**­­­­Theory-Practice Correspondence Document**

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| **Key Concepts** | **Relevance** | **Real World Contexts** | **Interdisciplinary Connections** | **Critique** | **Technology, Tools and Test Cases** | **Project Management** | **Project Sketch** |
| **Introduction to Software Development Life Cycle** | A very key stage as we decide the basic framework of the project and decide how to implement the idea. | Every good developer will always use the life cycle to improve the overall quality of the software. | Since this is a part of every project and it has dates and deadlines involved we can keep a full track on the project. |  |  |  |  |
| **Various Software Development Methodologies** |  | Incremental Model is used in shrink-wrap large applications and systems which built-in small phases or segments.  Shrink Wrap Applications. | The iterative strategy, the customer inclusion , the recommended prerequisites, the quantity of engineers working and the time accessibility for the organization are the different components which made us pick Incremental Model for our project. |  |  |  |  |
| **Software Requirement Specification**  -Problem Analysis**:**  -Requirement Specification: | * Our project mainly focuses creating an Social ECommerce Platform. It aims at providing our customer with the gap between social media and eCommerce cross linking both on the same platform. | * Problem Analysis is very much important as, if we are not solving a basic problem, there is no point of the software. This helps in understanding the customer in a greater manner.   The Requirement Specification is done essentially in each advancement based organization and is extremely helpful for knowing client's feeling. | * Initially we meet the client and comprehend the issue, then the group examined the project and picked it up.   After the issue examination, the necessities are chosen by the understanding of the client and apparatuses, software’s are decided | .  In this it is checked if every one of the prerequisites are satisfied and if any more necessities are there and if any progressions are required. | MS Word.  Self-Analysis, Word, Google  Doc etc. |  |  |
| **System Design**  **-**Abstraction  -Modularity  -Coupling  -Cohesion  -Top-Down Design |  | -It is vital for designers for stowing away unessential subtle elements with the goal that one can concentrate on essential things at once.  -It is important as it aides in testing and troubleshooting adequately.  -It is necessary as it tells at what level the modules interact with each other.  - It is essential as it chooses how well modules fit together.  - It is essential as we probably am aware our prerequisites in advance. | -It permits controlling the Complexity of Design Process by continuing from Abstract Design Model to Concrete Design Model.  - It permits the simple upkeep without influencing the usefulness of the product.  - If we require just a single field of record then there is no compelling reason to pass every one of the records.  - Thorough information of the usefulness of each part is required.  - Requirements ought to be clear to the designer then just a single can continue. |  |  |  |  |
| **Coding**  **-**Top-Down Programming  -Structured Programming  -Information Hiding |  | -Program is broken into smaller modules so it is easy to trace a particular segment of code in software program.  -It helps in reducing statements, multiple exit and entry points from the program.  -It focuses on hiding non-essential details of function in a program so that they are inaccessible to other components of the software. | -It makes the functions and procedures globally visible.  -It makes the software code easy to modify when required.  -After using information hiding, modules are connected with a specific section of program and not the whole program. |  |  |  | -Started coding after all the design documentation part was done.  . |
| **Testing**  -Level of Testing |  | The Testing is required in significantly every venture as we have to recognize if the product or the module is working legitimately or not. On the off chance that it is sufficiently productive or not and giving out exact yields or not. | Testing requires a process which needs to be followed. |  |  |  |  |
| **Software Project Management**  -Cost Estimation  -Project Scheduling  -Staffing  -Software configuration management  -Risk management  -Quality assurance |  | -All expert organizations graph the money related possibility of a venture before continuing with it, subsequently, this is an essential stride.  - A timetable must be made to finish the project effectively with ideal utilization of assets. | - Understanding of current business situation, financial aspects and accounts is an absolute necessity. It helps in likewise evaluating costs for other genuine undertakings.  - It helps in planning plan for different ventures also. |  |  | -Since we are using all our own resources and open source we have not spent money on the project, so the only thing that needed management was time. | -Zero cost project. |