

T.E.(Computer Engineering)
SOFTWARE MODELING AND ARCHITECTURE
(2019Pattern) (Semester-VI)

1. State and Explain the different types of nodes.
2. Write short note on object oriented architecture in details.
3. State and Explain the different architectural styles.
4. Explain the principles of Software Architecture
5. Explain in brief 4+1 architecture.
6. State and Explain different category of software structures.
7. Explain importance of Architecture documentation.
8. Explain in brief agile architecture.
9. State and Explain Design pattern.
10. Explain the characteristics of design patterns.
11. Write short note on Singleton and Adaptor.
12. Explain characteristics and consequences and application of Iterator and observer Pattern.