UNIT-III
5. a) Develop sequence/collaboration diagrams for Bank ATM systems 8
   b) Why is classes, Responsibilities and collaborators useful? 4

   OR

6. a) Why are uses and extends associations useful in use-case modeling? 6
   b) Describe relevant, fuzzy and irrelevant classes 6

UNIT-IV
7. a) List the object-oriented design axioms and corollaries 6
   b) Describe CORBA, ORB and DCOM 6

   OR

8. a) Describe the relationships between coupling and cohesion 6
   b) Describe the macro and micro process of view layer design 6

UNIT-V
9. Describe different testing Strategies with examples 12

   OR

10. a) What is a test plan? What steps are followed in developing a test plan? 6
    b) Define cyclomatic complexity and explain path testing technique with example 6

[2,6,10/II S/210]
UNIT-I

1. a) Describe the components of the unified approach 6
   
   b) Why is reusability important? How does object-oriented software development promote reusability 6

   OR

2. a) Describe the macro processes of object-oriented system development approach 8
   
   b) How are objects are identified in an object-oriented system? 4

UNIT-II

3. a) Briefly describe Booch system development process 6
   
   b) Describe the class diagram and explain the relationships that exist among them 6

   OR

4. a) Describe the difference between Patterns and Frameworks 6
   
   b) Explain the difference between sequence diagrams and collaboration diagrams with example 6