IV B.Tech. II Semester Regular & Supplementary Examinations June 2022
Software Architecture
(Computer Science and Engineering)

Max. Marks: 70   Time: 3 Hours

Answer *any five full questions* by choosing one question from each unit (5x14 = 70 Marks)

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			Marks	CO	Blooms Level
		UNIT–I			
1.	a)	Briefly explain what does the software architecture constitute	7M	CO1	L1
	b)	Justify the statement software is an Engineering Discipline	7M	CO1	L1
		OR			
2.	a)	What are the features of good architecture with particular example case study	7M	CO1	L1
	b)	Explain about software Processes in detail	7M	CO1	L1
		UNIT–II			
3.	a)	Explain about Data Abstraction and object oriented organization.	7M	CO2	L2
	b)	Explain about Process Control	7M	CO2	L2
		OR			
4.	a)	Explain about registers and Interpreters	7M	CO2	L2
	b)	What is meant by event based implicit invocation. Explain	7M	CO2	L2
		UNIT–III			
5.	a)	Demonstrate about data base integration in real environment	7M	CO3	L3
	b)	Demonstrate about architectural structure for shared information systems	7M	CO3	L3
		OR			
6.		Demonstrate the inter-Operability in world wide web with simple case study.	14M	CO3	L3
		UNIT–IV			
7.	a)	Define architectural style and categorize the architectural styles in detail.	7M	CO4	L4
	b)	Examine about Architectural Design Space	7M	CO4	L4
		OR			
8.		Categorize about Various important Linguistic issues for ADL	14M	CO4	L4
		UNIT–V			
9.		Explain about the reasons that what makes the software product lines difficult.	14M	CO5	L1
		OR			
10.		Explain about Exploiting the style in architectural Design Environment.	14M	CO5	L1

END

R-17

Code: 7G181

IV B.Tech. II Semester Regular & Supplementary Examinations June 2022

Cloud Computing

(Computer Science and Engineering)

Max. Marks: 70   Time: 3 Hours

Answer *any five full questions* by choosing one question from each unit (5x14 = 70 Marks)

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		Marks	CO	Blooms Level
	UNIT–I			
1.	Compare the three cloud computing delivery models, SaaS, PaaS, and IaaS, from the point of view of application developers and users.	14M	CO1	L3
	OR			
2. a)	Compare Peer-to -peer systems and Cloud computing systems	7M	CO1	L2
b)	What is the purpose of Network-centric and Network-Centric content explain briefly?	7M	CO1	L1
	UNIT–II			
3.	Explain in detail about coordination based on state machine model The Zookeeper	14M	CO2	L2
	OR			
4. a)	Give brief discussion about workflow coordination?	7M	CO2	L1
b)	Explain Architectural styles for cloud applications.	7M	CO2	L2
	UNIT–III			
5.	Discuss about the Virtual machines and their classification in the usage of different ISAs?	14M	CO3	L2
	OR			
6.	Virtualization of the processor combined with virtual memory management poses multiple challenges. Analyze the interaction of interrupt handling and paging.	14M	CO3	L2
	UNIT–IV			
7.	Explain Google File System?	14M	CO4	L2
	OR			
8. a)	Explain how Coordination of specialized autonomic performance managers can be done	7M	CO4	L2
b)	Explain Start-time fair queuing	7M	CO4	L1
	UNIT–V			
9. a)	Explain about Virtual machine security?	7M	CO5	L2
b)	Describe AWS Services.	7M	CO5	L1
	OR			
10. a)	Discuss about security risks posted by a management OS?	7M	CO5	L1
b)	Write about types of EC2 instances	7M	CO5	L2

END

Code: 7G189

IV B.Tech. II Semester Regular & Supplementary Examinations June 2022

Design Patterns Through JAVA
(Computer Science and Engineering)

Max. Marks: 70   Time: 3 Hours

Answer *any five full questions* by choosing one question from each unit (5x14 = 70 Marks)

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			Marks	CO	Blooms Level
		UNIT–I			
1.	a)	What is the relationship between "consequence" and "forces" in a pattern?	7M	CO1	L4
	b)	What are the key elements of design pattern?	7M	CO1	L1
		OR			
2.	a)	Distinguish between glyphs and mono glyphs.	7M	CO1	L4
	b)	Answer the following i) private methods ii) Monitor	7M	CO1	L1
		UNIT–II			
3.	a)	Define Iterator pattern? Compare internal iterator with external iterator.	7M	CO2	L4
	b)	Write about the benefits and liabilities of the Visitor pattern.	7M	CO2	L1
		OR			
4.		What are the benefits of Singleton pattern? Discuss the implementation issues of singleton pattern in detail.	14M	CO2	L2
		UNIT–III			
5.	a)	The Façade pattern and the Adapter pattern may seem similar. What is the essential difference between the two? Explain.	7M	CO3	L3,L2
	b)	Explain the role of participants in adapter pattern.	7M	CO3	L2
		OR			
6.	a)	What is the basic problem being solved by the Bridge pattern? Explain.	7M	CO3	L3,L2
	b)	What are two classic examples of decorators? How does the Decorator pattern help to decompose the problem?	7M	CO3	L3
		UNIT–IV			
7.		Discuss in detail about the observer design pattern with an example	14M	CO4	L3
		OR			
8.		List of similarities and differences between the State and the Strategy patterns.	14M	CO4	L1
		UNIT–V			
9.		Define Template Method pattern. Explain the various ways of creating Template class with an example	14M	CO5	L1,L2
		OR			
10.		Explain in detail about various concurrency patterns.	14M	CO5	L2

END