Code: 20IT6601

III B.Tech - II Semester - Regular Examinations - APRIL 2024

SOFTWARE ARCHITECTURE AND DESIGN PATTERNS (HONORS in INFORMATION TECHNOLOGY)

Duration: 3 hours Max. Marks: 70

Note: 1. This paper contains questions from 5 units of Syllabus. Each unit carries 14 marks and have an internal choice of Questions.

2. All parts of Question must be answered in one place.

BL – Blooms Level CO – Course Outcome

			BL	СО	Max. Marks				
	UNIT-I								
1	a)	Explain the role of design pattern elements	L2	CO1	7 M				
		in design of a particular problem.							
	b)	Describe in detail about the essential	L2	CO1	7 M				
		elements of the design pattern.							
	OR								
2		Explain details about Catalog of Design	L2	CO1	14 M				
		pattern & organizing the Design pattern.							
UNIT-II									
3	a)	What are the key components and criteria	L2	CO3	7 M				
		outlined for the functional requirements							
		specification?							
	b)	Write the use case to add a new book in	L3	CO3	7 M				
		library management system.							

		OR			
4	a)	What are the classes and major subsystems	L3	CO3	7 M
		of Library system during the analysis phase?			
	b)	Explain defining conceptual classes and	L2	CO2	7 M
		relationships with example.			
		UNIT-III			
5	a)	Draw and explain the structure of a	L3	CO2	7 M
		composite pattern.			
	b)	Mention the uses and related patterns of	L2	CO3	7 M
		bridge design pattern.			
		OR			
6		What is Decorator Design pattern? Explain	L2	CO3	14 M
		with example.			
		UNIT-IV			
7	a)	Discuss in detail about the applicability of a	L2	CO3	7 M
		command pattern.			
	b)	Explain the related patterns for chain of	L2	CO1	7 M
		responsibility pattern.			
		OR			
8	a)	List and explain the implementation issues	L2	CO3	7 M
		of Iterator pattern.			
	b)	Explain the role of Template Method in	L2	CO3	7 M
		design of a particular pattern.			
		UNIT-V			
9	a)	Consider an application of Case study -	L5	CO4	7 M
		Document editor. How various patterns			
		support design problems? Explain.			

	b)	Explain supporting and multiple look-and-	L2	CO3	7 M		
		feel standards.					
OR							
10	a)	Explain Embellishing the user interface.	L2	CO4	7 M		
	b)	Explain supporting Multiple Window	L2	CO4	7 M		
		Systems.					