1. What is SDLC?

* SDLC meaning is Software Development Life Cycle. SDLC is the cost effective and time efficient process that development teams use to design and build high quality software.

1. What is software testing?

* Software testing is executing a system in order to identity any gaps , errors or missing requirements in contary to the actual desire .
* Software testing is a process used to identify the correctness , completeness and quality of developed computer software.

1. What is agile methodology?

* Agile methodology means the task are devided to time boxes to deliver specific features for arcades.
* Ex. Google chrome , Facebook.

1. What is SRS?

* SRS meaning is Software Requirments Specification. Which describes clear description of all requirements.

1. What is OOPS?

* OOPS means object oriented programming. oops allows decomposition of program into a number of entities called object and then builds data and functions around these objects. OOPS emphasis on data rather than procedure. Program are divided into object. In OOPS data is hidden and cannot be accesed by external functions but object may communicate with each other through functions. OOPS follows bottom up approach in program design.

1. What is class?

* These contains data & function bundled together under a unit. In other words class is collection of similar objects. In other words class is prototype of object. Example wise Fruit is class of apple.

1. What is Encapsulation?

* In normal terms Encapsulation is defined as wrapping up of data and information under a single unit. Binding data and the function that manupilate them.

1. What is Inheritence?

* The capability of class to derive properties & charteristics from another class is called Inheritence. It is most important part feature of OOPS. It is concept of “reusabilty’. Ita like when we want to creat a new class and there is already a class that includes some of the code that we want, we can derive our new class from the exisiting class.

1. What is Polymorphism?

* The word polymorphism means having many forms. Its supports operators overloading & function overloadings.

1. Write SDLC phases with basic introduction.

* SDLC have seven phases
* Requierements collection\gathering
* Analysis
* Design
* Implemention\coding
* Testing
* Deployment phase
* Maintenance

1. Requierments collection\gatherings: It is most important part of SDLC. There are two type of requirements 1.functional Requierments 2. Non functional Requierments. It is most important part of SDLC
2. Analysis: Analysis means after collect all the information and after discuess all requirement have to make SRS(software requierments specification). Which describe clear description of all requierments.
3. Design:Design have 2 levels 1. High level design 2. Lower level design.
4. Implementation\coding phase : Longest phase of the software. It’s a development life cycle process.
5. Testing: this phase conduct by QA(quality assurance). QA have to find out the error, bugs and have to fix them as well.
6. Deployment phase: In other word you can say “Beta evalution phase”. It is sort of user acceptances testing(UAT).
7. Maintenance phase :there are three part of maintenance 1.corrective maintenance 2.Adeptive maintenance 3. Enhancement maintenance
8. Explain phases of water fall model?

* It’s step by step model
* Requirenment\analysis-design-coding-testing-Maintenance.

Pros: simple and easy to understand. Each phases are processed and completed one at time. Phase do not overlap. It works well for smaller project. Where requirenments are clearly and very well understand . client is not involve.

Cons: once application is the testing stage, it is difficulte to go back and change something. No working software is produced until late during the life cycle. Not goog model for complex and object oriented projects. Poor model for complex and ongoing projects. Not suitable for the project where requirmenets are are at moderate to high risk of changing.

1. Write phase of spiral model?

* When project is large can use spiral model. Requirenments unclear and complex . can change requiremnets at any time. Its suitable for medium to high risk project. In this model riskd and coast is important. Creation of prototype is applicable.

Objectives-resolver risk-review-devloper test-release.

1. Write agile manifesto principles?

* It is individuals and intrcations.
* Development of working software takes precedence over detained
* Documentation and paperwork
* Customer collaboration.
* Responding to change.

1. Explain working of methodology of agile model and write pros and cons?

* In methodology of agile have to work sprint wise .
* The definition of sprint is a dedicated of time in which a set amount of work will be completed on project. It’s part of the agile methodology, each sprint taking the project closer to completion.

Pros: functionality can be developed rapidly and demonstrated. Suitable for fixed or changing requirenments. Delivers early partical working solutions. Minimal rules, documention easily employed. Little or no planning required. Error can fix in the middle of the project.

Cons: Not suitable for handling dependencies. Agile project manager practice is must. Custmore is not clear. Team can be drive in the wrong directions. Quite challenging due to lack of ducumention.

1. What is 7 keys principels? Explain in details?

* Testing shows presence of defects.
* Exhaustive testing is impossible.
* Early testing.
* Defect clustering.
* The pesticide paradox.
* Testing is context dependant.
* Absence of error fallacy.