

16. Unit-Wise Question Bank:

Unit 1: Introduction to Object Oriented Modeling:

1. Explain Algorithmic and object-oriented software decomposition.
2. Explain UML as a standard?
3. Explain the evolution of object-oriented Analysis and design?
4. Difference between distributed and real time design method?
5. Explain the UML notations?

Unit 2: UML Modeling

1. Explain the basics of use-case system?
2. Explain the types of use-case and their relationships?
3. Write the guidelines for describing use-case?
4. Explain organizing the use-case, describing and realizing use case?
5. Explain the class diagram and their component with example?
6. Explain the CRC Cards with suitable example?

Unit 3: Behavioral Modeling:

1. Explain the sequence diagram in detail?
2. Draw communication diagram and explain with suitable Example?
3. Explain the components of activity diagram?
4. Explain the guidelines for creating activity diagram?
5. Draw component diagram and explain with suitable example?
6. Explain deployment diagram with suitable example?

Unit 4: Introduction to design pattern

1. What is Design Pattern? Explain the Catalog of design pattern?
2. What is Singleton? Explain with suitable Example?
3. What is Abstract Factory? Explain with suitable Example?
4. What is Prototype? Explain with suitable Example?

Unit 5: Structural Design Pattern

1. Explain Adapter with suitable example?
2. Explain Decorator with suitable example?
3. Explain Proxy with suitable example?

Unit 6: Behavioral Design Patterns

1. Explain the Consequences of strategy design pattern?
2. What are the participants in command design pattern and explain their roles?
3. Explain the strategy design pattern with suitable example?