Module 1:- Fundamental Basic Questions

B1. What is software Engineering?

Software engineering is the multi-person construction of multi-version software.

Software engineering is different from other engineering disciplines.

B2. What is SDLC?

SDLC is structure imposed on the development of a software product that defines the

Process for planning, implementation, testing, documentation, deployment, and ongoing

Maintenance and support.

B3. What is software Development Methodology?

Software Development Methodology is a framework that is used to structure, plan and

Control the construction of information system.

B4. What is agile methodology?

Agile SDLC model is a combination of iterative and incremental process models with

Focus on process adaptability and customer satisfaction by rapid delivery of working

Software product.

B5. What is use-case?

A use-case is the specification of a sequence of actions, including variants that a

System can perform, interacting with actors of the system.

B6. What is Activity Diagrams?

Activity diagram is a UML diagram that focuses on the execution and flow the

Behavior of a system instead of implementation.

B7. What is SRS?

A software requirements specification (SRS) is a complete description of the behavior

Of the system to be developed. It includes a set of use cases that describe all of the

Interactions that the users will the software.

B8.What is Programming?

A programming language is a formal language, which comprises a set of instructions

That produce various kinds of output. Programming languages are used in computer

Programming to implement algorithms.

B9. What is oops?

Identifying object and assigning responsibilities to these objects. Objects

Communicate to other objects by sending messages.

B10. Write Basic Concepts of oops?

* Object
* Class
* Encapsulation
* Inheritance
* Polymorphism
* Overriding
* Overloading
* Abstraction

B11. What is object?

An object represents an individual, identifiable item, unit, or entity, either real or abstract,

With a well-defined role in the problem domain. That is both data and function that

Operate on data are bundled as a unit as object.

Object = Data + Methods.

B12. What is class?

A class represent an abstraction of the object and abstracts the properties and

Behavior of that object. Class can be considered as the blueprint or definition or a

Template for an object and describes the properties and behavior of that object, but

Without any actual existence.

B13. What is RDBMS?

RDBMS stands for Relational Database Management System. RDBMS is the basic for

SQL, and for all modern database systems. A Relational Database management system

(RDBMS) is a database management system (DBMS) that is based on the relational

Model.

B14. What is SQL?

SQL is a language of database, it includes database creation, deletion, fetching rows

And modifying rows etc. SQL is Structured Query Language is a computer

Language for storing, manipulating and retrieving data stored in relational database.

B15. Write SQL Commands.

1. DDL – Data Definition Language

SELECT: - Retrieves certain records from one more tables

1. DML – Data Manipulation Language

INSERT: - Creates a record

UPDATE: - Modifies records

DELETE: - Deletes records

1. DCL – Data Control Language

GRANT: - Gives a privilege to user

REVOKE: - Takes back privileges granted from user

1. DQL – Data Query language

B16. Draw use case on online shopping.



B17. Write phases of spiral model

* Planning
* Risk analysis
* Engineering
* Customer evolution

B18. Write agile manifesto principles

* Individual interaction
* Working software
* Customer collaboration
* Responding to change

B19. Draw use case on online bill payment system (paytm).

B20. Draw use on online shopping product using COD.