SEAT No.:	
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P155

APR. -16/BE/Insem. - 79

[Total No. of Pages :2

B.E. (Computer Engineering)

SOFTWARE DESIGN METHODOLOGIES AND TESTING (2012 Course) (Semester - II) (410449) Time: 1Hour] [Max. Marks:30 Instructions to the candidates: 1) Answer any 3 questions. *2*) Neat diagrams must be drawn wherever necessary. 3) Assume suitable data if necessary. Explain COMET and phases of COMET. [5] **Q1)** a) Draw a state machine diagram for coffee vending machine. b) [5] OR **Q2)** a) What is extends and include stereotype in use case diagram. Explain with an appropriate example. [5] Draw a sequence diagram for Online shopping system. b) [5] *Q3*) a) Explain client server software architecture. Describe multiple Client/ Multiple Service Architectural pattern with example. [5] Describe location transparency and platform transparency with reference b) to SOA. [5]

OR

- **Q4)** a) Explain Port, provided interface and required interface with an example. [6]
 - b) Explain the important characteristics of real time software architecture. [4]
- Q5) a) Explain characteristics, consequences and application of Iterator and Observer pattern.[6]
 - b) Describe Singleton pattern and its significance with an example. [4]

OR

Q6) Write short notes (Any two):

[10]

- a) Factory Pattern
- b) Proxy Pattern
- c) Web services

888