

B.Tech IV Year I Semester (R13) Supplementary Examinations June 2018
SOFTWARE ARCHITECTURE & DESIGN PATTERNS
(Common to CSE & IT)

Time: 3 hours

Max. Marks: 70

PART – A
(Compulsory Question)

- 1 Answer the following: (10 X 02 = 20 Marks)
- (a) What is a strategy pattern?
 - (b) What are the object oriented concepts?
 - (c) Compare aggregation and acquaintance.
 - (d) Distinguish between inheritance and composition.
 - (e) What is the purpose of proxy pattern?
 - (f) What are the consequences of bridge pattern?
 - (g) Define intent, participants of Iterator pattern.
 - (h) Define intent, participants of interpreter pattern.
 - (i) Define document structure.
 - (j) Differentiate compositor and composition.

PART – B
(Answer all five units, 5 X 10 = 50 Marks)

UNIT – I

- 2 Explain various architecture styles and heterogeneous architectures.

OR

- 3 What is shared information system? Explain architectural structures of shared information system.

UNIT – II

- 4 Explain intent, structure, applicability, and participants of prototype pattern.

OR

- 5 Explain in detail about the factory method pattern.

UNIT – III

- 6 (a) Compare façade and flyweight patterns.
(b) Explain the significance of proxy patterns with an example.

OR

- 7 (a) Explain structural pattern decorator in detail.
(b) Explain structural pattern flyweight in detail.

UNIT – IV

- 8 Explain behavioral patterns Command and Observer in detail.

OR

- 9 Explain behavioural patterns Memento and Iterator in detail.

UNIT – V

- 10 (a) Explain the role of formatting in creation of a document editor.
(b) How can we configure windows and window wimps? Explain in detail.

OR

- 11 (a) Discuss in detail about recursive composition.
(b) What is the relation between encapsulation and window class? Explain.
