MCA 182304

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M.C.A. 3rd Semester (End Term) Examination OBJECT ORIENTED PROGRAMMING AND DESIGN

(New Regulation W.e.f. 2017-18 and New Syllabus W.e.f. 2018-19)

Full Marks - 70

Time - Three hours

The figures in the margin indicate full marks for the questions.

Answer question No. 1 and any four from the rest.

1. Answer the following:

 $(10 \times 1 = 10)$

- (i) List different relationships shared among objects of an application.
- (ii) When and why constructor is used in a class?
- (iii) State the purpose of generalization.
- (iv) How framework and contract help in OO application development?
- (v) How encapsulation and data hiding is done in OOP?
- (vi) Why are activities and events used in State Diagram?
- (vii) If a programming language provides a constructor for a class, what will be its signature?
- (viii) How multiple constructors are implemented?
- (ix) Can polymorphism be implemented without inheritance? Justify your answer.
- (x) How Use Case is determined in a Use Case diagram.
- 2. (a) Give the sequence and activity diagram for login operation. (5)
 - (b) Why domain analysis and application analysis are done in application development? Write their significance? (2 + 2 = 4)
 - (c) Why non-portable codes should be kept separately?

(3)

(3)

(d) Why serializing and marshaling of objects are needed?

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Turn over

- (a) Illustrate the relationship between person, employee and organization using class diagram. Elaborate it with an object diagram for this class diagram.
 (2 + 3 = 5)
 - (b) How transient objects are represented in sequence model? Give example. (5)
 - (c) Why qualified associations are used? Explain. (5)
- 4. (a) Why association end names are important? Explain with example. (2 + 3 = 5)
 - (b) Give one-shot state diagrams for chess game with and without entry and exit points. (6)
 - (c) When include and extend relationships are used in Interactive modeling? (4)
- 5. (a) Discuss the three types of attributes used in OOP. (6)
 - (b) Discuss the relations among class model, state model and interaction model?
 (3)
 - (c) How to show passive objects in sequence diagrams? Give example. (4)
 - (d) Why are events used? Name few commonly used events in state modeling.
 (2)
- 6. (a) Write the differences between Waterfall and Iterative development. (6)
 - (b) How signals are shown in activity diagram? State with an example. (4)
 - (c) Why multiple inheritances are important? Write the delegation methods to avoid it.

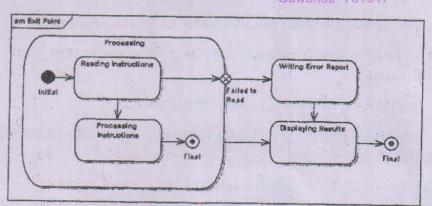
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Azara, Hatkhowapara,

(5)

(2)

7. (a) Explain the system given below:



- (b) Why state diagram is important?
- (c) Write different ways to handle errors in applications. (5)
- (d) When association class is used? How it can be shown in class diagram? (2+1=3)

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