1. 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.

There are a number of different development models.

2.What is software testing?

Software testing is a process used to identify the correctness, completeness and quality of developed computer software.

**3.What is agile methodology?**

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

**4.What is SRS?**

A Software Requirement Specification is a complete description of the behaviour of the system to be developed.it includes a set of use cases that describe all of the interactions that the users will have the software. Use cases are also known as functional requirement.

In addition to use cases, the SRS also contains non-functional requirement. This standard describes possible structures, desirable contents and qualities of a software requirements Specification.

**5.What is OOPS?**

An object based programming language is one which easily supports object orientation

Programming is like writing. If you can write a demonstration you can make a program. But actually programmer’s lots of wisdom, lots of knowledge about programming and lots of experience.

**6.Write Basic Concepts of OOPS**

Identifying objects and assigning responsibilities to these objects. Objects communicate by the methods of an objects. An object is like a black box. The internal details are hidden. Object of a program interact by sending messages to each other.

**7.What is object**

An object is anything to which a concept applies. This is the unit of object oriented programming. That is both data are bundled as a unit called object.

**8.What is class**

It is Blue print for an object

A class represents an abstraction of the object and abstracts the

properties and behaviour of object.

An object is a particular instance of a class which has actual existence and

there can be many objects (or instances) for a class.

**9.What Is encapsulation**

Encapsulation is the practice of including in an object everything

it needs hidden from other objects.

Encapsulation is placing the data and the functions that work on that

data in the same place.

Encapsulation in Java is the process of wrapping up of data

(properties) and behaviour of an object into a single unit;

and the unit here is a Class.

We can expose our operations hiding the details of what is needed to

perform that operation.

**10.What is inheritance.**

To Access property of one class to another class.

Java supports single-parent, multiple-children inheritance

and multilevel inheritance (Grandparent-> Parent -> Child) for classes

and interfaces. Java supports multiple inheritances (multiple parents,

single child) only through interfaces.

**11.What Is polymorphism.**

Poly refers to many. That is a single function or an operator functioning in

many ways different upon the usage is called polymorphism.

Same method name but having different functionality types of polymorphism.

*The ability to change form is known as polymorphism.*

# Two types of polymorphism.

⚫ Compile time polymorphism(Overloading)

⚫ Runtime polymorphism(Overriding)

**Overloading**

The same method name (method overloading) or operator

symbol (operator overloading) can be used in different

contents.

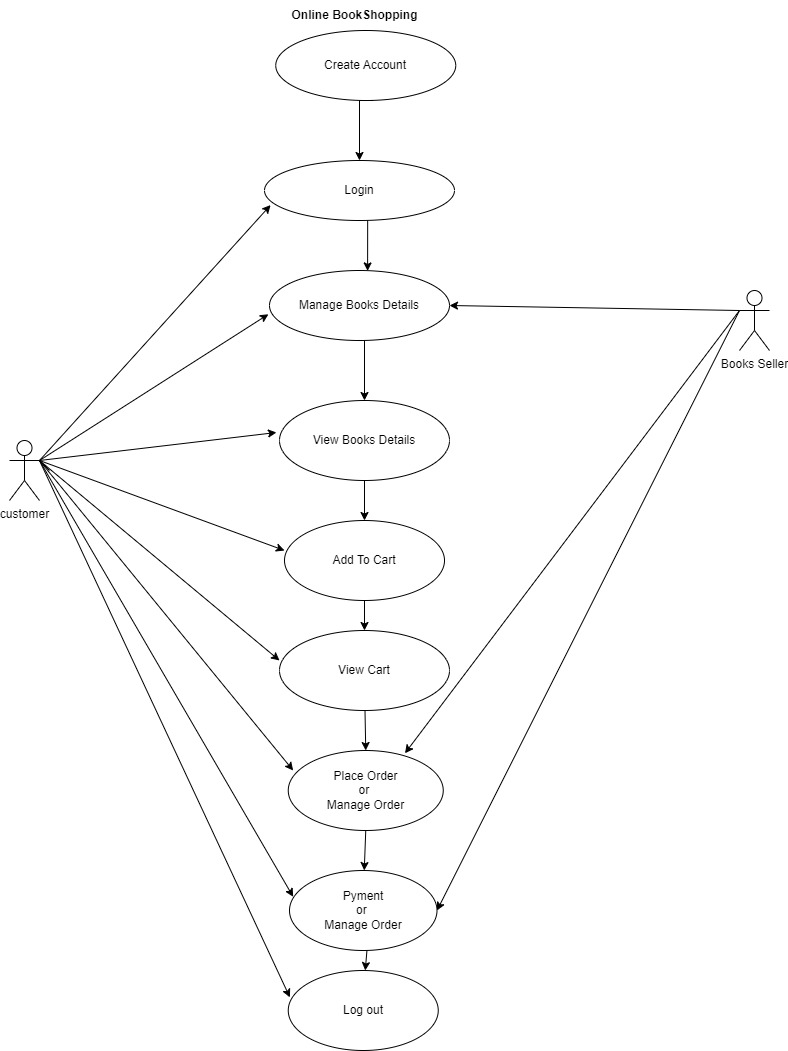
In method overloading, multiple methods having same name can

appear in a class, but with different signature.

**Overriding**

Same method name same argument into different class and inheritance compulsory.

**12.Draw Use case on Online Book Shopping**



**14.Write SDLC phases with basic introduction**