

Q.P. Code : 36779

[Time: Three Hours]

[Marks:80]

Please check whether you have got the right question paper.

- N.B:
1. Q.1 is compulsory.
 2. Attempt any three from Q2 to Q6
 3. Assume data if required

- Q.1 a) Define Architectural Model, View and Viewpoint. 05
b) What is layered styles? 05
c) What are the disadvantages of pipe & filters? 05
d) In which of the architecture style main program and subroutine systems are decomposed into parts that live on computers connected via a network? 05
- Q.2 a) Explain Broker architecture. Give example of an application where broker architecture would be the right choice. Give its benefits and liabilities. 10
b) Explain proxy design pattern and when this pattern is used. 10
- Q.3 a) How would you architect/maintain consistency in a large scale payment processing system? 10
b) What is architectural pattern? List the categories, in which architectural patterns are grouped. On what basis the architectural pattern is selected. 10
- Q.4 a) Explain with the help of suitable diagram Architectural Trade Off Analysis Method (ATAM). 10
b) What characteristics do all data-intensive connectors share? 10
- Q.5 a) Explain static and dynamic, functional and non-functional aspects. 10
b) Explain in brief decentralized architectures. 10
- Q.6 Write short note on any two -
i) Ambiguity, Accuracy and precision in the characterization of architectural Models
ii) Architecture Description Language (ADL)
iii) UML and its role in SA
iv) COM/DCOM
