

PART B — (5 × 16 = 80 marks)

11. (a) (i) Briefly explain the system development and methodology. (8)
(ii) Compare system development with industrial process. (8)

Or

- (b) (i) What is inheritance? Explain the types of inheritance. (8)
(ii) State the merits and demerits of object oriented system development. (8)

12. (a) (i) How is use case model used when developing all other models? Explain. (8)
(ii) Explain the construction and testing process with its major subprocess. (8)

Or

- (b) Explain the analysis, design and implementation models for a simple banking application. (16)

13. (a) Discuss the role of analysis model with interface, entity and control objects. (16)

Or

- (b) (i) Explain the specialization and extends of usecases. (8)
(ii) Draw the requirement model for a recycling machine. (8)

14. (a) Explain interaction and state transition diagram with example. (16)

Or

- (b) Explain the following :
(i) Block design (8)
(ii) Interface design. (8)

15. (a) Discuss the analysis, design and construction of a real-time system. (16)

Or

- (b) Explain unit testing and integration testing with example. (16)