

**B.Tech. - VIEP - COMPUTER SCIENCE AND
ENGINEERING (BTCSVI)**

Term-End Examination

June, 2016

00156

BICSE-010 : DATA MODELLING AND UML

Time : 3 hours

Maximum Marks : 70

*Note : Answer any **seven** questions. All questions carry equal marks. Assume suitable missing data, if any.*

1. (a) How does the object oriented approach differ from the traditional approach ? Why is reusability important ? 5
- (b) Is UML a programming language ? Is it process dependent or independent ? Name all the UML diagrams. 5
2. (a) Draw a class diagram for Library Management System. 5
- (b) What is the purpose of models in designing ? Which diagram(s) show(s) the concept of inheritance ? What are the challenges in designing with inheritance ? 5

3. (a) Activity diagrams may be used for different purposes during system development process. List four such purposes. 5
- (b) What are the similarities/dissimilarities between a sequence diagram and collaboration diagram ? 5
4. (a) Can we have inheritance without polymorphism ? Explain. 5
- (b) Describe Booch Methodology for object oriented development. 5
5. (a) What do you mean by an event in state diagram ? Discuss the various types of events. 5
- (b) What are the different criteria to keep the right association in domain class model ? 5
6. (a) Explain the qualified association in class diagram with an example. 5
- (b) Explain 'ordered', 'bags' and 'sequences' in class diagram with example in each. 5
7. (a) What do you mean by Aggregation ? What is the difference between Aggregation and Composition ? 5
- (b) Define Event, State and Transition with the help of a state diagram. 5

8. (a) Describe Abstract Data Type (ADT). 5
- (b) Define "Solution Domain" in object oriented modelling approach. 5
9. (a) Explain the use of the following concepts for activity diagram :
Synchronization bar, swimlane and sending-receiving signals. 5
- (b) Differentiate between Include relationship and Extend relationship with example. 5
10. Write short notes on any *two* of the following : $2 \times 5 = 10$
- (a) System Models and Views
- (b) Prototyping
- (c) Events and Messages
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