Module-1(Fundamental)

- what is SDLC

a software devlopment life cycle is essentially series or pharse to that provide a model of devlovment life cycle managment an applicatin or piece of software.

- what is software testing?

Software Testing is a process used to identify the correctness,completeness, and quality of developed computer software.

- what is agile methodology?

Agile SDLC model is a combination of iterative and incremental process model.

Agile Methods Break the Product into small incremental builds.

- what is SRS.

A software requirements specification (SRS) is a complete descriptionof the behavior of the system to be developed.

It includes a set of use cases that describe all of the interactions that the users will have with the

software.

- what is oops.

object oriented Programming is way of writing the programs in organized way.

object like a Black box where Data are Hidden.

- secure

- less code Redundancy

- less Memory occupy (Fast)

- write Basic consepts of oops.
- **Class**
- **Object**
- **Inheritance**
- **Polymorphism**
- **Encapsalation**
- **Abstraction**
- what is object.

Object Gives the permission to Acess Functionlity Of Class.

- what is class.

Class is a Collection of Data Member And Member Function.

E.x, Jio Sim,Calling,Data,Branch,car,Fan

- what encapsulation.

The Process Wraping The Data in Singel Unit To Secure the Data From Outside World.

E.x, Dava Capsul.

- what is inheritance.

Making A Class From an Existing Class.

E.x, Child Class Property, Code

- what is polymorphism.

One Name Multiple From.

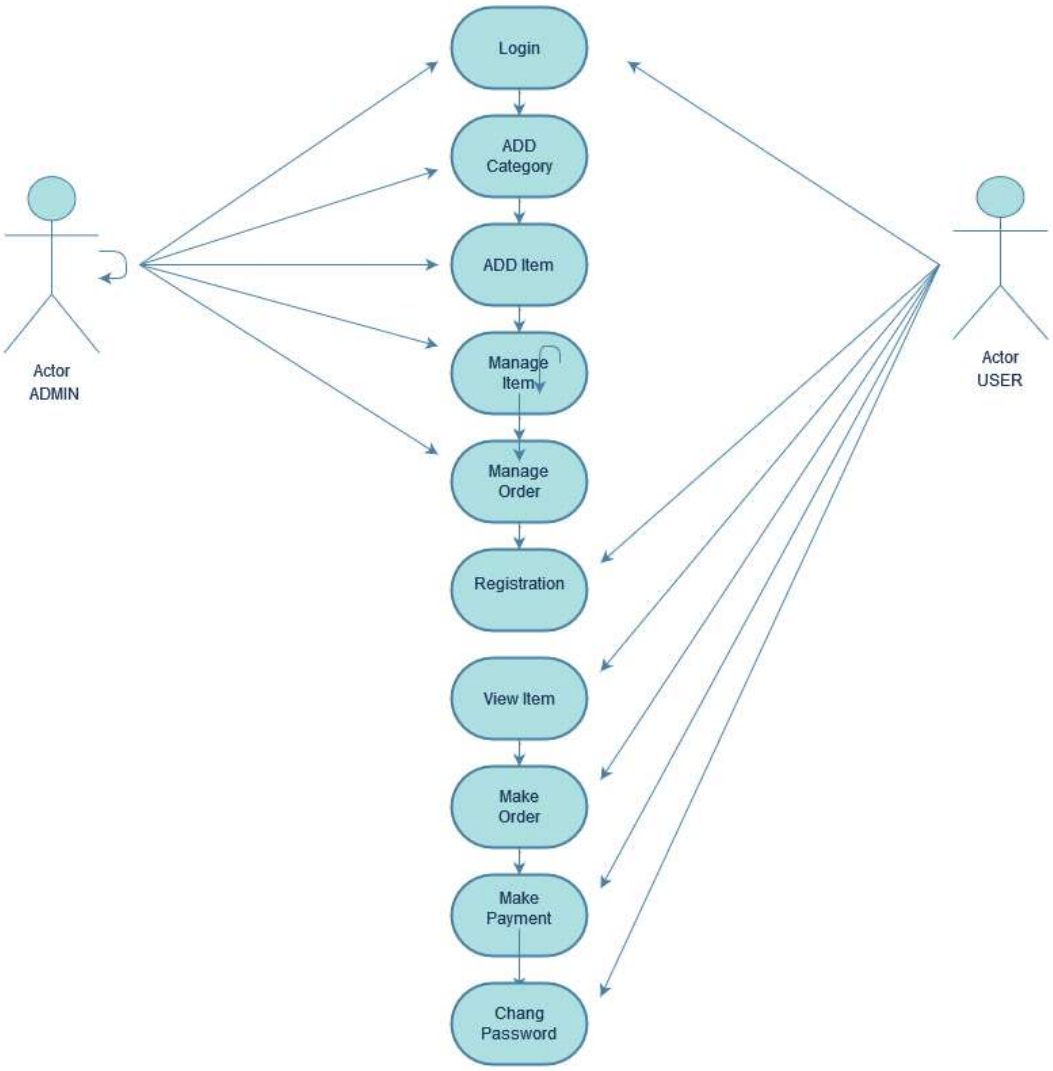
Tyep Overriding.

-Same Name of Funcation With same Parameter But Definition Will Be Different.

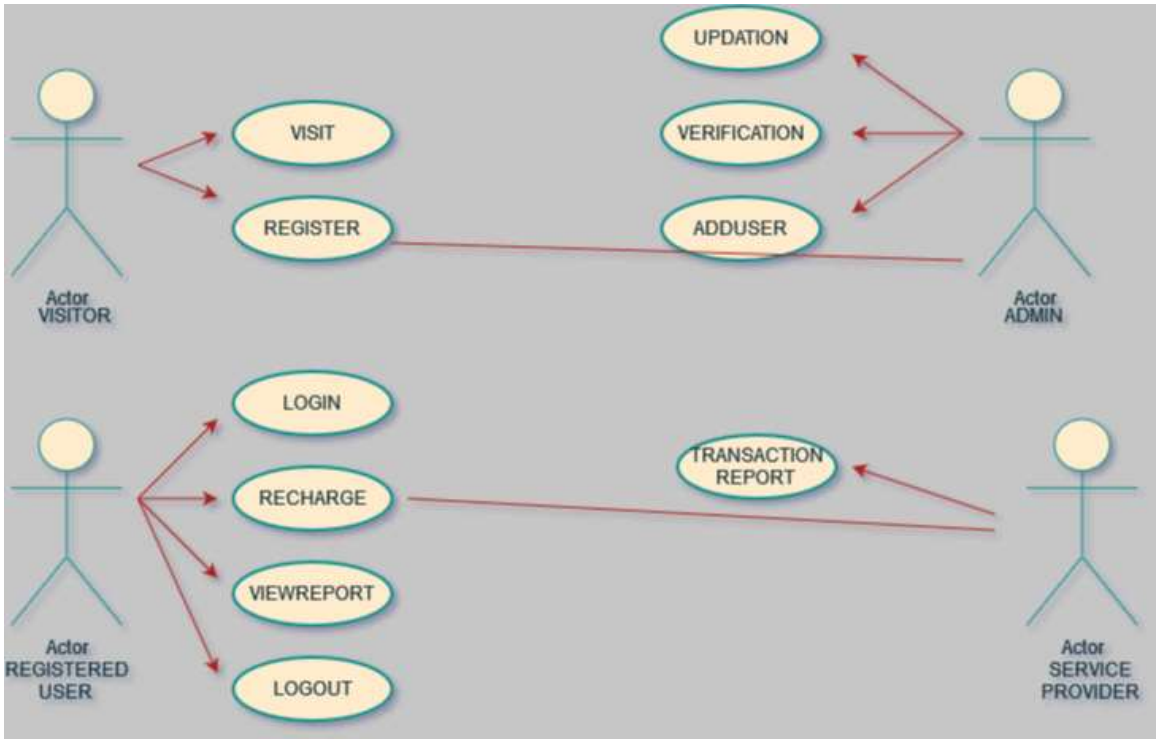
Tyep Over Loading.

-Same Function Name But Different Parameter.

- Draw Usecase On Online Book Shopping.


Login
ADD Category
ADD Item
Manage Item
Manage Order
Registration
View Item
Make Order
Make Payment
Chang Password
Actor ADMIN
Actor USER

- Draw Usecase on Online bill Payment System(paytm)



- **write SDLC phases with Basic Introducation.**

Requirement - Establish customer needs.

Analysis - Model And Specify the Requirements "What".

Design - Model And Spcecify a Solution In

Software-"Why".

Inplemantation - Construct a Solution In software.

Testing - Validate the solution Against the Requirements.

Maintenance - Repair Defects And Adapt the solution to the New Requirements.

- Explain Phases of Waterfall Model.

The Waterfull is the unrealistic for many Resons.

Especially : Requirement Must be "Frozen"to early in the cycle. And Requirement Vaildated Too the Late.

- Write Phases of spiral Modal.

Budget Constaint And Risk evalution is More Important.

Long Term Project Commitment Priorities As the Requirement Change With Time.

Customer Is Not Sure of Their Requirements Which Are Usaully the case.

- Write Agile Manifesto Principles.

Customer Statisfaction Though early and Continuous Software Delivery.

Accommodate Changing Requirement Throghug the Devlopment Process.

Frequent Delivery of Working Software.

Regular Reflaction On How to Become More Effective.

Enable Face To Face Interactions.

- Explain Working Methodoligy Of Agile Model And also Write Pros And Cons.

Agile SDLC Model Is Combination Of And

Iterative And Incrimental Process Model.

Agile Methods Break the Product Into Small Incrimental Builds.

Pros :- Is a very realistic approach to software development.

Promotes teamwork and cross training.

Suitable for fixed or changing requirements.

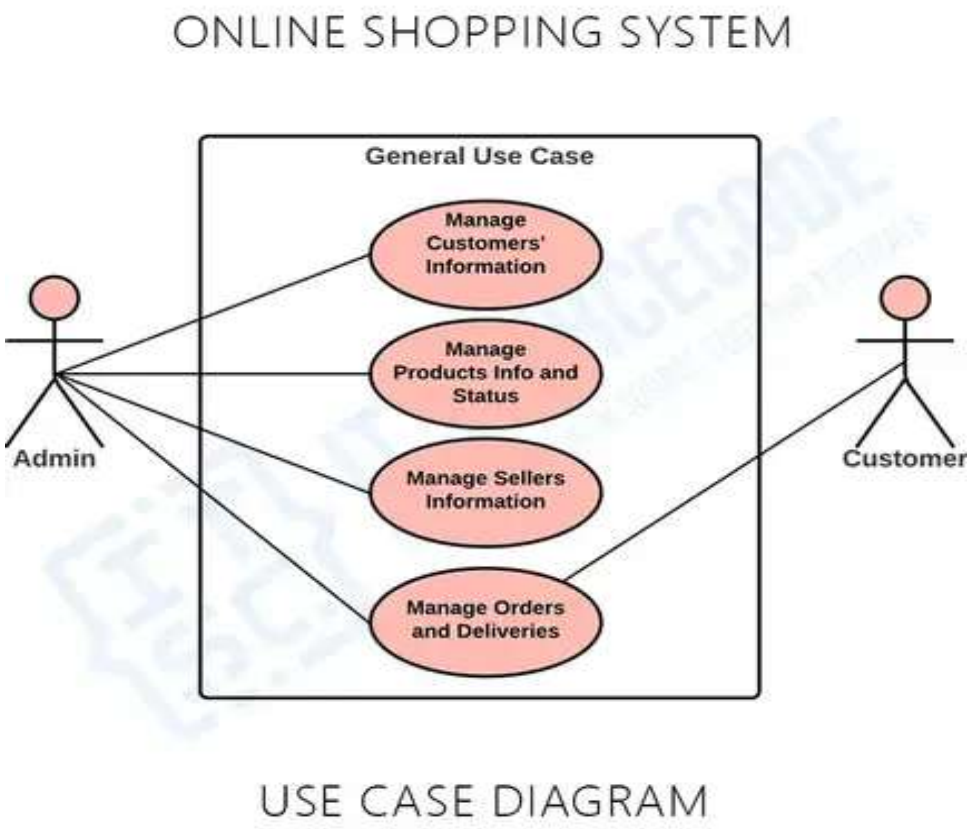
Gives flexibility to developers.

Cons :- Not suitable for handling complex dependencies.

There is very high individual dependency, since there is minimum documentation generated.

Transfer of technology to new team members may be quite challengingdue to lack of documentation.

- UsecasDraw e On Online Shopping Product Using COD.



- Draw Usecase On Online Shopping Product Usinng Payment Gateway.

PayCore Payment Gateway