		Reg. No.								
Question Paper Co	de	12633								
B.E. / B.Tech DEGREE EXAMINATIONS, APRIL / MAY 2024										
Fourth Semester										
Computer Science and Engineering										
(Common to Computer and Communication Engineering)										
20CSPC403 - OBJECT ORIENTED SOFTWARE ENGINEERING										
(Regulatio	ons -	- 2020)								
Duration: 3 Hours Max. Marks: 100									0	
PART - A (10 × 2 = 20 Marks) Answer ALL Questions							Mark.	K– S Leve	l co	
1. What is Software Engineering?								2	K1	<i>CO1</i>
2. What are the Problems with agile methods	s?							2	K1	<i>CO1</i>
3. Define functional requirements in softwar	e de	velopment.						2	K1	<i>CO2</i>
4. Why architectural design is considered on process?	rucia	al in the sof	tw	are o	leve	lopn	nent	2	K2	<i>CO2</i>
5. What are the main components of a Use C	Case	diagram?						2	K1	CO3
6. What is the Unified Process (UP) and list	the o	different UP	P Pl	nase	s?			2	K1	CO3
7. What is deployment diagram and compon	ent o	liagram?						2	K1	<i>CO</i> 4
8. Define Package. Mention the three layers	of p	ackage diag	rar	n.				2	K1	<i>CO</i> 4
9. What is the tester's perspective in black be	ox te	sting?						2	K1	<i>CO5</i>
10. Define Testing.								2	Kl	CO5

PART - B $(5 \times 13 = 65 \text{ Marks})$

Answer ALL Questions

11. a) Define software life cycle. List all life cycle models and explain spiral ¹³ K2 CO1 model with a neat diagram.

OR

- b) Describe how does the agile development methodology address the ¹³ K2 CO1 challenges of managing complexity and promoting adaptability throughout the software development lifecycle?
- 12. a) Describe how Software requirements are documented. State the ¹³ K² CO² importance of documentation.

OR

b) What is software architecture? Outline the architectural styles with an ¹³ K2 CO2 example.

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13. a) Write a problem statement for Library Management System. Perform ¹³ K³ CO³ the Object Oriented System Development and give the Use Case model for the same (use include, extend and generalization) and design the UML Use Case diagram for the same.

OR

- b) Discuss the difference between inception and elaboration. Explain how 13 K2 CO3 inception is used in POS system. List any five and artifacts related to Inception.
- 14. a) What is GRASP ? List and explain the nine object oriented design ¹³ K2 CO4 principles.

OR

- b) Design use case realization with GoF design pattern. 13 K2 CO4
- 15. a) Discuss the advantages and disadvantages of White Box Testing ¹³ K³ CO⁵ compared to Black Box Testing. Provide examples to illustrate your points.

OR

b) Explain about the purpose and challenges in Refactoring and list some ¹³ K³ CO⁵ refactoring techniques.

$PART - C (1 \times 15 = 15 Marks)$

- 16. a) Explain the activities involved in Business process engineering. 15 K2 CO6 OR
 - b) Explain about the purpose and challenges in Refactoring and list some ¹⁵ K2 CO6 refactoring techniques.