Registration No: 12114762 Name: - Pranav Mishra Course Code: CAP437 Rollno:- RDOCO9ASS leacher: Dr. Yasir Iqual sir Course Title: Software Engineering @ Ang:-1:-The V-model is an SDLC model where execution of Processes happens in a sequential manner in a V-shape. It is also known as Verification and Validation model. The V-model is an extension of the waterfall model and is based on the association of a testing phose for each connesponding development stage-Under the V-model, the corresponding testing phose of the dovelopment phase is planned in parallel. So, there are Verification phases on one side of the 'V' and Validation phases on the other side. The Cooling Phase joins the two sides of the V-model. Testeris Life Cycle Developer's life Cycle Accepting Business promisiment Testing specification) System Req. Specification High level Testing Design Low level Unit Testing Design Cooling

V-Model

Verification: It involves a steetic analysis method (review) clone without executing (ode. It is the process of evaluation of the product development process to find whether specified suguinements meet.

Validation: It involves dynamic analysis method (functional, non-tunctional), testing is done by executing code. Validation is the process to classify the software after the completion of the development process to aletermine whether the software meets the customer expectations and sequisionents.

There are the various phase of Verification stage of

V-Model:-1: Business Requirement Analysis: This stage contains Communication to

understand customers apectations and exact regularment.

2. System Design: In this stage system engineers analyze and interpret the business of the proposed

System by studying the user suguinoment document.

3:- Architecture Design: Architectural specifications over understood and designed in this

phase. The system design is broken down further into modules taking up different functionaly. This is also referred to as High level Design (HLD).

4! Module Design: In the module dusign stage, the system bruaks down into small modules. The cletailed dusign of the module is specified, which is known as low level Design.

5: Cooling Phase: After dusigning, the cooling phase is started.

Bused on the requirements, a suitable

Programming language is decided. There are some guideline
and standards for cooling.

There are the various pstage of Validation Phose of V-Mody 1:-Unit Testing: In the V-Model, Unit Test Plans (UTPs) are developed during the module design phase.

These UTPs are executed to eliminate entrons at code level on unit level.

2:- Integration Testing: Integration Test Plans are developed dwing the Architectural Design Phase. These test verify that groups cruated and tested independently can coexist and communicate among themselves.

3:- System Testing: - System Test Plans are developed during system Design phase. Unlike Unit and Integration Test Plans, System Test Plans are composed by the client's business team.

4: - Acceptonce Testing: - Acceptonce testing is related to the business requirement amysis prout.

It includes testing the software product in user atmosphere Acceptance tests several the compatibility problems with the different systems, which is available within the different systems, which is available within the user atmosphere.

Ans: 2 Advantages and Disadvantages of Waterfall Morbel:

Advantages of Waterfall Model:

- 5

What is Waterfall Model:

The westerfall Model was the first Process Model to be introduced. It is also suferved to as a linearSequential life cycle model. It is very simple to understand and use. In a waterfall model, each phase must be completed before the next phase con begin and there is no ovarlapping in the phases.

Advantages:

- -> This model is simple to implement also the number of successions that are required for it is minimal.
- they sumain unchanged cluving the entire project development.
- The start and end points for each phase is fixed, which makes It easy to cover progress.
- its final cost, can be be determined before development.
- or due to a struct suporiting system.
- -> Process and result are well documented.
- -> Works well for smaller projects whom sugultuments are very well underestood.

## Disadvantages:

- -> No working software is produced untill late dwing The life cycle.
- + High amounts of risk and uncertainty.
- -> Not a good model for complex and object orciented projects.
- -+ Poor model for long and engoing projects.
- out a moderate to high rusk of changing. So, risk and uncertainty is high with this process model.
- -> It i's difficult to measure progress with in stages.
- -> Connot accommodate changing requirements.
- -> Adjusting scope during the life cycle con end a project -> This model cannot accept the changes in
- requirement during development.
- -> It becomes tough to go back to the phose.
- Since the testing done at a later stage, it does not allow identifying the challages and risks In the earlier phose, so the risk reduction standingly is difficult to propose.

Anx:-3: Requirement Analysis: Requirement Analysis helps to understand, interpret classify, and organize the software requirements in Order to assess the feasibility, completeness, and Consistency of the oroquirements. Requirements Analysis is the process of deting the expectations of the users for on opplication that is to Requirement analysis is significant and essential activity after elicitation Requirement are typically gothered from stake holders such as owners, users and subject matter experts. This is always done in the early phase of any project to ensure that the final product conforms to all the suguishments. Steps of Requirements Analysis: Draw the Context

Oevelop
Prototy pe
(optional)

Model the
orequirements

Donaw the Context diagram:

The context diagram is a simple model that defines the boundwies and interfaces of the proposed Systems with the external world. It identifies the Entitles outside the propoused system that interact with the system.

Development of a Prototype:

One effective way to find out what the customer wants is to constauct a prototype, something that looks and preferably acts as past of the System they say they want.

We can use their feedback to modify the prototype untill the customen is satisfied continuously.

Model the ste quisiements:

The process usually consists of various graphical ou presentations of the functions, data entities, external entities, and the relationships between them. The graphical view may help to find incorrect, inconsistent, mising sequirements.

Finalise the ouquirements:

After modelling the suguiscements, we will have a better understanding of the system behaviour. Now we finalize the analysed suguiscements, and the next step is to document these suguiscements in a prescribed format.