

1. Complexity follows ----- structure ()
(A) Top-down (B) Bottom-up (C) Hierarchical (D) Dependency
2. Intra component linkages are stronger in ----- systems ()
(A) Simple (B) Complex (C) Control (D) None
3. ----- is a process used to generate set of methods ()
(A) Methodology (B) Modularization (C) Method (D) None
4. Decomposition of large problem to smaller ones are applied in ----- approach ()
(A) Data driven (B) Top down (C) Object oriented (D) None
5. An example for 1st generation language is ----- ()
(A) FORTRAN-1 (B) COBOL (C) LISP (D) PL/1
6. 1st generation language was used for ----- applications ()
(A) Algorithmic (B) Scientific (C) Cost-effective (D) None
7. ----- is an important minor element of object-oriented models ()
(A) Abstraction (B) Encapsulation (C) Concurrency (D) Typing
8. Implementation of a system can be done with ----- ()
(A) Abstraction (B) Encapsulation (C) Concurrency (D) Typing
9. Inheritance denotes ----- relationship ()
(A) Using (B) is –a (C) Whole-part (D) None
10. Static binding is also called as ----- ()
(A) Using (B) Late (C) Early (D) None
11. An object has ----- & ----- ()
(A) State, Identity (B) Forms, Formality (C) Performance, Policy (D) None
12. Object state can be encompassed of ----- & ----- behavior ()
(A) Static, Dynamic (B) Abstract, Legal (C) Private, Public (D) None
13. The ----- operation creates an object ()
(A) Constructor (B) Destructor (C) Selector (D) Modifier
14. ----- is a conceptual connection between objects ()
(A) Move (B) Link (C) Actor (D) None
15. ----- of a class provides outside view of the system ()
(A) Implementation (B) Usecase (C) Interface (D) None
16. Connection among things is ----- ()
(A) Life cycle (B) Relationships (C) State (D) None
17. Generalization is also called as ----- relationship ()
(A) Whole/part (B) Using (C) Parent/ child (D) None
18. In Classical categorization classification can be done by ----- ()
(A) Concepts (B) Prototypes (C) Properties (D) None
19. Measure of degree of connectivity from one module to other module is ----- ()
(A) Coupling (B) Cohesion (C) Prototype Theory (D) None
20. Static parts of a system can be obtained by ----- things ()
(A) Structural (B) Behavioral (C) Grouping (D) Annotational

1. Composition of interrelated subsystems having own subsystems leads to ----- ()
- (A) Complexity (B) simplicity (C) multiple (D) none
2. ----- systems are not decomposable ()
- (A) simple (B) complex (C) natural (D) none
- 3.Collection of methods applied across the SDLC is called as ----- ()
- (A) forms (B) methodology (C) procedures (D) none
- 4.Top down approach uses ----- type of decomposition to solve complexity ()
- (A)algorithmic (B) functional (C) programmatic (D) none
5. An example for 2nd generation language is ----- ()
- (A)FORTRAN-1 (B) COBOL (C) PASCAL (D) PL/1
6. 2nd generation language emphasizes on ----- ()
- (A) Algorithmic (B) scientific (C) cost-effective (D) None
7. Procedure oriented employs ----- kind of abstraction ()
- (A) class & objects (B) if –then (C) Algorithmic (D) concurrent
8. ----- language dose not provide direct support for inheritance ()
- (A) Object based (B)Object oriented (C) Concurrency (D) Typing
9. Aggregation is a ----- relationship ()
- (A) Using (B) is –a (C) whole-part(D) None
- 10.Dynamic binding is also called as ----- ()
- (A) Using (B)late (C) early (D) none
11. An object is a -----thing ()
- (A) Intangible (B) Tangible (C) manufactured (D) none
12. The ----- operation alters the state of an object ()
- (A) Iterator (B) selector (C) Modifier (D) none
13. The ----- operation destroys an object ()
- (A) constructor (B) destructor (C) selector (D) modifier
14. The set of objects that share common structure and behavior is ----- ()
- (A) class (B)use case (C) Actor (D) none
15. ----- of a class provides inside view of the system ()
- (A) implementation (B) use case (C) interface (D) none
- 16 ----- Provides connection among things ()
- (A) Life cycle (B) Relationships (C) state (D) none
17. Parent child relationship is also called as ----- ()
- (A) Dependency (B) association (C) Generalization (D) aggregation
- 18.In Conceptual categorization classification can be done by ----- ()
- (A)concepts (B) prototypes (C) properties (D) None
- 19.Coupling provides connection between ----- modules ()
- (A) elements of a single module (B) different (C) unrelated (D) None
- 20.Dynamic parts of a system can be obtained by ----- things ()
- (A)structural (B) behavioral (C) grouping (D) Annotational

1. ----- systems are decomposable ()
(A) Simple (B) complex (C) natural (D) None
2. Hierarchical structure always leads to ----- in nature ()
(A) simple (B) complex (C) control (D) None
3. Management needs ----- as milestones to measure progress to risks ()
(A) forms (B) methods (C) procedures (D) none
4. Relationship between inputs and outputs of the system is obtained in ---- design ()
(A) Data driven (B) Top down (C) object oriented (D) None
5. An example for 3rd generation language is ----- ()
(A) FORTRAN-1 (B) COBOL (C) PASCAL (D) ALGOL-58
6. An example for object- based language is ----- ()
(A) c++ (B) Ada (C) PASCAL (D) None
7. Object oriented employs ----- kind of abstraction ()
(A) class & objects (B) if –then (C) Algorithmic (D) concurrent
8. ----- provides blue prints of a system ()
(A) forms (B) methods (C) procedures (D) models
9. Dependency is a ----- relation ship ()
(A) using (B) is –a (C) whole-part (D) None
10. In ----- binding all variables & expressions are fixed at the time of compilation ()
(A) Static (B) dynamic (C) multiple (D) None
11. ----- & ----- are interchangeable ()
(A) Sequence, performance (B) instance, object (C) private, public (D) None
12. The ----- operation access the state of an object ()
(A) Iterator (B) selector (C) Modifier (D) None
13. ----- object has its own thread of control ()
(A) Passive (B) active (C) Real (D) modifier
14. An instance of a class is ----- ()
(A) class (B) use case (C) sequence (D) object
15. Interface always provides ----- view of a system ()
(A) inside (B) outside (C) use case (D) None
26. Grouping of Things are also called as ----- ()
(A) Things (B) Relationships (C) Diagrams (D) None
17. Aggregation is called as ----- relation ship ()
(A) whole/part (B) using (C) parent/ child (D) None
18. Classification by properties can be done in ----- categorization ()
(A) classical (B) conceptual (C) prototype theory (D) None
19. Measure of degree of connectivity among elements of a single module is ----- ()
(A) Coupling (B) cohesion (C) prototype theory (D) None
20. Explanatory parts of a system can be obtained by ----- things ()
(A) Structural (B) Behavioral (C) Grouping (D) Annotational

1. In complex systems -----linkages are stronger ()
(A) Inter component (B) Intra component (C) control (D) none
2. In complex systems both -----& ----- hierarchies are modeled ()
(A) 'was a' , 'part of' (B) 'is a' , 'part of' (C) 'has a' , 'part of' (D) none
3. Top down approach is also known as ----- design ()
(A) simple (B) composite (C) multiple (D) none
4. In the development process --- design does not support data abstraction & concurrency ()
(A) Data driven (B) Top down (C) object oriented (D) none
5. Fortran is also known as ----- language ()
(A) Formula translation (B) forward engg (C) fast translation (D) none
6. ----- is an important major element of object-oriented models ()
(A) abstraction (B) typing (C) concurrency (D) persistence
7. ----- constitutes system structure & behavior ()
(A) abstraction (B) Encapsulation (C) modularity (D) typing
8. An example for object oriented language is ----- ()
(A) small talk (B) Ada (C) Flowmatic (D) none
9. Generalization is a ----- relationship ()
(A) using (B) is -a (C) whole-part (D) parent-child
10. In ----- binding all variables & expressions are not known until runtime ()
(A) Static (B) dynamic (C) multiple (D) none.
11. . ----- is a tangible thing ()
(A) class (B) object (C) Use case (D) none
12. The ----- operation permits to access all parts of an object in a defined order ()
(A) Iterator (B) selector (C) Modifier (D) None
13. ----- object does not have its own thread of control ()
(A) passive (B) active (C) real (D) modifier
14. ----- provides the reality of the system ()
(A) class (B) use case (C) sequence (D) model
15. Implementation always provides ----- view of a system ()
(A) Inside (B) outside (C) use case (D) None
16. Diagrams represent ----- of things ()
(A) abstraction (B) grouping (C) state (D) None
17. whole/part relationship is also called as ----- ()
(A) Dependency (B) association (C) Generalization (D) aggregation
18. Classification by concepts can be done in ----- categorization ()
(A) classical (B) conceptual (C) prototype theory (D) None
19. Cohesion provides connection among ----- module ()
(A) Elements of a single module (B) different (C) unrelated (D) None
20. organizational parts of a system can be obtained by ----- things ()
(A) Structural (B) Behavioral (C) Grouping (D) Annotational

1. A) Draw the canonical form of a complex system 2M
- B) What is decomposition? 2M
- C) What is an object? 2M
- D) Draw the symbolic representation of a package? 2M
- E) What are annotational things? 2M
2. Explain in detail about five attributes of complex system. 10M
3. Explain the topology of programming language generations with neat diagrams. . 10M
4. Explain relationship among objects with examples. 10M
5. Explain briefly about things in UML. 10M

- 1.A) what is a complexity? 2M
- B) Write five attributes of complex system 2M
- C) What is a class? 2M
- D) What is Realization? 2M
- E) Give the difference between dependency and generalization? 2M
2. Draw and explain about the canonical form of a complex system. 10M
3. Write the difference between algorithmic versus object-oriented decomposition. 10M
4. What are the roles and responsibilities of a class? 10M
5. Write the categories of diagrams and explain it briefly. 10M

1. A) What is algorithmic decomposition? 2M
- B) What is an object model? 2M
- C) What is an object identity? 2M
- D) What are behavioural things? 2M
- E) Draw the symbolic representation for "A window depends on wall". 2M
2. Explain about bringing order to chaos. 10M
3. Write a short note on foundation of the object model. 10M
4. Explain the nature of an object. 10M
5. Write the categories of diagrams and explain it briefly. 10M

- A) What is object decomposition? 2M
- B) Write the elements of object model. 2M
- C) Draw the symbolic representation of an aggregation. 2M
- D) Justify the relationship between staff and student symbolically. 2M
- E) What are things in UML. 2M
1. Explain the models of object-oriented development. 10M
2. What are the four major elements of object model? Explain. 10M
3. Explain the nature of a class. 10M
4. Explain about relationship in UML. 10M