SEAT No. :

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APR.-17/B.E./Insem.-80

B.E. (Computer Engineering)

SOFTWARE DESIGN METHODOLOGIES AND TESTING

(2012 Pattern)

Time : 1 Hour]   *[Max. Marks :30*

Instructions to the candidates:

1) Answer any 3 questions.

2) Neat diagrams must be drawn wherever necessary.

3) Assume suitable data, if necessary.

Q1) a) Explain 4+1 Architecture view? **[4]**

b) What is extends and include stereotype in use case diagram? Draw a use case diagram for ATM system. **[6]**

OR

Q2) a) Explain Aggregation, Composition and Generalisation with reference to Class diagram? **[6]**

b) Differentiate between Static and Dynamic modelling with an example? **[4]**

OR

Q3) a) Explain client server software architecture. Describe Multiple Client / Multiple Service Architectural Pattern with example. **[6]**

b) Explain Hierarchical Control Architectural pattern in Real time Software Architecture. **[4]**

OR

Q4) a) Explain port, provided interface and required interface with an example. **[6]**

b) Explain service discovery pattern in SOA. **[4]**

Q5) a) Explain the intention, motivation and participants of factory pattern with an example. **[6]**

OR

b) Describe Singleton pattern and its significance with an example. **[4]**

Q6) Write short notes (any two) : **[10]**

i) Iterator Pattern

ii) Proxy Pattern

iii) Observer services