	mal
	as
	ed
·.	eat
ge	e tr
pa	q
ank	`₹
	-50
ב ב	#
שוב	42
Le Le	ed.
ne.	en
	Vritt.
e e	S
≡ S	ţior
SO	ua
င က	re
Ö	o/p
lag	an
o ≽	tor
a a	alua
<u></u>	e
<u>S</u>	5
ď	ea
ó	apr
ر ن	'n.
Še.	atic
SC.	tific
a Z	den
Š	of ic
ng Ing	פַנ
Jec	ă
Ē	ë
<u>ა</u>	۲
: Note: 1. On completing your answers. Compulsonly draw diagonal cross line on the remaining blank page	2. Any revealing of identification, appeal to evaluator and/or equations written eq. 42+8=50, will be treated as mal
-	7
Ž	
_	

Hall Ticket Number :						D 15
Code: 5G184						R-15

IV B.Tech. II Semester Advanced Supplementary Examinations October 2020

Software Architecture

(Computer Science and Engineering)

Max. Marks: 70	Time: 3 Hours
Answer all five units by choosing one question from each unit (5 x 14 =	= 70 Marks)

Answer all five units by choosing one question from each unit ($5 \times 14 = 70$ Marks)

		**************************************	KS J		
			Marks	СО	Blooms Level
4	- \	UNIT-I			
1.	a)	With the help of neat block diagram of architecture business cycle and explain in detail the different activities which are involved in creating software architecture.	12M	1	2
	b)	Define Architecture.	2M	1	1
	D)	OR	ZIVI	1	'
2	a)	Briefly explain what are software constitutes.	7M	1	1,2
۷.	b)	Describe about Where do architecture comes from.	7M	1	1
	D)	UNIT-II	<i>I</i> IVI	'	Ţ
3	a)	Explain in detail about Pipes and filters architectural style with types of (invariants)			
•	٠.,	advantages and disadvantages.	10M	2	2
	b)	Discuss about Registers in detail.	4M	2	6
	,	OR			
4.	a)	Discover the various architectural styles and explain event-based, implicit			
	-	invocation, in brief.	10M	2	4,2
	b)	Summarize the other familiar architectures.	4M	2	2
		UNIT-III			
5.	a)	Examine the characteristics of Architectural Design guidance in detail.	7M	3	4
	b)	Discuss about user interface architectures in detail.	7M	3	6
		OR			
6.	a)	Explain the importance of interpretation in software development environments.	10M	3	5,2
	b)	Discuss about Architectural structures in detail.	4M	3	6
		UNIT-IV			
7.	a)	Build the steps in pattern, from mud to structure.	10M	4	3
	b)	Summarize the process of Architecture style in detail.	4M	4	2
		OR			
8.	a)	Define proxy architectural pattern and explain implementation steps.	8M	4	1,2
	b)	Discuss about Patterns for Distribution in detail.	6M	4	6
		UNIT-V			
9.	a)	Explain brief about Application of ADL's in system Development.	10M	5	2
	b)	List out the major steps for Evaluating a Product Line.	4M	5	1
		OR			
10.	a)	Discuss about Component Based Systems in detail.	7M	5	6
	b)	Explain about Legacy Systems in detail.	7M	5	2
