

Software Architecture Q.P. Code : 36781

[Time: Three Hours]

[Marks:80]

Please check whether you have got the right question paper.

- N.B:
1. Q.1 is compulsory.
 2. Attempt any three from Q2 to Q6
 3. Assume data if required

- Q.1 Define and explain the following terms:
- a) Architectural drift and Architectural erosion 05
 - b) Architectural model and Architectural recovery 05
 - c) Prescriptive architecture and descriptive architecture. 05
 - d) Architecture Description Language (ADL) 05
- Q.2 a) Explain various designing issues for following non-functional properties: - 10
- i) Efficiency and complexity
 - ii) Scalability and heterogeneity
- b) Explain proxy design pattern and when this pattern is used. 10
- Q.3 a) Explain stake holder driven modelling. 10
- b) What is architectural pattern? List the categories. in which architectural patterns are grouped. On what basis the architectural pattern is selected. 10
- Q.4 a) Explain with the help of suitable diagram Architectural Trade Off Analysis Method (ATAM). 10
- b) What characteristics do all data-intensive connectors share? 10
- Q.5 a) Explain static and dynamic, functional and non-functional aspects. 10
- b) Explain in brief decentralized architectures. 10
- Q.6 Write short note on any two -
- i) Ambiguity, Accuracy and precision in the characterization of architectural models
 - ii) Disadvantages of pipe and filter and Layered styles
 - iii) UML and its role in SA
