**SWARNANDHRA COLLEGE OF ENGINEERING & TECHNOLOGY**

DEPARTMENT OF MASTER OF COMPUTR APPLICATIONS

**V SEMESTER**

SUBJECT: OOAD using UML Subject Code: 16MC5T02

Regulation: R16

UNIT-I

1. List and explain Basic Building Blocks of UML.
2. Discuss about things in the UML.
3. Illustrate the architecture of a software intensive system by five interlocking views.
4. Describe the software development life cycle phases.
5. Define a model. Why do we model?
6. Differentiate Aggregation and composition.
7. Justify the UML is a language of constructing.

UNIT-II

1. Describe the terms and concepts of a class.
2. List out and explain the kinds of classifiers in the UML
3. Explain about behavioral diagrams.
4. Write about common modeling techniques of relationships.
5. Discuss about terms and concepts of relationships.
6. Explain visibility levels in the UML.
7. Explain about interfaces and packages.
8. write about common mechanisms

UNIT-III

1. Write about common properties, contents and common uses of class diagram.
2. Explain with an example Forward Engineering.
3. Describe the terms and concepts of class diagram.
4. Sketch and explain object diagram with an example.
5. Sketch and explain class diagram with your own example.
6. Write about common modeling techniques of class diagram

UNIT-IV

1. Explain Activity diagram with a neat sketch.
2. List out the several kinds of actions in the UML.
3. Write about terms and concepts of component diagram.
4. Explain the contents and common uses of deployment diagram.
5. Sketch the class diagram of banking system.
6. Sketch the Statechart diagram of LMS.
7. Differentiate the Sequence and Collaboration diagram.
8. Write about Forking and Joining.
9. Describe the kinds of events.
10. Explain the Export and Import Interface with example.

UNIT-V

1. Sketch the following
* Use case diagram for library management system.
* Class diagram for library management system.
1. Explain the following:
	* 1. Action states and Activity States.
		2. States and Transitions
2. Write about the following
	* 1. Components and classes
		2. Components and interfaces
		3. Kinds of components
3. Explain the Component diagram with an example.
4. Explain the Deployment diagram of railway reservation system.