(Software Architecture & Project Management)

All questions carry equal marks(10 marks)

Q.1	Define software architectural style.
Q.2	What is a business archetype? Give an example.
Q.3	Write a short note on component and connector styles with examples.
Q.4	Differentiate between patterns and frameworks.
Q.5	Describe and compare the four views of software architecture.
Q.6	Compare service variation patterns and service extension patterns with suitable examples.
Q.7	How design patterns differ from architectural patterns?
Q.8	Discuss different types of Enterprise Application Interface (EAI) with suitable examples.
Q.9	Describe any two patterns for interactive software systems.
Q.10	Describe a design pattern that helps to protect access to a particular component.
Q.11	Write short note on Architectural Business Cycle.
Q.12	State the intent of master-slave design pattern.
Q.13	What are Software Architecture requirements? Explain four software elements in short?
Q.14	Explain software interface documentation with examples.
Q.15	Discuss the benefits and drawbacks of layering technique in software design.
Q.16	Explain Software Structures and Views?
Q.17	What are creational patterns?
Q.18	Illustrate with example, how Customer Relationship Management (CRM) archetype patterns meet the goals of CRM?
Q.19	What is UML? Explain Module views of UML.
Q.20	Define software architecture? How it relates to the various tasks in software development?
Q.21	Explain with example, how patterns can be used to optimize resource management?
Q.22	What is software configuration management? List and discuss the key functions of the configuration management process.
Q.23	
Q.24	What is risk management? Discuss risk identification, risk monitoring and risk mitigation with an example.
Q.25	What is quality attribute And What are Different types of it?
Q.26	What documentation would you need to do performance Analysis of an

	Architecture?
Q.27	Define EAI and explain in details.
Q.28	What is a test case? Explain with an example.
Q.29	Compare & Contrast and also give relationship between requirements and design. Illustrate with example.
Q.30	Explain: Architecture is the vehicle for stakeholder communication.
Q.31	How are infrastructure projects different from software projects? Discuss.
Q.32	Explain with a neat diagram, the dynamic scenario of passive filters.
Q.33	Distinguish between availability and modifiability scenarios.
Q.34	Explain the dynamic behaviour of MVC pattern, with sketches.
Q.35	What are milestones? Why are they important?
Q.36	Explain various types of dependencies that one module can have on another.
Q.37	State and explain the need for walkthroughs and inspections.
Q.38	State the major impact of design defects.
Q.39	Define and explain software quality assurance.
Q.40	Explain how transactional middleware assist in solving the EAI problem.