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IT-21019

Answers to the question number: 1

(i) Product backlog for those user stories given below:

User Story 1: "As a user, I want to log in securely so that I can access my account."

Design & Setup

- ④ Design the log in UI (mockups & wireframes).
- ④ Set up authentication routes in the backend.

Development

- ④ Implement front-end login form (HTML, CSS, JS / React).
- ④ Validate user input (email, pass etc)
- ④ Implement API endpoint for authentication.
- ④ Integrate password hashing & storage.
- ④ Implement session management & token-based authentication.
- ④ Set up Multi-factor Auth (MFA).

Testing & Security:

Deployment & Documentation.

User story 2: "As a user, I want to search for products by category to find items easily."

Design & Setup:

① Design the search UI.

② Define database schema for categories and products.

Development:

③ Implement the front-end search bar & filter options.

④ Develop API endpoint for product search.

⑤ Optimize database queries for efficient category-based search.

⑥ Implement autocomplete suggestions.

Testing:

⑦ Test search functionality with

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different categories.

- Measure response time for large data set.

Development & Documentation:

- Deploy search feature to the testing environment

- Write API documentation for the search functionality.

(ii) Priority Assignment:

User Story 1 (Login Securely) → High Priority

→ Essential for user access, security, and account management.

→ Needs to be implemented first before personalized features.

User Story 2 (Search by category) → Medium Priority

→ Important for usability but can follow after login implementation.

Sprint Distribution:

- Sprint 1: Implement & Test the login feature.
- Sprint 2: Develop and test the search functionality.

(ii) The development team uses a Scrum Board to track the progress of tasks

To Do	In Progress	Done
Design login UI	Develop frontend login form	Validate user input
Set up authentication routes	Implement API endpoint for authentication	Implement password hashing
Define database schema for search	Optimize database queries	Test search categories

As tasks progress, they move from To Do →
In Progress → Done

Answers to the question no. 2

Spiral Model:

The Spiral Model explicitly focuses on task analysis and mitigation at each phase. It divides development into iterative cycles, where each cycle includes risk assessment, prototyping, and validation before moving forward. This ensures that high-risk components are addressed early in development.

Adaptability:

Since it incorporates feedback and prototyping in every iteration, the Spiral model allows for changes based on evolving requirements.

Agile Methodology:

Agile manages risk by breaking development into short sprints, each delivering a work product increment.

Frequent feedback from the client reduces the risk of building something that does not meet their needs. Continuous integration testing reduces technical risks.

Adaptability

Agile thrives in environments with uncertain and evolving requirements. Since each sprint involves reassessing priorities, it allows for rapid changes in features or scope.

Extreme Programming

- (i) Focus on rapid development with continuous testing and refactoring to manage risks.
- (ii) Adaptable to frequent changes but requires constant client involvement.
- ③ Works best for small teams with rapidly changing needs but may struggle with large, high-risk projects.

S. best methodology for this project since the project involves both high-risks and evolving requirements, a Hybrid Approach combining. Spiral and Agile is idea.

Answer to the question no. 18

Comparison within different models

Methodology	Flexibility	Customer Collaboration	Risk management	Best for
Waterfall	High	Low	Low	Well-defined, strict deadlines
Agile	Medium	High	Medium-High	Continuous Customer involvement
XP	Low	Very high	Medium	Small, fast moving project and frequent changes
Scrum	Medium	Medium	High	High-risk project, needed both risk management and adaptability

Best methodology for each project :

For Project A (well-defined & strict deadline):
Best fit model is Waterfall. Since
the project has fixed requirements,

and a strict timeline. Waterfall assumes structured planning, clear milestones, and predictable delivery. But if you considered risk management then "Spiral" would be the best alternative.

Project B (Evolving requirements, uncertain timeline)

Best fit model is "Agile" Since agile allows for frequent iterations, continuous feedback, and adaptability to changing customer's need. But if need rapid development with intense customer collaboration then "XP" would be the best alternative.

Ans to the question no 4

Software Engineering Ethics & Professional Responsibility.

Key Ethical Principles:-

- (i) Public safety and Interest.
- (ii) Integrity & Honesty.
- (iii) Privacy and Security.
- (iv) Fairness & Non-Discrimination
- (v) Professional Competence
- (vi) Accountability.

ACM/IEEE code of Ethics in Decision-making:

- (i) Prioritize Public good
- (ii) Honesty and Fairness
- (iii) Privacy & Security
- (iv) Professional integrity
- (v) Continuous Learning

The ACM/IEEE code of Ethics

helps software engineers make ethical choices by emphasizing public good, honesty, privacy, security and continuous learning. It promotes fairness, transparency and accountability in software development.

Ans. to the question no j

Functional and Non-functional Requirements for an Airport Reservation System:

Functional Requirements:

- (i) User Registration and Authentication.
- (ii) Flight Search and Booking.
- (iii) Payment Processing.
- (iv) Booking Confirmation and notification.
- (v) Ticket cancellation and Refunds.

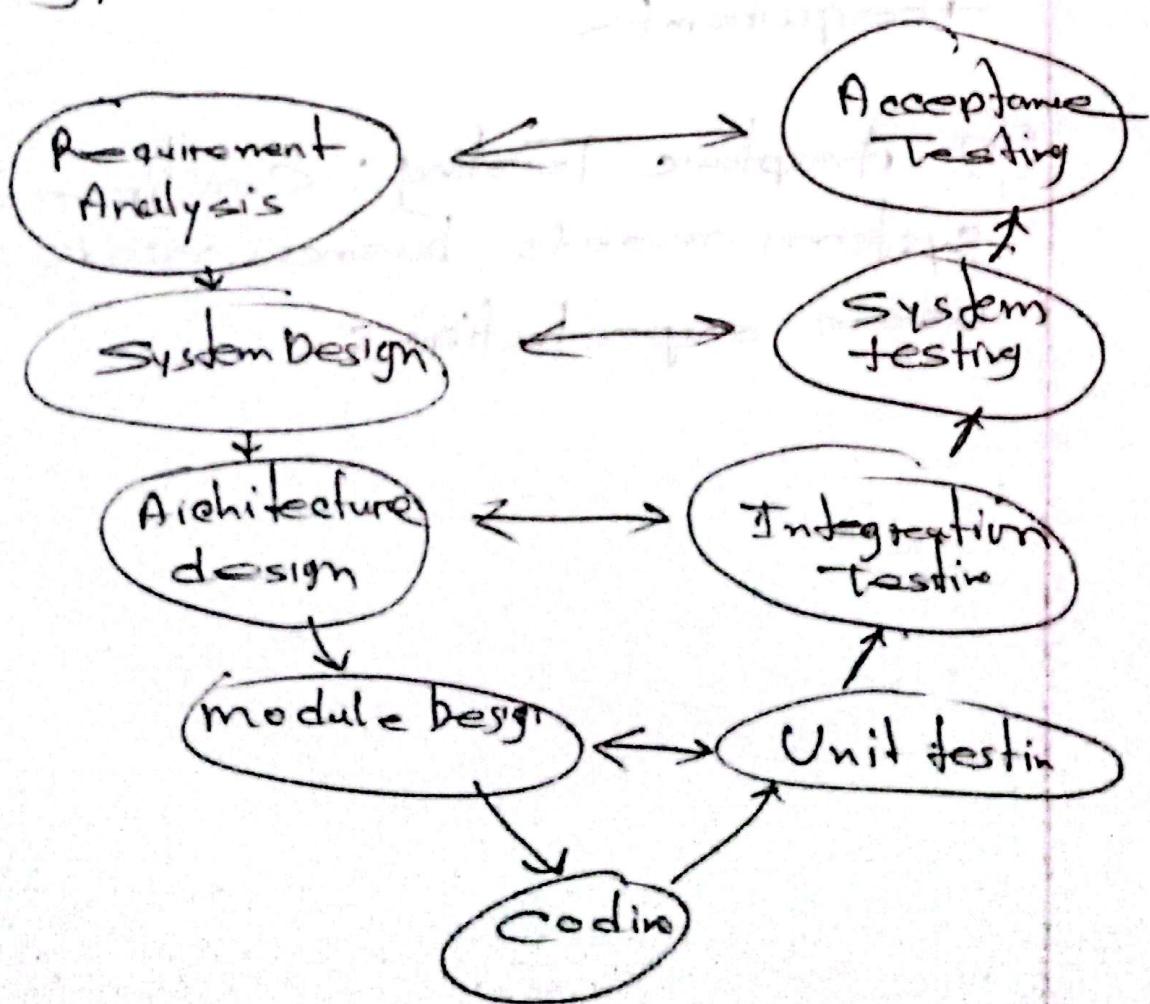
Non-functional Requirements:

- (i) Performance and Scalability
- (ii) Security and Data Privacy
- (iii) Availability and Reliability
- (iv) Usability and Accessibility
- (v) Maintainability and Upgradability

By addressing both functional and non-functional requirements the Airport Reservation System can ensure a secure, scalable, and user-friendly experience for passengers while maintaining high reliability and efficiency.

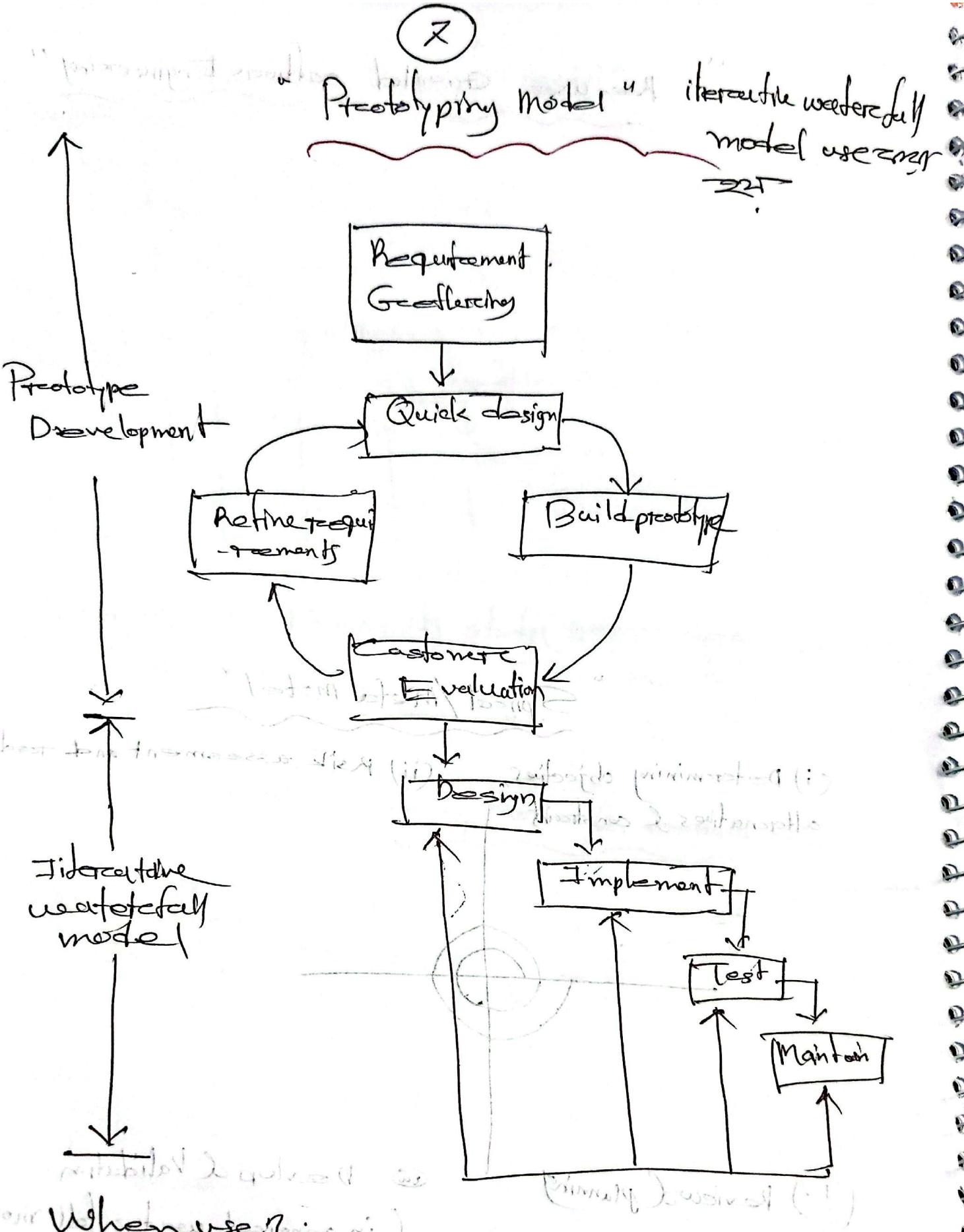
Answer to the question no- 6

The V-model (Verification and Validation Model) is sequential software development model where each development phase has a corresponding testing phase. The model follows a "V" shape representing the relationship between development and testing/validation.



Testing Phase:

- (i) Unit Testing: Verifies each module independently for correctness
- (ii) Integration Testing: Ensure modules work together as expected
- (iii) System Testing: Validates the complete system against design requirements.
- (iv) Acceptance Testing: Confirm the system meets business needs and user expectations.



When used (i)

- Customer not clear with idea
- Rapid prototype → new requirement
- Throw-away → time-consuming
- Demo working model → Poor documentation

Answers to the question no 8

The process improvement cycle focuses on continuously enhancing software development processes to improve quality, efficiency and performance. It typically follows a structured approach like PDCA (Plan-Do-Check-Act).

Key stages in Process Improvement:

1. Assessment: Evaluate the current process to identify inefficiencies or bottlenecks.
2. Analysis: Investigate the root causes of problems and determine where improvements are needed.

current standards
more fit

3. Implementation: Apply changes or improvements to the process.

4. Evaluation: Measure the result and impact of the changes.

5. Standardization: If successful, standardize the improvements and make them part of the regular process.

Commonly used Process Metrics:

(i) Defect Density: Measures the number of defects per unit of software.

(ii) Cycle time: The time taken to complete a task.

3. Velocity: In Agile development, velocity measures the amount of work.

Ans. to the question no. 9

The Capability Maturity Model (CMM)

The Capability Maturity Model (CMM) provides a framework for assessing and improving software development processes.

(i) Level 1: Initial: The focus is on building ~~the basic awareness of the~~ need for improved processes. Organization at this stage faces a high level of risk and inefficiency due to lack of structure.

(ii) Managed: Basic project management processes are established. The organization

Starts to repeat successful practices, focusing on ensuring projects are completed on time and within budget.

(iii) Defined: Processes are well-defined and standardized across the organization. There is a focus on continuous process improvement, with processes for quality assurance.

(iv) Quantitatively Managed: The organization begins using quantitative data and metrics to monitor and control processes. Performance is measured and statistical techniques are applied to predict future outcomes and improve process performance.

(v) Optimizing; Continuous improvement by optimizing processes based on data and feedback.

Answers to the question no 10

Core principle of Agile Software Development.

1. Customer Collaboration Over contract Negotiation.
2. Responding to Change Over Following a Plan
3. Individuals and interaction over Processes and Tools
4. Working software Over Comprehensive Documentation.
5. Continuous Delivery of valuable Software.

Agile Methodology

(IDEAS TO)

Application in different environments:

(i) Small projects

(ii) Large projects

(iii) Startups

(iv) Regulated environment.

Benefits:

(i) Customer satisfaction

(ii) Flexibility

(iii) Faster delivery

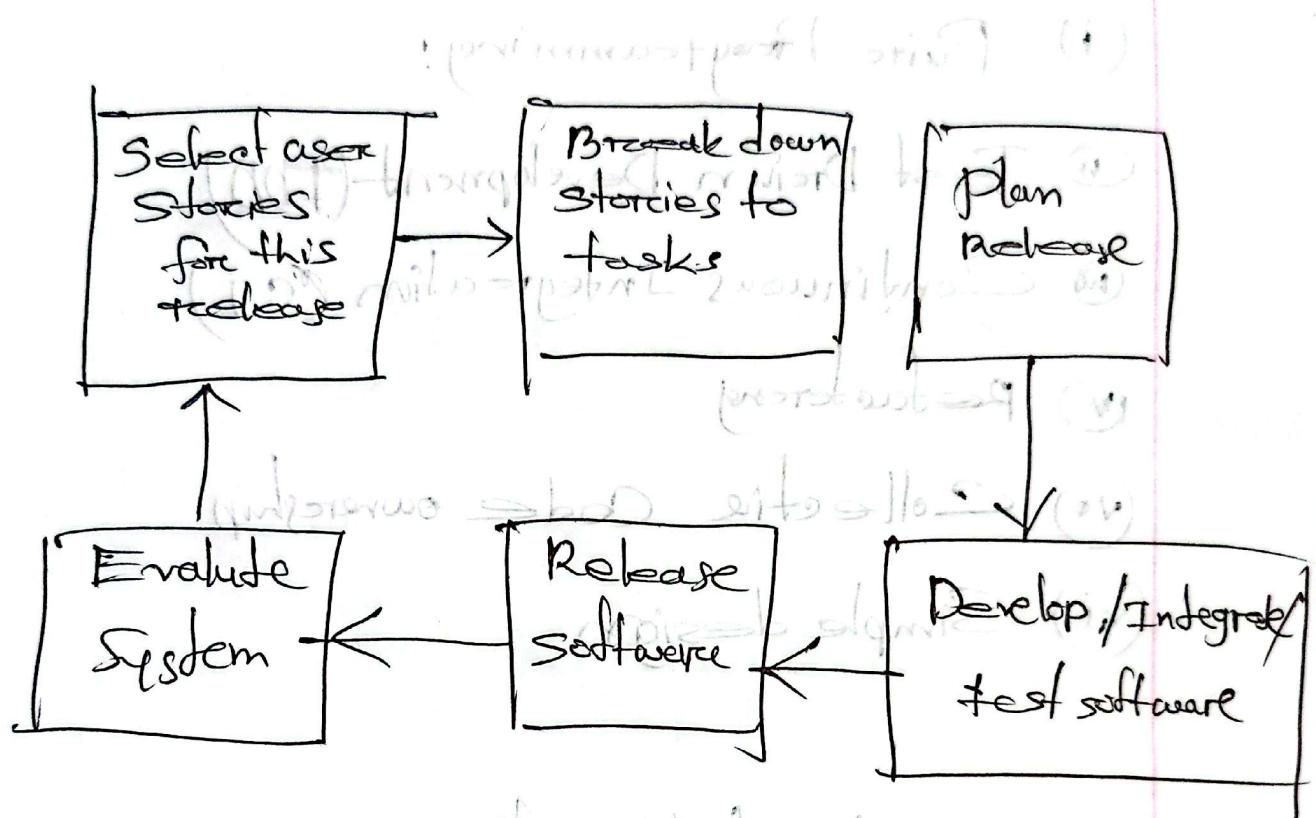
Challenges of Agile:

(i) Scope Creep

(ii) Coordination

(iii) Documentation

Answer to the question no 21



- (i) Planning: Initial & iteration planning
define features and deliverables.
- (ii) Development: Code pr. development
in short iterations of time.
- (iii) Continuous testing: Automated tests ensure functionality and quality
- (iv) Customer feedback
- (v) Release

Influential XP Programming Practices:

(i) Pair Programming:

(i) Test Driven Development (TDD)

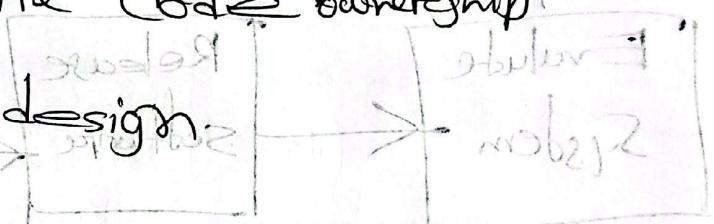
(ii) Continuous Integration (CI):

(iii) Refactoring

(iv) Collective Code ownership

(v) Simple design

unit test



Ans. to question no 13

Ques. 2 Explain what is meant by Testing? (i)

Testing: Testing is the process of

evaluating a system or its components

to identify errors, ensure quality,

and verify that it meets specified

requirements.

Ans. to question no 13 (vi)

Ans. to question no 13 (v)

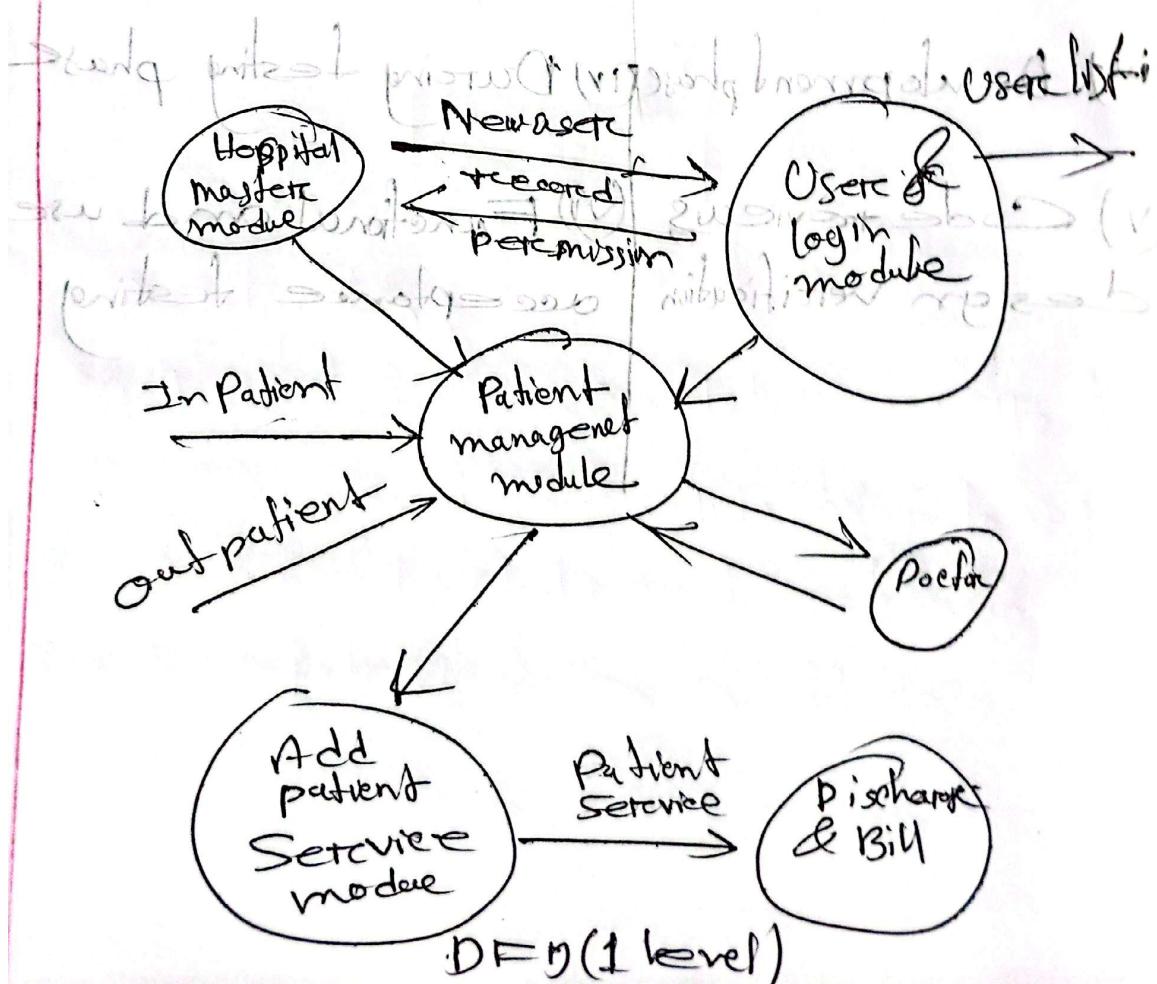
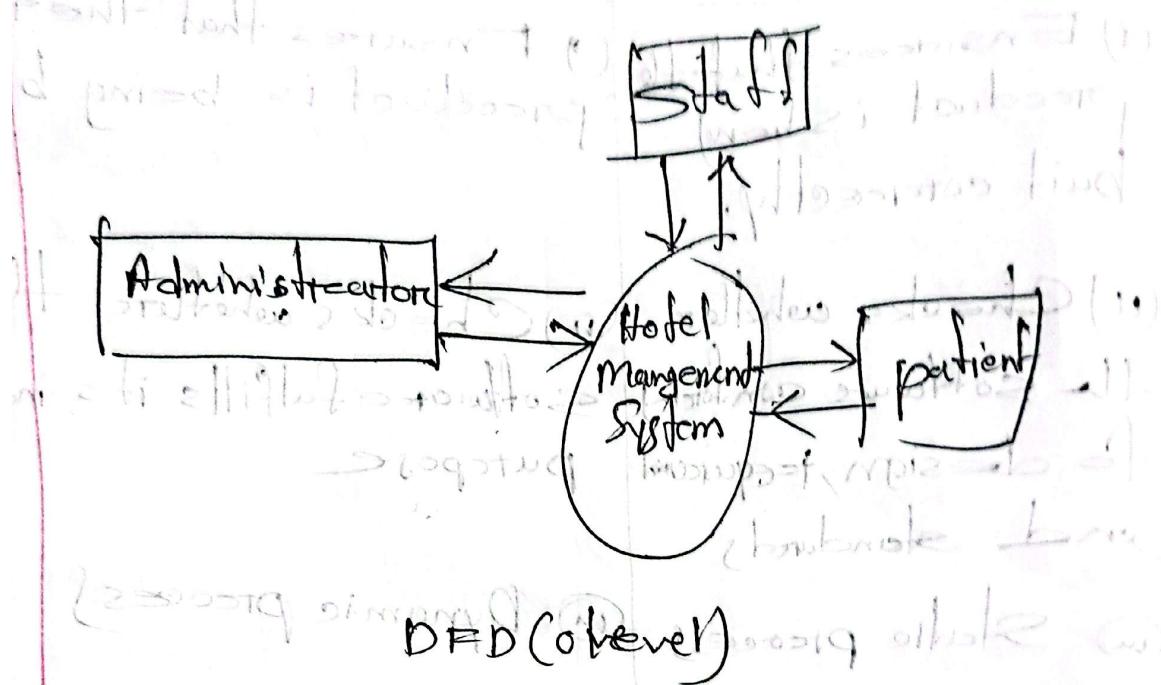
Verification	Validation
(i) Ensures that the product is being built correctly.	(i) Ensures that the right product is being built
(ii) Checks whether the software conforms to design, requirements and standards	(ii) Checks whether the software fulfills its intended purpose
(iii) Static process	(iii) Dynamic process
(iv) Development phase	(iv) During testing phase
(v) Code reviews, design verification	(vi) Functional and user acceptance testing

The diagram is a hand-drawn mind map with 'Testing' at the center. It branches into several categories:

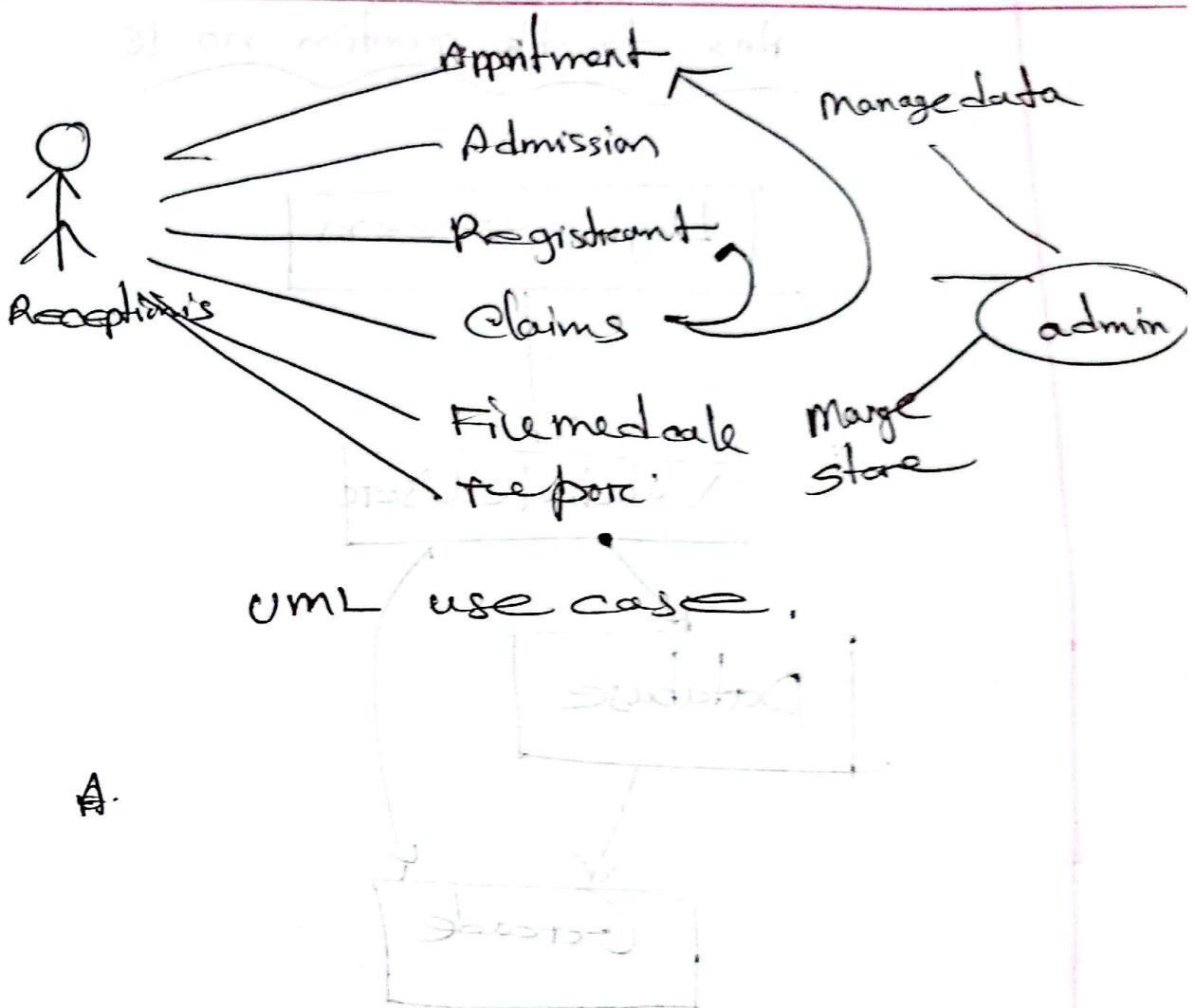
- Top left branch: ~~Testing phases~~ (with circles for 'Unit testing', 'Integration testing', 'System testing', and 'Acceptance testing')
- Top right branch: ~~Testing types~~ (with circles for 'Functional testing', 'Non-functional testing', and 'Performance testing')
- Bottom left branch: ~~Testing methods~~ (with circles for 'White box testing', 'Black box testing', and 'Grey box testing')
- Bottom right branch: ~~Testing tools~~ (with circles for 'Selenium', 'JUnit', 'TestNG', and 'Cucumber')
- Left side branch: ~~Testing environment~~ (with circles for 'Local environment', 'QA environment', and 'Production environment')
- Right side branch: ~~Testing metrics~~ (with circles for 'Defect density', 'Test coverage', and 'Test execution time')

Handwritten notes at the bottom of the page include: 'Testing 101', 'Testing 102', 'Testing 103', and 'Testing 104'.

Answer to the question no 15

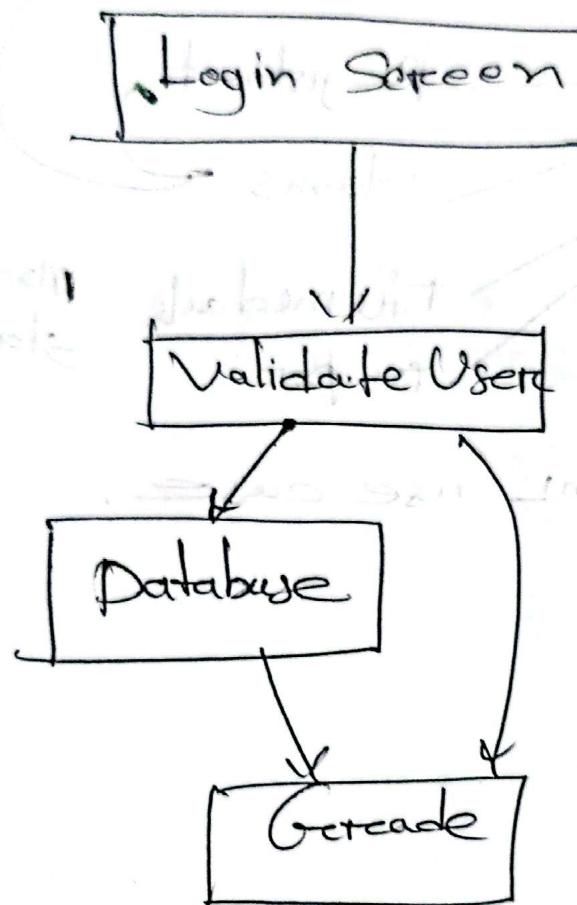


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! givedabilität
b) Angel ist Verantwortlich für - verantwortet
abteilung oder verantwortlich für Abteilung
Abteilung kann elektronisch
verwaltet & verantwortet

Ans. to the question no 16



Relationship :

- (i) login Screen → ValidateUser: The loginScreen depends on ValidateUser to validate credentials and retrieve data.
- ② ValidateUser → Database.

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Ans. to the question no. 17

QA: It is process-oriented and proactive, focusing on preventing defects by improving processes and methodologies throughout the SDLC.

QC: It is product-oriented and reactive, concentrating on identifying and fixing defects in the final product through testing and inspections.

<u>Quality Assurance</u>	<u>Quality Control</u>
(i) Process-oriented	(i) Product-oriented
① Proactive	② Reactive
② Process model, checklist, guideline, and methodologies	③ Test cases, bug reports, test execution and review
(iv) Done During SDLC	(v) after development.

Ans. to the question no. 18

Quality Assurance (QA) is not just about finding bugs early, but also about ensuring that the software meets the required quality standards at each stage of development, optimizing the entire development process, and preventing defects rather than just detecting them. QA involves the entire software life cycle.

Role of QA in SDLC

- (i) Requirement analysis: QA ensures that requirements are clear, complete and testable, identifying any ambiguities or inconsistencies early.
- (ii) Design: QA reviews design documents to ensure they meet requirements, are testable and address usability, security and performance.

(v) Coding: Prepares test cases, performs unit tests, and ensures adherence to coding standards and specifications.

(vi) Testing: Conducts various types of testing to detect bugs before deployment.

(vii) Deployment

(viii) Maintenance: QA continues feedback in development, performs regression testing and supports updates, ensuring stability and addressing any new issue.

QA role in application development (i)
Identifies and reports bugs
and provides feedback to the development team.

QA role in system integration (ii)
Identifies and reports integration issues
between different systems and provides feedback to the development team.

Ans. to the question no. 13

The RAD model is a software development methodology that emphasizes rapid prototyping, quick iteration, and active user participation to deliver software solution quickly and efficiently.

Key phases:

- (i) Requirement planning
- (ii) User Design
- (iii) Construction
- (iv) Cutover

Principles

- (i) Prototyping
- (ii) Iterative Development
- (iii) User Involvement
- (iv) Time-boxing
- (v) Modularization

Advantages:

(i) Fastest Delivery

(ii) User Satisfaction

(iii) Flexibility:

(iv) Cost Efficiency

flexibility → low delivery cost

early yet

earliest time (i)

middle time (ii)

midtime (iii)

latest (iv)

fastest

midtime (i)

longest delivery time (ii)

longest time (iii)

mid - fast (iv)

midtime (v)