FOUR YEAR B.A./B.Com./B.Sc./B.C.A./B.B.A./B.Voc. (Honours) (CBCS) DEGREE EXAMINATION, MARCH/APRIL 2026.

FOURTH SEMESTER

Computer Science

OBJECT ORIENTED SOFTWARE ENGINEERING

(Regular & Supplementary)

Time : 3 Hours *Max. Marks : 75*

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SECTION – A

Answer any FIVE of the following.

(Marks : 5 × 5 marks = 25 marks)

1. Discuss the advantages of using object-oriented programming over traditional procedural programming.

2. Name the different types of UML diagrams and their primary uses.

3. What is the design pattern in SDLC?

4. Explain design principles with relevant examples.

5. List the levels of object oriented testing.

6. What are the Principles of TDD?

7. What are some common challenges faced during software maintenance?

8. What are the advantages of using CBSE for building software systems?

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SECTION – B

Answer FIVE of the following.

(Marks : 5 × 10 marks = 50 marks)

UNIT – I

9. (a) Describe the basic OOP concepts.

Or

(b) Describe the different phases of the software development life cycle (SDLC).

UNIT – II

10. (a) Describe the different types of requirements with examples.

Or

(b) What are all the various types of diagram that can be drawn in UML?

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UNIT – III

11. (a) Explain object oriented language.

Or

(b) Discuss about integration testing technique with example.

UNIT – IV

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12. (a) Describe the different types of refactoring techniques.

Or

(b) Explain the concepts of software evolution and reengineering with examples.

UNIT – V

13. (a) Describe the different types of models used in MDE.

Or

(b) List the principles of agile software development.

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