



(Pages : 2)

2380

Reg. No. :

Name :

Sixth Semester B.Tech. Degree Examination, May 2011
(2008 Scheme)
Branch : Information Technology
08.603 : SOFTWARE ARCHITECTURE (P)

Time : 3 Hours

Max. Marks : 100

PART – A

Answer **all** questions. **Each** question carries **4** marks.

1. Define class model and class diagram.
2. What are events ?
3. Explain interaction modeling.
4. Define structured walkthrough.
5. What is efficiency of software ?
6. Explain design principles of software.
7. Define Reusability and Robustness.
8. What is meant by performance tactics ?
9. How is Architectural patterns related to tactics ?
10. Differentiate functionality and architecture.



(10×4=40 Marks)

P.T.O.



PART – B

Answer **all** questions. **Each** question carries **20** marks.

Module – I

11. a) Explain state modelling and class modelling.
b) Draw a Data flow diagram to add the diagonal elements of a matrix.

OR

12. a) What is UML and how does it help the process of design ?
b) Explain the concept of concurrent events in software design.

Module – II

13. a) Discuss structural and behavioural design pattern for the Software Architecture Design.
b) What are the characteristics of design patterns ?

OR

14. a) Compare delegation and inheritance with recursion.
b) Discuss the Design trade-offs of Software Architecture.

Module – III

15. a) Explain the quality attributes of software architecture and how it can be improved by UML.
b) Discuss with example the performance tactics for software.

OR

16. a) Explain the software architecture documentation and formal descriptions.
b) Cite a case study of security tactics and testability tactics. **(20×3=60 Marks)**
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