

--	--	--	--	--	--	--	--	--	--

Seventh Semester B.E. Degree Examination, June/July 2013
Software Architectures

Time: 3 hrs.

Max. Marks:100

**Note: Answer FIVE full questions, selecting
atleast TWO questions from each part.**

PART – A

- 1 a. What are the different activities involved in creating a software architecture. (06 Marks)
b. Briefly explain software architecture with definitions. (07 Marks)
c. Discuss software structures, in detail. (07 Marks)
- 2 a. Enlist architectural styles and explain event – based, implicit invocation, in brief. (06 Marks)
b. Explain the decomposition of the paper “KEYWORD IN CONTEXT” and give solution through,
i) Abstraction data types
ii) Implicitly invocation solution. (14 Marks)
- 3 a. Explain quality attribute scenarios for system quality attributes. (06 Marks)
b. Describe modifiability general scenario generation. (07 Marks)
c. Summarize availability tactics and write a brief note on them. (07 Marks)
- 4 a. Discuss in brief the pattern, from Mud to structure. (10 Marks)
b. Illustrate the behaviour of the black board architecture based on speech recognition and list the steps to implement black board pattern. (10 Marks)

PART – B

- 5 a. Explain in detail, the broker architectural pattern to structure distributed software system. (10 Marks)
b. What is Model – view architectural pattern? With an example illustration, write its structure and implementation over a scenario. (10 Marks)
- 6 a. List the participating components in a Micro Kernel pattern and derive the static structure of a Micro Kernel system. (06 Marks)
b. With an illustration, discuss the behaviour of Micro Kernel architecture when an external server requests a service that is provided by an internal server. (06 Marks)
c. Explain open implementation, Meta level architecture with reference to solution, structure and its implementation. (08 Marks)
- 7 Write short notes on :
a. Design pattern
b. Master -slave pattern
c. Whole – part pattern
d. Proxy pattern. (20 Marks)
- 8 a. Illustrate the evolutionary delivery life cycle model and describe a method for designing architecture to satisfy both quality requirements and functional requirement. (10 Marks)
b. Explain views with reference to concept, choosing the view and its documentation.(10 Marks)

* * * * *