



(Pages : 2)

1522

Reg. No. : .....

Name : .....

Sixth Semester B.Tech. (Information Technology) Degree  
Examination, May 2014  
(2008 Scheme)  
08.603 : SOFTWARE ARCHITECTURE

Time : 3 Hours

Max. Marks : 100

PART – A

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

(10×4=40 Marks)

1. What are the three models used to describe a system ?
2. Define generalization. Give the use of generalization.
3. What is an event ? What are the different types of events ?
4. What is a scenario ? Give examples.
5. What are the criteria a flexible design ?
6. List the roles involved in usage of a design pattern with a design.
7. Explain usage of interpreters in behavioural design patterns.
8. What are the possible values for each portion of modifiability scenario ?
9. Explain the Goal of usability tactics.
10. Explain the relationship of tactics to architectural patterns.

P.T.O.



## PART – B

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

**Module – I**

11. Write scenarios for moving a bag of corn, a goat and a fox across a river in a boat. Only one thing may be carried in a boat at a time. If the goat is left alone with the corn, corn will be eaten and if fox is left alone with goat, the goat will be eaten. Prepare two scenarios, one in which something gets eaten and one in which everything is transported safely. 20

OR

12. a) Explain activity model. What are the steps involved? 10
- b) Prepare an activity diagram that elaborates the details of logging into an email system. 10

**Module – II**

13. Explain the characteristics of design patterns. 20

OR

14. Write short note on : 20
- a) Factory
  - b) Singleton
  - c) Abstract factory
  - d) Prototype.

**Module – III**

15. a) With the help of a diagram, discuss a general scenario for the quality attribute of availability. 10
- b) Explain the general usability scenario. 10

OR

16. Explain the three performance tactic categories. 20
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