OOAD AND UML

UNIT-V:

TWO MARKS:

1)Define UML.

2)Where can be UML be used?

3)What are the kinds of building blocks in UML?

4)Define structural things.

5)Define behavioral things.

6)Define component and node.

7)Define annotational things.

8)What is mean by generalization?

9)Define association.

10)How many kinds of relationship in the UML?

11)Define class and object diagram.

12)Define use case diagram.

13)Define sequence diagram.

14)Define statechart diagram.

15)Define activity and component diagram.

16)Define the UML semantic rule.

17)Define adornments.

18)Define common division.

19)Define stereotypes.

20)Define tagged values.

21)Define constraints.

22)Define incremental process.

23)Define attribute and operations in class.

24)Define responsibilities.

25)Define dependency.

26)Define role.

27)Define multiplicity.

28)Define aggregation.

29)Define note.

30)What is meant by system?

31)Define model and view.

32)Define static part of the system.

33)Define the dynamic part of the system.

34)Define collaboration diagram.

35)Define forward engineering.

36)Define reverse engineering.

37)What is meant by package?

38)What is meant by context?

39)Define links.

40)Define objects and roles.

41)What is meant by message?

42)What is meant by representation?

43)List out the process that usecase commonly contains.

44)Different between forward and reverse engineering.

45)List out the process that interaction diagram commonly contains.

46)Define action state.

47)Define activity state.

48)Define forking and joining.

49)Define swim lanes.

50)Define signals.

51)What is meant by call event?

52)Define time and change event.

53)Define sending event.

54)Define receiving event.

55)Define active object.

56)Define threads.

57)What is meant by process?

58)Define synchronization.

59)Define process view.

60)What is meant by timing mark?

FIVE MARKS:

1)Explain about UML.

2)Describe the rule of UML.

2)Explain about classes.

3)Explain about responsibilities.

4)Explain about common modeling techniques in class diagram.

5)Explain about relationships.

6)Explain about the common modeling techniques in relationship diagram.

7)Explain about common mechanisms.

8)Describe about the diagrams.

9)Describe about the structural diagram.

10)Explain about the behavioral diagram.

11)Explain about usecase diagram.

12)Describe the class diagram.

13)Explain about packages.

14)Explain about interaction diagram.

15)Explain about forward engineering.

16)Explain about reverse engineering.

17)Describe about the activity diagrams.

18)Describe about to modeling an interprocess communication.

19)Explain about common modeling techniques in activity diagram.

20)Explain about component diagrams.

TEN MARKS:

1)Explain the brief history of basic structural modeling.

2)Briefly explain about behavioral modeling with example.

3)Explain about architectural modeling.

4)Explain about common modeling techniques in class and interaction diagrams.

5)Briefly explain about common modeling techniques in behavioral modeling.