SOFT. Architeture

BE Sem VIII

Comp (Rev)

Q.P. Code: 622401

OLD COURSE

Total Marks: 100 (3 Hours) Question No.1 is compulsory. Attempt any four questions from the remaining. 1. Attempt any four from the following questions.. Compare and contrast stream connector and linkage connector. a) What is reference architecture? How does it differ from ordinary software **b**) architecture? Differentiate architectural erosion and architectural drift c) What is a difference between view and viewpoint? d) Differentiate software architecture and software design. e) Explain C2 style architecture. 2. a) What is architectural pattern? Explain any one pattern in detail with b) example. Compare and contrast event-based and client-server based data distribution 3 a) 10 connector. What is stakeholder driven modelling? **b**) Explain basic features of xADL. c) List various architectural styles. What are the differences between 4. a) 10 architectural styles and Architectural patterns. Explain simulation base framework **b**) Explain 4+1 view in UML? c) What is Domain specific software architecture? 5. a) What is perspective and descriptive architecture **b**) Explain in brief the guidelines of a good Software architecture for achieving 10 NFP (no-functional property) goals. Explain with an example software System Mobility and Architecture 10 b) 20 7. Writeshort notes on (any two): SOA and web services? ATAM iii) REST

Q.P. Code: 622600

Total Marks: 100 (3 Hours) N.B.: (1) Question 1 is compulsory. Attempt any 4 questions out of the rest Figures to the right indicate full marks. All Question carry equal marks. Compare NOS with DOS and middleware. Compare Multi Computer Systems with Multi Processor systems? (b) Explain various forms of Message - Oriented Communication models? (c) Draw and explain the steps in RPC model of communication. (d) Explain the need for process migration, what is the role of resource 10 to process and process to resource binding in process migration. Explain architecture of DNS and also Name Resolution. (b) 10 Explain group communication. What is Totally Ordered Multicasting. 10 (a) Explain Distributed algorithm for Mutual Exclusion. (b) What are its advantages/disadvantages over Centralized algorithms? What are the issues to be handled while designing Distributed Shared Memory. 4. 10 Discuss any two algorithms to detect Distributed Deadlocks. (b) 10 10 Compare load balancing to task assignment schemes. (a) Explain the difference between Data Centric and Client Centric Consistency 10 (b) Models. Explain one model of each. What are the desirable conditions of a distributed file system? 6. (a) 10 Explain how Distributed Transaction Management is achieved. (b) 10 Explain advantages of 3PC over 2PC Write short notes on: (any 2) 20 Cache Consistency CQDA File Systems Christian and Berkeley Algorithm for Clock Synchronization Lightweight and Call back RPC