

Maximu:

## SIXTH SEMESTER B.TECH. (ENGINEERING) DE EXAMINATION, JUNE 2012

IT2K 603—DATA MODELLING AND DESIGN

Time: Three Hours

Answer all questions.

- 1. (a) Explain how object differs from variable.
  - (b) Give example for function over loading and also specify the rules.
  - (c) What are attributes? How are they represented in UML?
  - (d) Explain window navigation diagram.
  - (e) Describe the structure of encapsulation.
  - (f) What are class invariants? Explain.
  - (g) Explain mix-in class.
  - (h) What is compile time polymorphism? Explain.

 $(8 \times 5 = 40 \text{ marks})$ 

2. (a) (i) Highlight the salient features of OO programming.

(8 marks)

(ii) Discuss the significance of messge passing with 2 distinct examples.

(7 marks)

Or

(b) (i) What is runtime polymorphism? Explain.

(8 marks)

(ii) With simple example, differentiate the benefits of inheritance over non-inheritance based applications.

(7 marks)

3. (a) (i) Explain nested states, concurrent states and transient states.

(8 marks)

(ii) Compare composition with aggregation.

(7 marks)

Or

(b) (i) Explain collaboration diagram in detail.

(8 marks)

(ii) With suitable example, explain state diagram.

(7 marks)

4. (a) Explain class cohesion and the principles of type conformance.

Or

(b) Draw the class diagram and state transition diagram for an ATM application.

5. (a) (i) Highlight the characteristics of polymorphism.

(8 marks)

(ii) Are components different from objects? How?

(7 marks)

Or

(b) (i) Explain the template concept with an example.

(8 marks)

(ii) Why and how maximum classes are useful for OO applications.

(7 marks)

 $[4 \times 15 = 60 \text{ marks}]$ 

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