Answer to the question number: 1

(i) Product backlog for those week stories

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

Design & Setup

Design & Log in UI (mockups Lwineforms).

El Setup authentication routes in the backend.

Development

B. Implement front end log in from (HTML)

CSS, IS/React)

D Volidate user input (emal, pass etc)

D Implement ADI and point for authorism.

D Integrale password hashing & storage

D Implement session management &

taken based authoritication.

D Set up Malti-factor Auth. (MFN)

Testing & Secureity:
. Deployment & Documentation.

User story 2: " As a user, I won't to scareh fore preoducts by eategory to find items easi

Design of Setup;

Design the warech UI is Design de database schema for a degorie and preducts.

Development:

10 Implement the fromt and search bare & filtere options.

Develop ADI endpoint for preoduct ses De Optimize database quarties fore efficient category based seasech

DImplement autocomplete sugge stins.

Testing.

The test search functionality with

different categories. 1 Measure response lime for large dute Development & Documentation. In Deploy sweech feature to the testing enviteonment Wreite API documentation for the search functionality. (11) Preiorcity Assignmenti User Storeg 1 (Log in Securely) - High Prioreity > Fssemial for usercamess, security, and account management. -> Needs to be implemented firest before
personalized features User storey (cearch by coalogory) - medium Presery

> Important fore usability but can

follow after login implementation Spreint Distribution:

Spreint of Implement & Test the login

feeling

Spreint of Develop and test the search

Sunctionalility.

(iii) the development team uses a Some Board to treack the progress of the

To Do	In Progress	Done
Design begin UI Set up authention	Developfrontended loginfor	Val. 1 1
- recordes	Jerr audenticuton	+ Implement
Define devlating	Ordina	l switted Na
schema fore	quercies	Test and
	and the second district	cate genies
	The second second second	
and the Proposition of		

As tasks progress, they more from to Dos

Answere to the question no. 2

Sprial Model:

The Spireal Model explicitly focuses on teisk analysis and mitigation at each phase. It divides development into iteratives eyels where each cycle includes trisk rassesment.

Directolyping, and validation beloofere moving for accuted. This ensure that high-teisk components are addressed early in development.

Adaptability:

Since it incorporates feedback and predotyping inguerry itercation, the Springil model allows force changes based on evolving tequirent

Asile methodology.

Agrile manages trisk by breeaking developments when the sprints, each delivering a work product increment.

the trisk of building something that do meet their needs. Continus integreation testing reeduce technical testing

Adaptability

Agile threires in environments with uncertand evolving reequirements. Since each expression preiorities is allows fore reapid changes in features or

(i) France or respired to be be present with continuous feeding and respond to frequent changes but requises constant client involvement.

(ii) Adaptable to frequent changes but requises constant client involvement.

(iii) Works best fore small trans with reapilly changing needs but may shought with large, high-trisk projects

S. best methodology for this project since the preoject involves both high-risks and evolving recognizement, a Hybrid Apprecach combining. Spirral and Agile is idea.

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chance to the question nor 3

Mielludeby	1-1-1-11/4	Clistoner	Rich Proposit	Best for
W.L. S.N	High	\ ₀	low	Well defined; Shrief deadlins
Agil	medium	High	Median High	Continuous Castomere involument
XP.	νω	high	medium	mall, fast moving Progest and frequent chape
Sprat	Declium	Medium	High	Highwick projet needed both trisk nonegons and applaptabil

Best methodology for each project:

For Project A (well-testined of Strict deadly):
Bu at fit model is Waterdall" Siver
The project has Sined requirements

and a shoot timeline, Waterfull ensures shout used planning, above milestones, and preedictable delivery. But if your son-sideted teick management then spread would be the best afternative.

Project B (Evolving requirements, uncertain timeline)
Best fit model is Agile Since agile allows
fore frequent iterations, continuous feedback,
and adaptability to changing customers
meed. But it need reapid development
with interese customere collaboration then
XP would be the best alternation.

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prospect to be a second to be a second to

Ans to the question no 4 Software Engineering Ethies & Refessions Responsibility. Key Ethical Princeple: (1) Public safety and Interest (ii) Integrated & Honesty @ Pireivacy and Society. (ii) Painness & Non-Discrimination (v) Professional Competence (vi) Accountability. ACM/IEEE code of Ethics in Decission - making: (i) Preintifize Public good (ii) Honesty and Frainress @ Preivacy & Security (") Prodessional integration

(VI) Continuous Learthines

The ACM/IEEE code of Ellins

helps software engineers make etheal preivacy, security and anothinuous bearing. It presmotes faireness, treansporting and a recurriability in sofware developments

Ans to the question no j

Functional and Non- functional Require ments fore an Aireport Reservation System:

tunctional Requirements:

- (i) User Registroom and Autentication: .

 (ii) Flight Search and Booking

- (iv) Bayment Processing.
 (iv) Backing Confiremention and notification
- (v) Ticket concellation and Refunds.

Non-functional Regardements: (1) Performance and Scalability (ii) Securetly and Data Preivary (ii) Availability and poliability (iv) Usability and Accessibility (v) Maintainability and Upgradibility By addressing both Junetimal and non-functional recquireemonts He Aireport Reservation System com ensurce a securce, scalable, and cisere freiendly experience tere.

Passengeres while maintaing hig recliability and edficiency,

Answere + Hequestion no- 6

The V-model (Verification and Validation Model)

is sequential software development motel

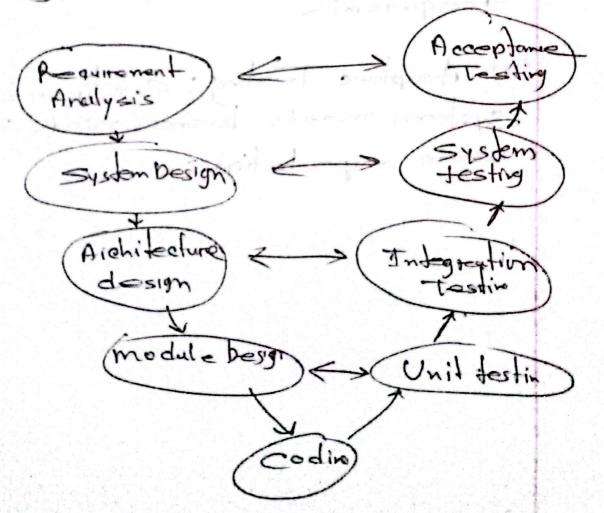
where each development phase has a

corresponding testing phase. The model

follows a V shape texpresenting the

texture ship between development and

texture | validation.



Testing There

- (1) Unit Testing: Verifies each module independently fore concretely
- (ii) Integrecation Testing: Ensure modiles work togethere as expected
- (iii) System Testing: Validates the complete system against design teequiremts.
- (iv) Acceptanc Testing: Confirm the system meets business needs and aset expectations.