(3 Hours) [Total Marks : 80

N.B. : (1) **Question No.1** is **compulsory**.
(2) Attempt **any three** from **Q.2 to Q.6**.
(3) Assume **data** if **required**.

1. (a) Define Architecture, Model, Connector, Component and Architectural Pattern. **05**
   (b) Explain Abstraction with simple machines. **05**
   (c) How can experience be used as a design technique? What must be true about experience in order for it to be useful in the design of a new system? **05**
   (d) "Focus on Architecture is focus on Reuse". Comment. **05**

2. (a) What is architectural degradation? Explain architectural drift and architectural erosion? **10**
   (b) Explain the difference between Architectural Style and Architectural Pattern. **10**

3. (a) Explain Architectural pattern State-Logic-Display. **10**
   (b) Explain traditional language influenced styles. **10**

4. (a) Explain different strategies which helps designer to tackle new problem. **10**
   (b) What is the role of connector? Explain connector types and their dimensions. **10**

5. (a) Explain stakeholder driven modeling. **10**
   (b) Explain SOA and web services. **10**

6. (a) Explain robotic architecture SPA. **10**
   (b) Discuss general guidelines to ensure scalability in the architecture. **10**

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