

LOYOLA COLLEGE (AUTONOMOUS), CHENNAI – 600 034

M.Sc. DEGREE EXAMINATION – COMPUTER SCIENCE

FIRST SEMESTER – NOVEMBER 2009

CS 1806 - OBJECT ORIENTED SOFTWARE ENGINEERING

Date & Time: 14/11/2009 / 1:00 - 4:00 Dept. No.

Max. : 100 Marks

PART A

Answer ALL questions

10 x 2 = 20

1. What are the advantages of object-oriented development?
2. Define inheritance.
3. How would you name classes?
4. List the types of Attributes.
5. Define design pattern.
6. Write a note on design axioms.
7. State the UI design rules.
8. Why is the user interface one of the most important components of any software?
9. What is the purpose of continuous testing?
10. Why do we need usability testing?

PART B

Answer ALL questions

5 x 8 = 40

11. (a) Write in detail about Booch methodology.
(OR)
(b) Explain Unified Approach.
12. (a) In detail, explain common class pattern approach.
(OR)
(b) List the guidelines for identifying the association and identifying the super sub relationship.
13. (a) What are the three types of protocols? Describe about designing well defined protocols.
(OR)
(b) Describe the process of creating the access layer classes.
14. (a) Explain about designing view layer classes.
(OR)
(b) Briefly explain the terms reusability, robustness and extensibility.
15. (a) What is a test plan? What steps are followed in developing a test plan?
(OR)
(b) (i) Write about the impact of object oriented testing.
(ii) List the debugging principles.

PART C

Answer any TWO questions

2 x 20 = 40

16. (a) Write an essay about UML.
(b) Explain in detail about use-case model.
17. (a) List the six corollaries and explain any three in detail.
(b) What is the purpose of view layer interface? Explain.
18. (a) Describe user satisfaction test.
(b) Write in detail about software metrics.
