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Reg. No. :

Name :

Sixth Semester B.Tech. Degree Examination, May 2013
(2008 Scheme)
Branch : Information Technology
08.603 : SOFTWARE ARCHITECTURE

Time : 3 Hours

Max. Marks : 100

PART – A

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

1. Define UML and inheritance.
2. What are Class Models and Object Models ?
3. Define state diagram and DFD.
4. Differentiate correctness and selectivity.
5. How can a software design become robust ?
6. What is meant by low cohesion between classes ?
7. Define Delegation and Recursion.
8. What are the quality attributes ?
9. Define usability tactics.
10. How do you detect the interface mismatches in Software Design ? **(10×4=40 Marks)**

PART – B

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

Module – I

11. a) What is the significance of modeling in design techniques ?
b) Explain the various links and associations used in architecture.

OR

12. a) What are use case models and use case diagrams ?
b) Differentiate sequence models and activity models.

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**Module – II**

13. a) What are structural and behavioural design patterns ?
b) Explain the importance of efficiency of software.

OR

14. a) What are the characteristic features of design patterns ?
b) Explain the design trade-offs of Software Architecture.

Module – III

15. a) Explain significance of security tactics in software design.
b) What is meant by Software Architecture documentation ?

OR

16. a) Discuss attribute driven design and performance tactics.
b) How are the architectural patterns related to tactics ?

(20×3=60 Marks)
