

MCA (Revised)
Term-End Practical Examination
December, 2010

01825

**MCSL-036 : LABORATORY COURSE (FOR OOAD,
SOFTWARE ENGINEERING AND ACCOUNTANCY AND
FINANCIAL MANAGEMENT)**

Time allowed : 3 hours

Maximum Marks : 100

Note : *There are **three sections** in this paper. Each section is for **one hour**, including the viva-voce. Attempt only that part(s) in which you are not successful as yet. Answer **all** the questions in each section. Section - **A** and Section - **B** carry 25 marks for the problem, and viva-voce is for 5 marks, respectively. Section - **C** carries 30 marks for the problem, and viva-voce for 10 marks. Assumptions can be made wherever necessary.*

SECTION - A

(Object Oriented Analysis and Design)

1. The University wants to computerize its admission process. The system should maintain data of all new students as well old students, their results issue admission letter, allocate study centre /program centres or should also allow students to move from one study centre to another study centre.

Perform the following tasks:

- (a) Draw the use case, define all the classes and draw an object diagram. 15
- (b) Draw the sequences and collaborative diagram. 10

SECTION - B
(Software Engineering)

1. Perform the following tasks :

- | | |
|---------------------------------------------------------------------------------------|-----------|
| (a) Develop SRS | 7 |
| (b) Draw DFDs of level 0 and level 1 | 8 |
| (c) Draw a E - R diagram its related tables and also show its integrity constraints . | 10 |

SECTION - C
(Accountancy and Financial Management)

1. Post the following transactions of a chemist shop to prepare the journal ledger and trial balance : 30

September 2010	Transaction	Amount
2	Started the business with cash	3,50,000
4	Deposited in the bank	75,000
6	Purchased furniture	60,000
8	Purchased Almarah +Freeze	80,000
10	Purchased goods for cash	70,000
12	Purchased goods on credits	1,00,000
14	Sold goods for cash	90,000
16	Sold goods on credit	65,000
20	Paid salary	45,000
28	Paid rent	40,000