18CS731

Seventh Semester B.E. Degree Examination, Feb./Mar. 2022 Software Architecture and Design Patterns

Time: 3 hrs. Max. Marks: 100

Note: Answer any FIVE full questions, choosing ONE full question from each module.

Module-1

- a. Define design pattern. Explain essential elements of design patterns.
 b. Explain Delegation with an example.
 c. Explain how to select and use a design pattern.
 (08 Marks)
 (08 Marks)
 (08 Marks)
- 2 a. Explain the types of UML diagrams with example. (10 Marks)
 - b. Explain usecase analysis and hence write the usecase for registering new member. (10 Marks)

Module-2

- a. Define structural patterns. Explain applicability, structure and participants of adapter design pattern. (10 Marks)
 - b. Explain motivation, applicability and structure of composite design pattern. (10 Marks)

OR

- 4 a. Explain motivation, applicability, structure and participants of façade design pattern.
 - b. Explain the issues to be considered when implementing the composite design pattern.
 - (06 Marks)
 - c. Mention few common situations in which proxy pattern is applicable. (04 Marks)

Module-3

- Define behavioural patterns. Explain motivation, applicability and structure of chain of responsibility.

 (10 Marks)
 - b. Explain motivation, applicability and implementation of interpreter design pattern. (10 Marks)

OR

- 6 a. Explain when to use memento, observer, state, command and mediator design pattern.
 - (10 Marks)
 - b. Explain Motivation, structure and implementation of iterator design pattern. (10 Marks)

Module-4

- 7 a. With a neat diagrams, explain MVC architecture and alternative view of the MVC architecture. (08 Marks)
 - b. Draw and explain sequence diagram for adding line. (05 Marks)
 c. Define controller. Explain the steps involved in defining the controller. (07 Marks)
 - 1 of 2

www.vturesource.com

18CS731

OR

(05 Marks) a. Explain use case for drawing a line. (05 Marks) b. Explain the characteristics of architectural patterns. (10 Marks) c. Explain implementing the undo operation.

Module-5

a. With a neat diagram, explain the basic architecture of client/server systems (10 Marks) b. List and explain the steps to setup remote object system. (10 Marks)

- 10 a. Draw state transition diagram for logging into the system, adding book and issuing book and hence explain it. (10 Marks)
 - b. Draw and explain directory structure for servlet. (05 Marks)
 - c. Explain GET and POST methods. (05 Marks)

2 of 2