritance.
b) What is recursive aggregate? Explain propagation of operation with example. 7
3. a) prepare a scenario for making a phone call & also provide a state diagram for phone call scenario. 10
b) Explain events & concurrency. 4

OR
4. a) Explain the data flow diagram for deposit & withdrawal of cash from bank. 7
b) Draw functional model for taking admission in college. 7
5. What is need of analysis phase in OOD? Explain various phase of analysis in OOD. 14

OR
6. a) Prepare an event trace & event flow diagram for ATM. 8
b) Draw & explain data flow for ATM transactions process. 6
7. a) How the procedure driven, event driven & concurrent system differ from each other? Discuss it in detail. 9
b) Write short note on setting trade off priorities. 4

OR
8. a) Explain batch transformation & Write steps in designing the batch transformation. 5

- b) Explain continuous transformation with design steps. 5
- c) What is transaction manager. 3
9. a) What kind of adjustments are needed to increase the chance of Inheritance. 9
- b) What are various issues involved in physical packing. 4
- OR**
10. a) How algorithms are chosen during object design? Explain in detail. 7
- b) Explain. 6
- i) Integrity constraints.
- ii) Documenting design Decisions.
11. a) Explain the guidelines for programming in large, 8
- b) Explain the At style rules for reusability. 5
- OR**
12. Write short note on. 13
- i) Qualities of good user interface.
- ii) Extensibility
- iii) Robustness
- iv) Reusable components.
