MAY 2025 **P/ID17619/PCA5R/ PCATE**

Time : Three hours Maximum : 80 marks

PART A — (10 × 2 = 20 marks)

Answer any TEN questions.

1. Define Polymorphism.
2. Mention the elements of the object models.
3. What are called patterns?
4. Define Object.
5. Define concurrency.
6. What is modularity?
7. Define scalability.
8. Expand UID.
9. Mention the benefits of using view layer interface.
10. Define testing.
11. What are test cases?
12. Define Debugging.

PART B — (5 × 6 = 30 marks)

Answer any FIVE questions.

13. Bring out the benefits of using object oriented analysis and design.

14. What is Inheritance? Discuss in brief about its types.

15. Explain in brief about Booch methodology OOAD.

16. List out the components of use case model.

17. How do object from different classer interact? Explain.

18. List out the uses of view layer classes in OOAD.

19. Discuss in brief about the principles of object orientation on testing.

PART C — (3 × 10 = 30 marks)

Answer any THREE questions.

20. Explain in detail about the development life cycle of OOAD.

21. Discuss in detail about the steps involved in object analysis.

22. Write detailed note on design axioms.

23. Bring out the steps involved in UI design with example.

24. Discuss in detail about the types of quality assurance tests in OOAD.

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