

Sri Vidya College of Engineering and Technology
Virudhunagar – 626 005
Department of Computer Science and Engineering

CS6502 – Object Oriented Analysis & Design
QUESTION BANK

UNIT –II

PART A

1. What is GRASP?
2. What is responsibility driven design?
3. What are responsibilities?
4. Define Pattern.
5. What are the GRASP Patterns?
6. How to apply GRASP Patterns?
7. Define Creator?
8. What is Controller?
9. Define Low Coupling?
10. Define High Cohesion?
11. What is Information Expert?
12. What is singleton pattern?
13. What is adapter pattern?
14. What is façade pattern?
15. What is observer pattern?

PART –B

- 1) Explain GRASP: Designing objects with responsibilities.
- 2) Explain GoF Design Patterns
- 3) Explain Creator and Information Expert.
- 4) Explain Low coupling and controller with an example.
- 5) Explain adapter and singleton with an example.
- 6) Explain factory and observer