

Subject : UML and Design Patterns

Day : Thursday
Date : 02/06/2016



Time : 02.00 P.M. TO 05.00 P.M.
Max Marks : 80 Total Pages : 1

NB.

- 1) Solve **ANY FIVE** Section - I & **ANY TWO** from Section – II.
- 2) Answers to both the section should be written in **SAME** answer book.
- 3) Figures to the right indicate **FULL** marks.

SECTION – I

- Q.1 Explain the state diagram with example. (10)
- Q.2 What is static modeling? List diagrams used for it and explain any one of them. (10)
- Q.3 Illustrate the Builder design pattern with its indent, participants and Applicability. (10)
- Q.4 Which design pattern is used to convert one interface into another? Explain it. (10)
- Q.5 Explain observer design pattern and comment on its applicability. (10)
- Q.6 When there use many object and all of them need to communicate with each other; which design pattern you choose and why? (10)
- Q.7 Write short notes on ANY TWO of the foiling. (10)
- a) Singleton
 - b) Chain of responsibility
 - c) Component and Deployment diagram.

SECTION – II

- Q.8 Describe a process of issue and return of a book in library management system. Draw and write use cases for the same. (15)
- Q.9 What is use of Activity diagram? Draw an activity diagram for process of recruitment in an organization. State assumptions you make. (15)
- Q.10 Explain the template method design pattern with example. (15)

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