

# CS603 CURRENT SOLVED SUBJECTIVE MID PAPER BY SARIM

## Software Architecture and Design

Provided by **Sarim**

### Q1) GUI interface

**Answer:**

Graphical User Interface, a type of interface that allows users to interact with electronic devices through graphical icons and visual indicators.

### Q2) Define Aggregation

**Answer:**

A relationship between two classes where one class contains a reference to another class, but the referred class can exist independently of the referring class.

### Q3) Define Association

**Answer:**

Association relationship between two classes that indicates that objects of one class are connected to objects of another class.

### Q4) Define Composition

**Answer:**

A stronger form of aggregation where the contained class has a strong ownership relationship with the container class, and the contained class cannot exist without the container class.

### Q5) Internal design characteristics

**Answer:**

Internal design characteristics refer to the qualities and attributes of the internal structure of a software system, such as modularity, flexibility, scalability, and maintainability.

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### Q6) DESIGN PATTERN ELEMENTS

Answer:

Design patterns typically consist of key elements:

- ✚ Pattern name
- ✚ Problem
- ✚ Solution
- ✚ Consequences

### Q7) FILTERED MAPPING

Answer:

Technique used in software design to map data from one representation to another while applying a filter or transformation to the data.

### Q8) IDENTITY STATE Behavior

Answer:

A design principle that emphasizes encapsulating behavior within objects based on their identity or state.

### Q9) refactoring vs optimization.

Answer:

Refactoring vs optimization

Refactoring involves restructuring existing code to improve its design without changing its external behavior, while optimization focuses on improving performance or efficiency without necessarily changing the design.

Q10) If I am software designer ap apny design mai kia kia chexein rkhein gy iss trhn ka tha kuch

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**Answer:**

As a software designer, I would include various design elements such as modularity, abstraction, encapsulation, and proper separation of concerns to ensure a well-structured and maintainable software design.

**Q11) dispensable ki types bhatanii then un ko identify ker k explain kerna tha**

**Answer:**

Dispensable types include dispensable requirements, dispensable design elements, and dispensable code. These are elements in software development that are deemed unnecessary or could be removed without affecting the overall functionality or quality of the system.

**Q12) possible input output btany thy software design process k**

**Answer:**

Possible input-output scenarios in the software design process include identifying potential inputs that the system will receive from users or other systems, and determining the corresponding outputs or responses that the system will generate based on those inputs.

**Q13) Internal desirable design characteristics explain krni**

**Answer:**

Internal desirable design characteristics refer to qualities that make the internal structure of a software system better, such as clarity, simplicity, extensibility, reusability, and testability.

These characteristics contribute to the overall quality and maintainability of the software.

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