CT-1 (Object Oriented Techniques ECS-503)

TIME: 120 Min  MM: 60Marks

All Parts Compulsory.

Part-1 Attempt any three. [5 x 3=15M]

Q.1 What do you mean by an object? Explain. Discuss the various characteristics of objects with suitable example.

Q.2 What is the difference between Procedure based programming language and Object oriented programming language.

Q.3 What do you mean by polymorphism. Explain with an example?

Q.4 Give the conceptual model of UML

Part-2 Attempt any three. [5 x 3=15M]

Q.1 Write short notes on architectural modeling with suitable example and diagrams.

Q.2 Define state. Give state diagram for phone line.

Q.3 Draw Use case diagram for a Restaurant System.

Q.4 What are packages and why they are used?

Part-3 Attempt any three. [10 x 3=30M]

Q.1 (a) Explain the principles of modeling.

(b) Write the names of any 4 UML diagrams and explain their use.

Q.2 (a) Discuss the concept of encapsulation with suitable example.

(b) What do you mean by generalization and inheritance? Use some examples to explain.

Q.3 (a) Define Link and Association. Discuss the role of link and association in object modeling with suitable example.

(b) What do you understand by basic behavioral modeling?

Q.4 Explain common modeling techniques of a class diagram.

--------------Best Of Luck--------------