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Reg. No. :

Question Paper Code : Z 9382

5 Year M.Sc. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Sixth Semester

Software Engineering

XSE 361 — SOFTWARE DESIGN

(Regulation 2003)

Time : Three hours

Maximum : 100 marks

Answer ALL questions.

PART A — (10 × 2 = 20 marks)

1. Give the nature of software design process.
2. Compare data design and architectural design.
3. Mention the benefits of horizontal partitioning.
4. What is meant by Information hiding?
5. List any two characteristics that differentiate real time software development from other software Engineering effects.
6. Explain process of data design briefly.
7. List the four common design issues in user interface designing.
8. What are the uses of UIDS?
9. What is polymorphism?
10. How are patterns used in object oriented design?

PART B — (5 × 16 = 80 marks)

11. (a) (i) List and explain the principles of software Engineering. (12)
(ii) Write a note on control hierarchy. (4)

Or

- (b) (i) Explain modularity and list the five criteria to evaluate effective modular system. (10)
(ii) Write a note on software architecture. (6)

12. (a) (i) Explain the template or a design specification in detail. (10)
(ii) List the characteristics that are common to all design methods. (6)

Or

- (b) Discuss the various types of cohesion and coupling in detail. (16)

13. (a) Explain the design steps involved in transaction mapping and transform mapping. (16)

Or

- (b) Write detailed notes on the following :
(i) Real time databases (6)
(ii) Real time operating system (6)
(iii) Real time languages. (4)

14. (a) What are the factors that are considered while designing a user support system? Discuss the various aspects involved. (16)

Or

- (b) Explain the following procedural design notation
(i) Graphical design notation (8)
(ii) Tabular design notation. (8)

15. (a) Explain object design process with suitable example. (16)

Or

- (b) Explain the following OOA methods
(i) The Royce Method (8)
(ii) The Wirfs-Brock Method. (8)

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Question Paper Code : Z 9362

5 Year M.Sc. DEGREE EXAMINATION, NOVEMBER/DECEMBER 2009.

Elective

Software Engineering

XIT 002 — CLIENT SERVER COMPUTING

(Common to 5 year M.Sc. — Information Technology)

(Regulation 2003)

Time : Three hours

Maximum : 100 marks

Answer ALL questions

PART A — (10 × 2 = 20 marks)

1. Differentiate Bridges from Routers.
2. Compare any four features of MOM and GFC.
3. What is the difference between Triggers and Rules?
4. Briefly explain MDBMS.
5. List the potential benefits of ODBC.
6. Mention any four features of ODBC 3.0 that are not present in ODBC 2.5.
7. What do you understand by modal and modal-less dialogues? Give examples.
8. Mention the benefits of Windows programming model over DOS programming model.
9. What are the various data formats available today?
10. Give an example for 3DI and MDI. State their limitations if any.

PART B — (5 × 16 = 80 marks)

11. (a) (i) Explain the extended services required by servers from an operating system. (8)
(ii) Write short notes on Groupware servers and Web servers. (8)

Or

- (b) (i) Discuss various aspects of middleware in detail. (8)
(ii) Explain the working mechanism of RPC. (8)
12. (a) (i) Describe the architectural components of hybrid database server with a neat diagram. (8)
(ii) Make a comparative study of stored procedures, static and dynamic SQL. (8)

Or

- (b) (i) Discuss the role of TP Monitors in the Client/Server environment. (10)
(ii) What is data warehousing? Briefly explain the elements of a data warehousing system. (6)
13. (a) Explain the need and architectural components of ODBC in detail. (16)

Or

- (b) (i) What are the different types of data sources available in ODBC? (6)
(ii) Explain the process of using ODBC in an application. Write necessary code snippets. (10)
14. (a) (i) Write short notes on resource based programming. (6)
(ii) Give an account on the important visual C++ components used for application development. (10)

Or

- (b) Explain the event handling mechanism used in VC++ with a real time application of your choice. Write necessary code snippets. (16)
15. (a) Compare the main aspects of OLE Client, OLE Server and their communication. (16)

Or

- (b) Describe the concept of MDI in detail. (16)