Q.1 what is SDLC ?

Ans. Software development life cycle is a process
Used by the software industry to design ,develop and test high quality software.

Q.2 what is software testing ?

Ans. software testing is a process used to identify the correctness , completeness, and quality of develop computer software .

Q.3 what is agile methodology?

- it is a combination interactive and increment model .
- it divides the software into small incremental builds are provided in iterations ,that means the big projects are divided in small chunks [iterations]
- each iteration last about one to three weeks .
- each iteration involves all the team members working simultaneously in areas like planning, requirement, analysis , design ,coding ,unit testing and acceptance testing .
- at the end of the iteration the working product is displayed to the customer or the important stake holder and it is released in the market .
- after the release we check for the feedback of the deployed software .
- if any enhancement is needs in the project then it's done and it's re - realeased.

Q.4 what is SRS?

A sofware requirement specification is a complete description of the behavior of system to be developed .

Q. 5 write SDLC phases with basic introduction.

Requirements gathering Analysis	Establish customer needs. Model and specify the requirements “what”
Design	Model and specify a solution “why”
Implementation	Construct a solution in software
Testing	Validate the solution against the requirements.
Maintenance	Repair defects and adapt the solution to the new requirements.

Q.6 What is oops ?

- Identifying objects and assingning responsibilities to these object .
- oops is a way of writing the programs in organized way objects are like a black box where data are hidden.

Q.7 write basic concepts of oops

1. Class
2. Object
3. inheritance
4. polymorphism (1) over ridding (2) over loading
5. Encapsulation
6. Abstraction

Q.8 What is object

Ans . Oject gives the permission to access functionality of class.

Q.9 What is class

Ans. class is a collection of data member and member function .

Q.10 What is encapsulation

Ans . The process wrapping the data in a single unit , to secure the data from outside world.

Q.11 What is inheritance

Ans . Making a class from an existing class, deriving the attribute of some other class.

Q. 11. What is polymorphism

Ans :- One name multiple from .

Q.12 . Explain Phases Of The Waterfall Model

Ans . - the waterfall is unrealistic for many reasons, especially .

- requirements must be **" Frozen "** to early in the life cycle .
- requirements are **validated to late** .

1. **Requirements gathering**

Estabish customer needs . Types of requirements :

1. customer requirements
2. Functional requirements
3. Non- functional requirements

2. Analysis

This phese defines the problem that the coustomer is trying to solve .

Details on computer programming languages and environments , machines , packages , application architacture , distributed architacture layering , memory size , platform , algorithms ,data structure , global type definatins , interfaces and many other engineering details are established .

3. design

(1) design architecture document

(2) implementation plan

(3) critical priority analysis

(4) performance analysis

(5) test plan

4. Implementation Phase

in the implementation phase, the team builds the components either from scratch or by composition.

5. Testing phase

The testing phase is a separate phase which is performed by a different

team after the implementation is completed.

6. Maintenance Phase

Maintenance is the process of changing a system after it has been deployed.

- **Corrective maintenance:** identifying and repairing defects
- **Adaptive maintenance:** adapting the existing solution to the new platforms.
- **Perfective Maintenance:** implementing the new requirements in a

spiral life cycle everything after the delivery and deployment of thefirst prototype can be considered “maintenance”!

Q.13 write phases of spiral model

Ans. (1) planning

(2) design

(3) evaluation

Q .14 Explain working methodology of agile model and also write pros and cons .

- Agile SDLC model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction by rapid delivery of working software product.
- Agile Methods break the product into small incremental builds. These builds are provided in iterations.
- Each iteration typically lasts from about one to three weeks.

➢ **Pros**

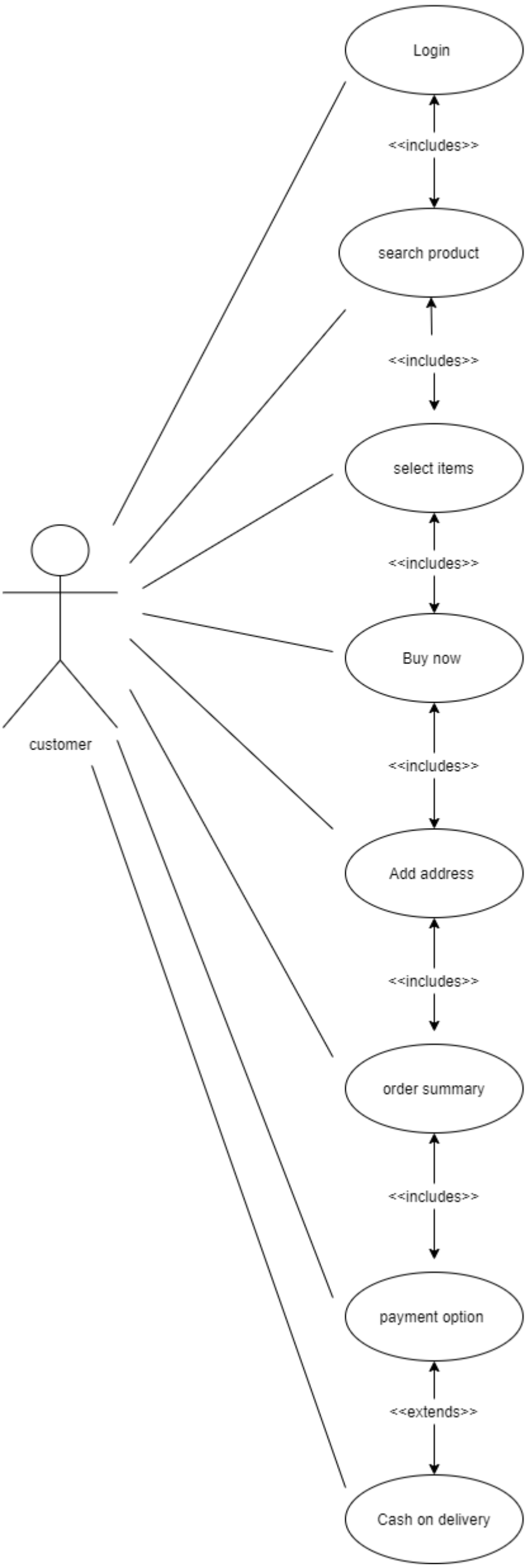
- Is a very realistic approach to software development
- Promotes teamwork and cross training.
- Functionality can be developed rapidly and demonstrated.
- Resource requirements are minimum.
- Suitable for fixed or changing requirements
- Delivers early partial working solutions.

➢ **Cons**

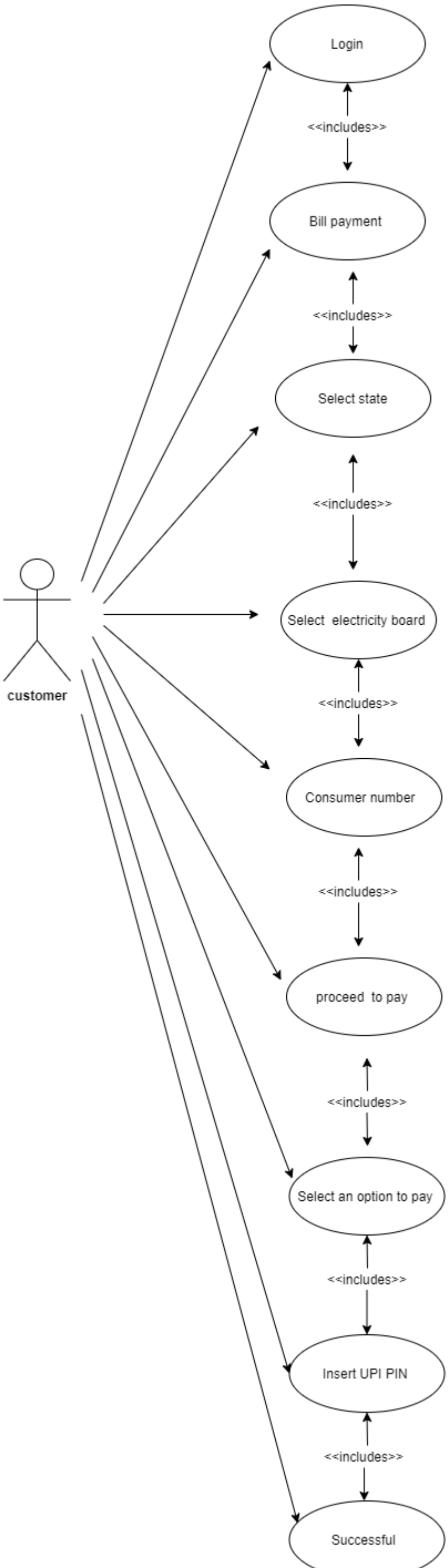
- Not suitable for handling complex dependencies.
- More risk of sustainability, maintainability and extensibility.

Online shopping using payment gateway

Online shopping product using COD



Online bill payment system (paytm)



online book shopping