Total No.	of Que	stions	:	6]	
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SEAT	No.	:	

[Total No. of Pages: 2

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M.E. (Computer Engineering) SOFTWARE DESIGNAND ARCHITECTURE (2013 Pattern)

Time: 3 Hours] [Max. Marks: 50

Instructions to the candidates:

- 1) Solve question number 1 or 2, 3 or 4 and 5 or 6.
- 2) Neat diagrams must be drawn wherever necessary.
- 3) Figures to the right indicate full marks.
- 4) Assume suitable data, if necessary.
- Q1) a) Write in short the applicability, structure and implementation of [8]
 - i) Builder pattern
 - ii) Prototype pattern
 - b) What are the formal approaches of design pattern and what are the two major components of a software design method? [8]

OR

- Q2) a) What is design patterns? How they are documented using a template?Explain the way they are documented with examples to illustrate from Adapter pattern.[8]
 - b) What are the major phases of the software design process. [8]
- Q3) a) What is the role of architecture and what are the Uses of architecture documentation? [9]
 - b) What are the four common styles of the module viewtype? Explain in detail. [8]

- Q4) a) What is an architecture implementation framework? How does an architecture implementation framework differ from middleware? [9]b) What are the concept of systematic reuse and its particular implementation using product lines? [8]
- Q5) a) Discuss the application domains of interaction oriented software architectures.
 - b) What is architectural pattern? Explain any one pattern with example. [8]

OR

Q6) a) Write short notes on:-

[9]

- i) Hierarchical Architecture
- ii) Component-Based Software Architecture.
- b) Explain with an examples stakeholder driven modeling. [8]

