Module–1(fundamental)

•  what is sdlc

Sdlc is a structure imposed on the development of a software product that defines the process for planning, implementation, testing, documentation, deployment, and ongoing maintenance and support.

•  what is software testing?

Testing is the process of evaluating a system or its components with the intent to find that whether it satisfies the specified requirements or not.

•  what is agile methodology?

The **agile software development** methodology is one of the simplest and effective processes to turn a vision for a business need into software solutions. Agile is a term used to describe software development approaches that employ continual planning, learning, improvement, team collaboration, evolutionary development, and early delivery. It encourages flexible responses to change.

•  what is srs

A software requirements specification is a complete description of the behaviour of the system to be developed.

•  what is oops

Opps is an object-oriented programming has a web of

interacting objects.

•  write basic concepts of oops

oops is a object oriented programming which identifying object and assigning responsibilities to these objects.

•  what is object

An object represents an individual, identifiable item,unit,or entity,eather real or abstract,with a well-defined role in the problem domain. An “object” is anything to which a concept applies

•  what is class

A class is a blueprint for an object.

•  what is encapsulation

Encapsulation is the practice of including in an object everything it needs hidden from other objects. The internal state is usually not accessible by other objects.

•  what is inheritance

Inheritance means the one class inherits the characteristics of another class. This is also called a “is a” relationship

•  what is polymorphism

The ability to use an operator or function in different ways in other words giving different meaning or function to the operators or function is called polymorphism.

•  draw usecase on online book shopping

•  draw usecase on online bill payment system (paytm)

•  write sdlc phases with basic introduction

1. requirements collection/gathering- in requirements collection phase collect all details which is important for software development.
2. Analysis – after collect all required details model will be created and client is involved to make sure that software is ok based on requirement.
3. Design- ui ux designer will create appropriate design as per client requirement.
4. Implementation- developer will work on code to create software.
5. Testing- after software is created by developer tester will test is there any bug. Validate the solution against the requirements.
6. Maintenance- repair defects and adapt the solution to the new requirements.

•  explain phases of the waterfall model

Requirements collection

Analysis

Design

Implementation

Testing

Maintenance

•  write phases of spiral model

Planning -risk analysis-engineering-customer evaluation

•  write agile manifesto principles

•  explain working methodology of agile model and also write pros and cons.

Agile model believes that every project needs to be handled differently and the existing methods need to be tailored to best suit the project requirements. In agile the tasks are divided to time boxes in small time frames to deliver specific features for a release.

Pros:

1 frequent delivery

2 face to face communication with the customer

3 less time

4 adaptabilities

Cons:

1 less documentation

2 maintenance problem

•  draw usecase on online shopping product using cod.

•  draw usecase on online shopping product using payment gateway.