**(1). What is program?**

-> A program is a set of instruction.

**LAB EXERCISE:**

1. C programming

#include <STDIO. h>

Void main ()

{

Print f (“Hello World”);

Return 0;

}

2. C++ programming

#include <iostream>

Using namespace std;

int main ()

{

Cout<< “Hello World …”;

return 0;

}

**THEORY EXERCISE:**

-> A program is a set of instruction written in a specific language that the computer can understand and follow to perform a task or solve a problem. Think of it like a recipe—just as a recipe tells cook what ingredients to use and what step to follow, a program tells the computer what data to use and what actions to take.

How a Program Function:

1. Input: The program receives information (input) from the user, a file, a sensor, or another source.
2. Processing: The program processes that input based on the written instructions (e.g., calculations, comparisons, decisions).
3. Output: After processing, the program provides a result (output), such as displaying text, storing data, or sending signals.
4. Control Flow: The program can follow different paths (like loops or conditionals) depending on conditions or repeated steps.

**(2). What is programming?**

-> Programming is a create a program.

**THEORY EXERCISE**:

-> Here are the key steps involved in the programming process, explained simply and clearly:

1. Define The Problem

* Understand exactly what you want the program to do.
* Identify inputs (what goes in), outputs (what comes out), and goals.

1. Plan The Solution

* Break the problem into smaller steps.
* Create a step-by-step algorithm or use pseudocode or flowcharts.
* Choose the best logic to solve the problem.

1. Write the Code (Implementation)

* Translate your plan into code using a programming language (e.g., Python, Java).
* Follow correct syntax and use good naming practices and structure.

1. Test the Program

* Run the program with different inputs.
* Check if it gives the correct results.
* Make sure it works in all situations, including edge cases.

**(3) Types of programming languages.**

->

1. Procedural Programming

* C Language

1. Object Oriented Programming.

* C++ Language.

1. Logical Programming.

* Prolog Language.

1. Functional Programming.

* Python Language.

**THEORY EXERCISE:**

-> The main differences between high-level and low-level programming languages lie in their level of abstraction from machine hardware, ease of use, and their purpose. Here's a breakdown:

1. Level of Abstraction

* High-Level Languages: Closer to human language and abstract away most hardware details.
* Examples: Python, Java, C#, JavaScript.
* Low-Level Languages: Closer to machine code and provide little abstraction from hardware.
* Examples: Assembly language, machine code (binary).

1. Performance

* High-Level: Generally slower due to abstraction layers and extra processing.
* Low-Level: Faster and more efficient, suitable for performance-critical tasks. Low -Level: Assembled into machine code specific to the hardware.

**(4). World Wide Web & How Internet Works.**

-> The world wide web (www) is a system of interlinked hypertext documents and resources accessed via the internet.

Key Components:

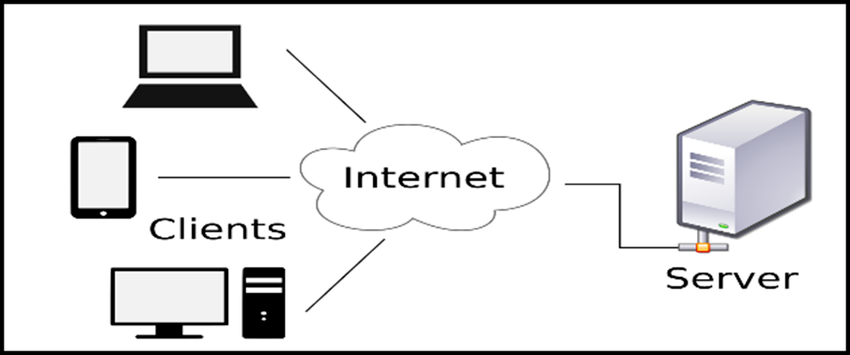
1. Websites: Collections of related web pages (like [www.google.com](http://www.google.com)).
2. Web Page: Documents written in HTML (Hyper Text Markup Language).
3. URLs: Web Addresses (e.g., <https://www.tops-int.com/>).
4. Web Browsers: Application used to view web page (Chrome, Firefox, Safari).
5. Hyperlink: Clickable links that cannot documents.

How it Works:

* You type a URL into your browser.
* The browser sends a request to the web server where that website is hosted.
* The server sends back the web page.
* The browser displays it on your screen.

**LAB EXERCISE:**

-> Diagram for client and Server.



**THEORY EXERCISE:**

-> In web communication, the client and server play district but complementary roles.

Client

* Definition: The client is typically a user’s device (e.g., web browser, mobile app) that initiates requests to a server.
* Role:

1. Sends HTTP requests to the server (e.g., requesting a web page or submitting for data).
2. Receives and render responses (usually HTML, CSS, JavaScript, JSON, or XML) from data.
3. Acts as the interface for user interaction (e.g., displaying web pages, collection input).

* Examples: Chrome, Firefox, Safari, mobile apps, Postman (for API testing).

Server

* Definition: The server is a remote computer or system that listens for incoming client requests and sends back appropriate responses.
* Role:

1. Process client request often involving database queries, business logic, or file retrieval.
2. Sends back responses that may include data, data, web pages, or error messages.
3. Maintains resources, such as databases, files and application logic.

* Examples: Apache, Nginx, Node.js servers, cloud servers (AWS, Azure).

(5). Network Layers on Client & Server.

-> When discussing network layers on the client and server, it’s helpful to use the OSI (Open System Interconnection) or TCP/IP model to frame the roles each side plays in a network communication. Both the client and server use the same layers, but in different roles (initiating vs responding).

Overview of Network Layers (TCP/IP Model)

The TCP/IP model is commonly used in practice and has 4 layers:

1. Application Layer

* Client: Initiates a request (e.g., web browser request a web page via HTTP).
* Server: Listens for incoming requests (e.g., web server processes HTTP request and sends back the response).
* Example: HTTP, HTTPS, FTP, SMTP, DNS.

1. Internet Layer

* Handles routing of packets between devices.
* Client: sends IP packets with source and destination IP addresses.
* Server: Receives the packets, processes them and replies.
* Protocol: IP (Internet Protocol).

1. Link Layer (Network Interface)

* Deals with physical transmission of data over a network medium (e.g., Ethernet, Wi-Fi).
* Both client and server have NIC (Network Interface Cards) that send/receive frames on the network.

Flow Example: Web Client to Web Server (HTTP over TCP/IP)

Client Side

1. Application Layer: Browser creates and HTTP GET request.
2. Transport Layer: Encapsulates the request in a TCP segment, initiates a TCP handshake.
3. Internet Layer: Adds IP header with client and server IP address.
4. Link Layer: Sends the frame over Wi-Fi/Ethernet.

Server Side

1. Link Layer: Receives the frame.
2. Internet Layer: Extracts the IP packet.
3. Transport Layer: Completes TCP handshake, reads HTTP request.
4. Application Layer: Web server process he request and sends a response.

LAB EXERCISE:

-> Here’s a simple HTTP client-server communication example using Python with the built-in http. server and http. client modules.

* Server Code (Python HTTP Server)

This server listens on localhost and port 8000. It responds to GET requests.

# server.py

from http. server import Base HTTP Request Handler, HTTP Server

class Simple Handler (Base HTTP Request Handler):

def do\_ GET (self):

self. Send \_ response (200)

self. send\_ header ('Content-type', 'text/plain')

self. end\_ headers ()

self. Wfile. write (b "Hello from the server!")

if \_\_name\_\_ == "\_\_main\_\_":

server\_ address = ('localhost', 8000)

httpd = HTTP Server (server\_ address, Simple Handler)

print ("Starting server on http://localhost:8000")

httpd. serve\_ forever ()

* Client Code (Python HTTP Server)

This client sends a GET request to the server and prints the response.

# client.py

import http. Client

conn = http. client. HTTP Connection ("localhost", 8000)

conn. Request ("GET", "/")

response = conn. get response ()

print ("Status:", response. status)

print ("Reason:", response. Reason)

print ("Response body:", response. read (). Decode ())

conn. Close ()

* How to Run

1. Start the server.

python server.py

1. Run the client in another terminal:

python client.py

THEORY EXERCISE:

-> The TCP/IP model (Transmission Control Protocol/Internet Protocol) is a conceptual framework that standardizes the functions of a computer network. It helps different types of computers communicate over the internet by organizing networking protocols into distinct layers. Each layer performs specific tasks and interacts with the layers directly above and below it.

1. Functions of the TCP/IP Model

The main functions of the TCP/IP model are to:

* Enable reliable data communication between different devices on a network.
* Standardize communication protocols so different hardware and software can interoperate.

1. Layers of the TCP/IP Model

The TCP/IP model consists of three layers:

1. Application Layer

* Purpose: Interfaces directly with the user and handles high-level protocols, issues of representation, encoding, and dialog control.
* Examples: HTTP, FTP, SMTP, DNS
* Functions:
* Provides network services to applications.
* Manages data formatting, encryption, and session control.

1. Internet Layer

* Purpose: Handles the movement of packets across networks and routing.
* Protocol: IP (IPv4, IPv6), ICMP, AR
* Functions:
* Logical addressing and routing.
* Packet forwarding and delivery across multiple networks.

1. Network Access Layer (or Link Layer)

* Purpose: Manages physical addressing and access to the physical transmission medium.
* Examples: Ethernet, Wi-Fi, PPP
* Functions:
* Frame transmission over the physical medium.
* MAC addressing and hardware interface with the network.

(6). Client and Server.

-> Clients and servers are two fundamental components in networked computing. They represent different roles in the communication process, often within a client-server architecture, which is the backbone of how most of the Internet works.

1. Client

* A client is a device or software application that requests services or resources from a server.
* Examples: Web browsers (Chrome, Firefox), email clients (Outlook), mobile apps.

2. Server

* A server is a device or software that provides services or resources to clients.
* It waits for requests from clients and responds accordingly.
* Examples: Web servers (Apache, Nginx), file servers, database servers.

THEORY EXERSICE:

* Client-Server Communication Explained

-> Client-server communication is the process by which a client (e.g. a web browser) and a server (e.g. a web server) exchange data over a network. It’s one of the most common models in computer networking and is essential for web browsing, email, file transfers, and more.

* How Client-Server Communication Works

1. Connection Initiation

* This request typically contains:
* The server’s IP address

1. Server Listening

* The server listens on a specific port number for incoming requests (e.g., port 80 for HTTP, 443 for HTTPS).
* Once the request arrives, the server processes it.

1. Data Exchange

* The server sends a response to the client. This might be:
* A web page (HTML)
* A file (PDF, image)
* A message (email, error code)

1. Connection Termination

* Depending on the protocol (like HTTP), the connection may be closed immediately or kept open for more requests (like in HTTP/2 or Web Sockets).

(6). Types of Internet Connection.

->

1. DSL (Digital Subscriber Line)

* Technology: Use regular telephone lines, but allows internet and phone use simultaneously.
* Speed: 256 kbps -100 Mbps
* Pros: Widely available, affordable.
* Cons: Speed decreases with distance from provider.
* Use Case: Home and small businesses internet

1. Cable Broadband

* Technology: Uses regular telephone lines, but allows internet and phone use simultaneously.
* Speed: 256 kbps – 100 Mbps.
* Pros: Widely available, affordable.
* Cons: Speed decreases with distance from provider.
* Use Case: Home and small business internet.

1. Satellite Internet

* Technology: Uses coaxial cables (same as cable TV).
* Speed: 10 Mbps – 1 Gbps.
* Pros: Fast and reliable.
* Cons: Shared bandwidth can slow down at peak times.
* Use Case: Common in urban and suburban homes.

1. Mobile Internet (3G, 4G, 5G)

* Technology: Uses cellular networks.
* Speed:
* 3G: ~1 Mbps
* 4G: 10–100 Mbps
* 5G: Up to 10 Gbps
* Pros: Portable, no cables needed.
* Cons: Depends on signal strength and network coverage.
* Use Case: Smartphones, tablets, mobile hotspots.

LAB EXERCISE:

-> Here’s a researched and well-structured comparison of different types of internet connections, including their pros and cons:

1. DSL (Digital Subscriber Line)

Technology: Uses existing telephone lines to provide internet without interfering with phone service.

| Pros | Cons |
| --- | --- |
| 🧾 Affordable and widely available | 🐢 Slower speeds (max ~100 Mbps) |
| ☎️ Can use internet and phone simultaneously | 📉 Speed decreases with distance from provider |
| 🔧 Easy to install | ❌ Becoming outdated in some areas |

Best for: Budget-conscious users, light internet use.

1. Cable Internet

Technology: Delivered via coaxial cables used for cable TV.

| Pros | Cons |
| --- | --- |
| 🚀 High speeds (up to 1 Gbps in some areas) | 📶 Shared bandwidth can slow speeds at peak times |
| 🛠️ Good availability in cities and suburbs | 🧰 Service can be disrupted if cable is damaged |
| 📺 Often bundled with TV services | 💸 May cost more than DSL |

Best for: Families, streamers, average households.

1. Satellite Internet

Technology: Transmits data via satellites orbiting Earth.

| Pros | Cons |
| --- | --- |
| 🏞️ Available almost anywhere (ideal for rural areas) | 🕒 High latency (signal travels to/from space) |
| 🛠️ No need for ground cables | 🌧️ Weather can affect performance |
| 📡 Great for remote locations | 💰 Expensive and has data caps in many plans |

Best for: Rural or off-grid users with no other options.

1. Mobile Internet (3G / 4G / 5G)

Technology: Uses cellular networks to provide wireless internet access.

| Pros | Cons |
| --- | --- |
| 📱 Highly portable – works anywhere with signal | 🔋 Limited data plans can be costly |
| 🚗 Great for travel, mobile devices, hotspots | 📉 Speed depends on signal strength and location |
| 📶 5G can offer very high speeds | 🧭 May not be reliable in remote areas |

Best for: On-the-go users, Travelers, short-term or mobile setups.

| Feature | Broadband | Fiber-Optic |
| --- | --- | --- |
| Signal Quality | Can degrade over long distances (esp. DSL) | Minimal signal loss even over long distances |
| Weather Interference | Some types (satellite, fixed wireless) affected | Resistant to weather and electrical interference |
| Congestion | Cable broadband can slow down during peak hours | Dedicated Fiber lines usually not affected by traffic |

THEORY EXERCISE:

-> Broadband and Fiber- optic internet differ in technology, speed, reliability, and performance. Here's a clear breakdown:

1. Technology

* Broadband: A general term for high-speed internet that includes DSL, cable, satellite, and Fiber. It uses various mediums like copper telephone lines (DSL), coaxial cables (cable), or satellites.
* Fiber-Optic: A specific type of broadband that uses thin strands of glass or plastic to transmit data as light signals — enabling extremely fast data transfer.

1. Speed & Performance

| Feature | Broadband (DSL/Cable) | Fiber-Optic Internet |
| --- | --- | --- |
| Download Speeds | 5–1,000 Mbps | 300 Mbps – 5+ Gbps |
| Upload Speeds | Typically much slower than download | Equal to download (symmetric) |
| Latency | Moderate to high | Very low (great for gaming/VoIP) |
| Consistency | Can vary at peak hours | Very consistent and stable |

1. Reliability

* Broadband (Cable/DSL): More prone to interference, weather issues, and shared bandwidth slowdowns.
* Fiber-Optic: Highly reliable — resistant to weather, interference, and congestion.

1. Availability & Cost

| Aspect | Broadband | Fiber-Optic |
| --- | --- | --- |
| Availability | Widely available (especially DSL/cable) | Limited, mostly in urban/suburban areas |
| Cost | Generally cheaper | Slightly more expensive (but dropping) |

(7).Protocol.

-> sets of rules and guidelines that govern how devices communicate and exchange data.

Common Internet Protocols

1. IP (Internet Protocol)

* Purpose: The fundamental protocol for addressing and routing packets of data between devices on a network.
* Versions:
* IPv4: Most widely used, uses 32-bit addresses.
* IPv6: Newer, uses 128-bit addresses to support more devices.

1. TCP (Transmission Control Protocol)

* Ensures reliable, ordered delivery of data packets.
* Works with IP as TCP/IP, the core of internet communication.
* Important for applications like web browsing, email, and file transfers.

1. UDP (User Datagram Protocol)

* A simpler, connectionless protocol.
* Faster but less reliable than TCP.
* Used for applications where speed is crucial, such as video streaming, online gaming, VoIP.

1. DNS (Domain Name System)

* Translates human-readable domain names (e.g., [www.example.com](http://www.example.com)) into IP addresses.
* Critical for internet navigation regardless of connection type.

1. HTTP/HTTPS (Hyper Text Transfer Protocol)

* Protocols for accessing web pages.
* HTTPS adds encryption (via SSL/TLS) for security.

1. SNMP (Simple Network Management Protocol)

* Used by ISPs and network admins to monitor and manage network devices.

| Protocol | Role in Broadband/Fiber | Notes |
| --- | --- | --- |
| IP | Core addressing/routing | Universal across all internet types |
| TCP/UDP | Data transmission | TCP for reliability, UDP for speed |
| DHCP | IP address allocation | Automates network setup |
| DNS | Domain to IP translation | Needed for all internet connections |
| PPPOE | Authentication on DSL (and some Fiber) | Less common in pure Fiber setups |
| HTTP/HTTPS | Web browsing | Protocols for web data |

LAB EXERCISE:

->

1. Simulate an HTTP GET request

- This fetches a web page or resource.

curl <http://example.com>

* Retrieves the HTML content of the page at example.com.
* You can also see response headers using:

curl - <http://example.com>

1. Simulate an HTTP POST request

- Send data to a server, e.g., form submission or API call:

curl -X POST -d "username=user & password=1234" <http://example.com/login>

* -X POST specifies the HTTP method.
* -d sends the data in the request body.

1. Simulate an FTP download

- Download a file from an FTP server (anonymous login):

curl [ftp://ftp.example.com/file.txt -o file.txt](ftp://ftp.example.com/file.txt%20-o%20file.txt)

* Downloads file.txt and saves it locally.

1. Simulate an FTP upload

-Upload a file to an FTP server with a username and password:

curl -T localfile.txt <ftp://username:password@ftp.example.com/remote/path/localfile.txt>

* -T specifies the file to upload.
* Replace username and password with actual credentials.

Bonus: View HTTP response headers only

curl -I <http://example.com>

THEORY EXERCISE:

* HTTP vs. HTTPS: Key Differences

| Feature | HTTP (Hyper Text Transfer Protocol) | HTTPS (HTTP Secure) |
| --- | --- | --- |
| Security | No encryption — data is sent in plaintext | Encrypts data using SSL/TLS for secure transfer |
| Port Number | Uses port 80 | Uses port 443 |
| Data Protection | Vulnerable to eavesdropping, man-in-the-middle attacks | Protects against eavesdropping and tampering |
| Authentication | No verification of the server identity | Server identity verified via digital certificates |
| Performance | Slightly faster (no encryption overhead) | Slightly slower due to encryption/decryption |
| Use Case | Suitable for public or non-sensitive content | Essential for sensitive data like passwords, payments, personal info |
| URL Prefix | http:// | https:// |

* Why HTTPS Matters
* Encrypts communication between your browser and the website.
* Ensures data integrity and privacy.
* Builds trust with users (often indicated by a padlock icon in browsers).
* Required for compliance with many data protection regulations.

(8). Application Security.

->

1. Application Security: An Overview

-> Application security refers to the measures and practices used to protect software applications from threats, vulnerabilities, and unauthorized access throughout their lifecycle — from development to deployment and beyond.

1. Common Application Security Threats

| Threat | Description |
| --- | --- |
| SQL Injection | Malicious SQL code injected into queries |
| Cross-Site Scripting (XSS) | Attacker injects malicious scripts into webpages |
| Cross-Site Request Forgery (CSRF) | Forces users to perform unwanted actions on a site |
| Authentication Bypass | Unauthorized access due to weak authentication logic |
| Insecure APIs | Poorly secured endpoints can be exploited |
| Sensitive Data Exposure | Inadequate encryption or data leaks |

1. Best Practices for Application Security
2. Secure Authentication & Authorization

* Use strong password policies and multi-factor authentication (MFA)
* Enforce least privilege access control (RBAC/ABAC)

1. Secure APIs

* Authenticate and authorize API requests
* Use rate limiting, API gateways, and security headers

1. Keep Software Updated

* Regularly patch libraries, dependencies, and server software
* Use tools like Depend about, or OWASP Dependency-Check

1. Perform Security Testing

* Static Analysis (SAST): Checks source code for flaws
* Dynamic Analysis (DAST): Tests running applications
* Penetration Testing: Simulated attacks to find weaknesses

LAB EXERCISE:

->

1. SQL Injection (SQLi)

📌 What It Is:

-> Occurs when an attacker inserts malicious SQL code into a query input field to access or manipulate the database.

🛑 Impact:

* Unauthorized data access
* Data corruption or deletion
* Full database compromise

✅ Solutions:

* Use parameterized queries (prepared statements):  
  Example in Python (using SQLite): python, Copyedit

Cursor. execute("SELECT \* FROM users WHERE username =?", (username,))

1. Insecure Authentication

📌 What It Is:

-> Weak login mechanisms that allow attackers to gain unauthorized access (e.g., weak passwords, no session timeout).

🛑 Impact:

* Account takeover
* Data theft or manipulation
* Unauthorized access to sensitive areas

✅ Solutions:

* Enforce strong password policies (length, complexity, expiration).
* Use multi-factor authentication (MFA).
* Hash passwords using secure algorithms like b crypt, Argon2:

hashed = b crypt. Hash pw (password. Encode ('utf-8'), b crypt. Gen salt ())

* Set session expiration and secure cookies (use Http Only, Secure, and Same Site attributes).

THEORY EXERCISE:

-> 🔐 Encryption plays a critical role in securing applications by protecting data confidentiality and integrity. It ensures that even if data is intercepted or stolen, it remains unreadable and useless without the proper decryption key.

🔑 Key Roles of Encryption in Application Security

1. Protecting Data in Transit

* Encrypts data as it travels across networks (e.g., between a user's browser and a web server).
* Prevents eavesdropping, man-in-the-middle attacks, and data tampering.
* Example: HTTPS (uses TLS encryption) to secure web traffic.

1. Protecting Data at Rest

* Secures stored data (e.g., in databases, files, backups).
* Ensures that stolen or lost data (e.g., through server breaches) can't be easily accessed.
* Example: Encrypting sensitive fields like user passwords, credit card info, or health records.

1. Ensuring Data Integrity

* Prevents unauthorized modification of data.
* Encryption is often combined with digital signatures or message authentication codes (MACs) to verify that data hasn't been altered.

1. Authentication & Identity Verification

* Cryptographic protocols help verify user and server identities.
* Example: SSL/TLS certificates prove a website is legitimate (used in HTTPS).

🛠️ Common Encryption Practices

| Use Case | Encryption Method | Notes |
| --- | --- | --- |
| Passwords | Hashing (bcrypt, Argon2) | One-way encryption; can't decrypt, only verify |
| Web Traffic | TLS/SSL (HTTPS) | Encrypts browser-to-server communication |
| Data Storage | AES (Advanced Encryption Standard) | Encrypts files, databases |
| Email/Message Security | PGP, S/MIME | End-to-end message encryption |

(9).Software Applications and Its Types

->

1. What is a Software Application?

-> A software application (or application software) is a type of computer program designed to help users perform specific tasks or functions. These tasks can range from document creation and data analysis to communication and entertainment.

Unlike system software (like operating systems), application software is user-oriented and focuses on solving real-world problems or fulfilling personal/business needs.

1. Types of Software Applications

-> Application software can be broadly categorized based on functionality and usage:

1. Productivity Software

Used for creating documents, spreadsheets, presentations, etc.

* Examples:
  + Microsoft Word (word processing)
  + Microsoft Excel (spreadsheets)
  + Google Slides, PowerPoint (presentations)

1. Web Browsers

Used to access and navigate websites on the internet.

* Examples:
* Google Chrome
* Mozilla Firefox
* Microsoft Edge
* Safari

1. Communication Software

Helps users interact through text, voice, or video.

* Examples:
  + Zoom (video conferencing)
  + WhatsApp (messaging)
  + Microsoft Teams
  + Gmail, Outlook (email)

1. Multimedia Software

Used for creating, editing, and playing audio, video, or images.

* Examples:
  + VLC Media Player
  + Adobe Photoshop (image editing)
  + Audacity (audio editing)
  + Adobe Premiere Pro (video editing)

1. Educational Software

Designed for learning and teaching purposes.

* Examples:
* Duolingo (language learning)
* Khan Academy
* Google Classroom
* MATLAB (educational simulation)

1. Business Software

Supports business operations and management.

* Examples:
  + QuickBooks (accounting)
  + Salesforce (CRM)
  + SAP ERP
  + Microsoft Access (database management)

1. Gaming Software

Entertainment-focused applications used for playing video games.

* Examples:
  + PUBG
  + Minecraft
  + Call of Duty
  + Steam (game distribution platform)

LAB EXERCISE:

-> Here are 5 applications you might use daily, classified as either system software or application software:

| Application | Function | Type |
| --- | --- | --- |
| Google Chrome | Web browsing and internet access | Application Software |
| Microsoft Word | Word processing | Application Software |
| WhatsApp | Messaging and calling | Application Software |
| Windows 10/11 | Operating system for managing hardware | System Software |
| Antivirus Software (e.g., Avast) | Protects system from malware | System Software |

THEORY EXERCISE:

-> ✅ Difference Between System Software and Application Software

| Feature | System Software | Application Software |
| --- | --- | --- |
| Purpose | Manages and controls hardware and system operations | Helps users perform specific tasks |
| User Interaction | Runs in the background; less user interaction | Directly used by the user for various tasks |
| Examples | Operating systems (Windows, Linux), device drivers, BIOS | MS Word, Chrome, WhatsApp, VLC Media Player |
| Installation Time | Installed when the system is set up | Installed as per user's needs |
| Dependency | Application software depends on system software to work | System software can work independently |
| Execution | Runs when the computer starts | Runs when the user launches it |
| Functionality | General control and coordination of hardware | Task-specific functionality (writing, browsing, gaming, etc.) |

(10).Software Architecture.

->

Software architecture is the blueprint of building software. It shows the overall structure of the software, the collection of components in it, and how they interact with one another while hiding the implementation.

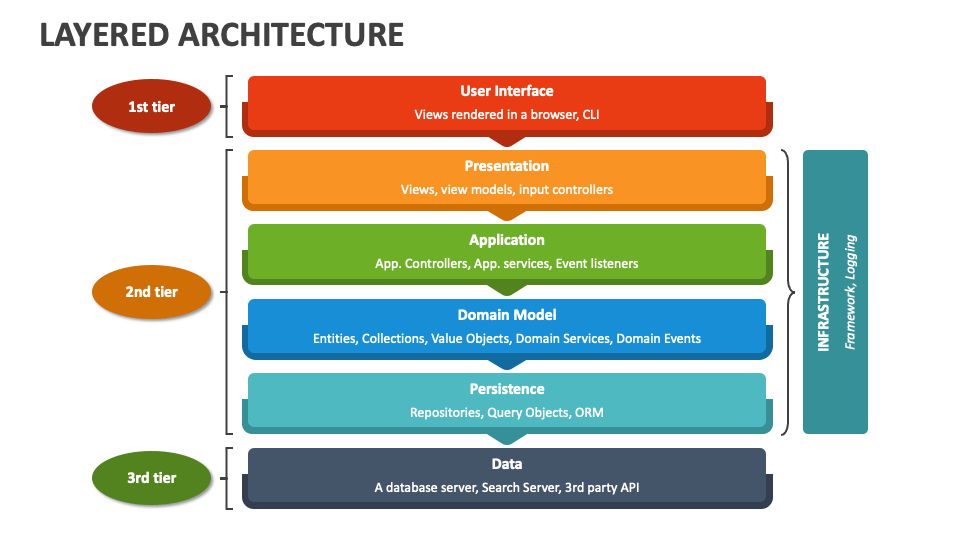
● This helps the software development team to clearly communicate how the software is going to be built as per the requirements of customers.

● There are various ways to organize the components in software architecture. And the different predefined organization of components in software architectures are known as software architecture patterns.

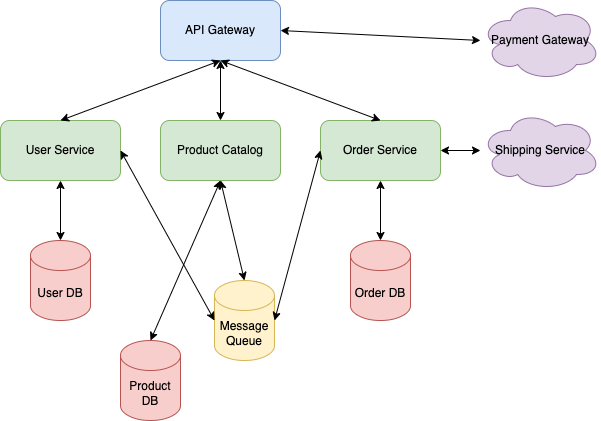
● A lot of patterns were tried and tested. Most of them have successfully solved various problems. In each pattern, the components are organized differently for solving a specific problem in software architectures.

● Well, I hope you don’t want to bore yourself by reading the endless types of software architecture patterns

LAB EXERCISE:



🖼️ Architecture Diagram (Text Representation)



THEORY EXERCISE:

🧩 Significance of Modularity in Software Architecture

Modularity means dividing a software system into separate, independent modules, each handling a specific part of the system’s functionality.

✅ Why Modularity Matters:

| Benefit | Explanation |
| --- | --- |
| 1. Easier Maintenance | Bugs can be fixed in one module without affecting others. |
| 2. Reusability | Modules can be reused across different projects or systems. |
| 3. Scalability | New features can be added by creating or updating specific modules. |
| 4. Better Team Collaboration | Teams can work on different modules in parallel, improving productivity. |
| 5. Enhanced Testing | Each module can be tested independently, making debugging more efficient. |
| 6. Flexibility | Modules can be replaced or updated without rewriting the whole system. |
| 7. Improves Readability | Clear separation of concerns makes the codebase easier to understand. |

🏗️ Example in Practice:

In a web application:

* Auth Module handles login and signup
* User Module manages user profiles
* Order Module manages orders

Each of these can be built, tested, and deployed independently.

**(11). Layers I Software Architecture.**

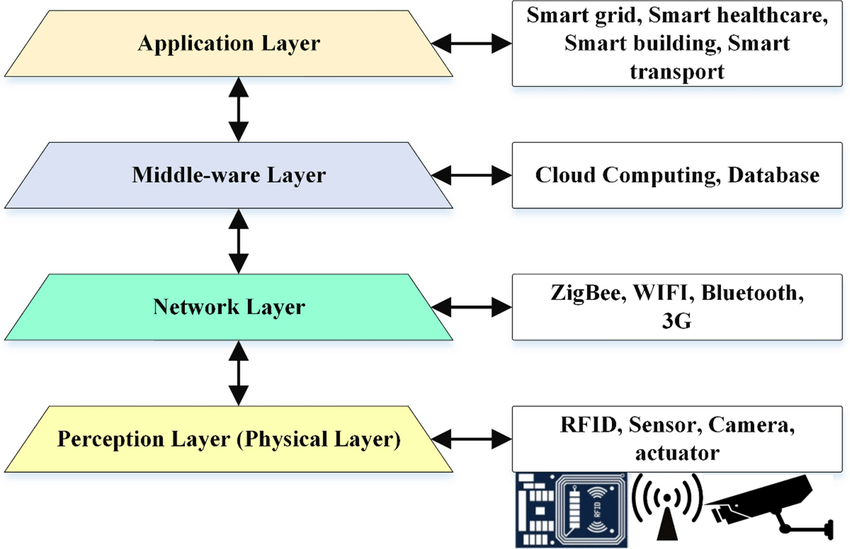
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In software architecture, layers refer to logical groupings of components and responsibilities. Each layer has a specific role and communicates only with its neigh boring layers. This separation helps organize code, improve maintainability, and scale systems efficiently.

🔢 Common Layers in Layered Architecture (e.g., 3-Tier or N-Tier)

| Layer | Role / Responsibility | Examples |
| --- | --- | --- |
| 1. Presentation Layer | User interface layer – handles user interactions, input, and display. | HTML, CSS, JavaScript, React, Angular |
| 2. Application Layer | Also called Business Logic Layer – processes data, enforces rules, and acts as a bridge between UI and data. | APIs, Controllers, Services |
| 3. Data Access Layer | Handles communication with the database – sends queries and processes results. | SQL queries, ORM (Hibernate, Sequelize) |
| 4. Database Layer | Stores, retrieves, and manages data. | MySQL, PostgreSQL, MongoDB |

📊 Diagram: Typical 4-Layer Architecture



LAB EXERCISE:

🧱 Layered Architecture Overview

| Layer | Description |
| --- | --- |
| Presentation Layer | User Interface where users interact with the app |
| Business Logic Layer | Core logic that processes input, applies rules, and controls flow |
| Data Access Layer | Communicates with the database to fetch/store/update data |

🖥️ 1. Presentation Layer (User Interface)

✅ Functionality:

* Allows users to:
  + Browse restaurants
  + View menus
  + Place orders
  + Track delivery
* Receives input (e.g., delivery address, food items)
* Displays results returned from the business logic layer

🧰 Technologies Used:

* HTML, CSS, JavaScript
* React Native / Flutter (for mobile)
* REST API integration

🧪 Example:

* User selects a restaurant and clicks "Add to Cart".
* This triggers an API call to the backend.

🧠 2. Business Logic Layer (Application Server)

✅ Functionality:

* Validates user actions (e.g., is the restaurant open? Is the item in stock?)
* Applies business rules (e.g., delivery charges, discounts)
* Coordinates communication between UI and database

🧰 Technologies Used:

* Node.js, Django, Spring Boot
* Authentication & Authorization Services
* Payment processing modules (e.g., Razor pay, Stripe)

🧪 Example:

* When an order is placed:
  + It checks inventory
  + Calculates total cost and delivery time
  + Sends confirmation and payment request

🗄️ 3. Data Access Layer

✅ Functionality:

* Retrieves or stores data in the database:
  + Restaurant data
  + Menu items
  + User profiles
  + Orders and delivery status

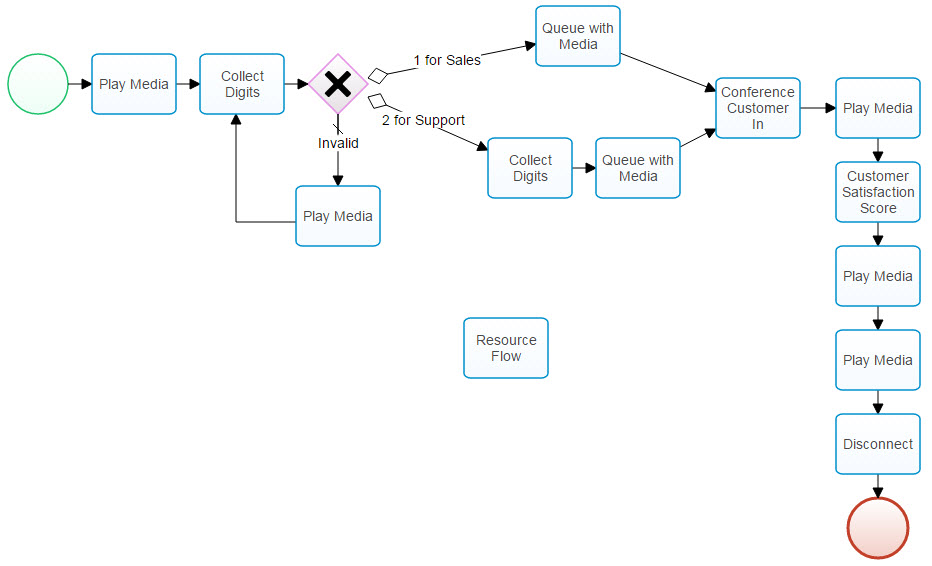
🧰 Technologies Used:

* SQL: PostgreSQL, MySQL
* NoSQL: MongoDB
* Object-Relational Mapping (ORM): Sequelize, Hibernate, Django ORM

🧪 Example:

* A query fetches all restaurants within 5 km of the user’s location.
* Another query stores the new order and updates inventory.

📊 Interaction Flow Example



THEORY EXERCISE:

🧱 Why Are Layers Important in Software Architecture?

Layers in software architecture organize the system into logical sections that separate responsibilities. This improves structure, clarity, and flexibility — making software easier to build, scale, and maintain.

🏗️ Real-World Analogy:

Think of building a house:

* UI layer = The doors and windows (what users interact with)
* Logic layer = The plumbing and wiring (how the system works)
* Data layer = The storage room (where everything is kept)

**(12). Software Environment**

->

A software environment refers to the setup in which software applications are developed, tested, and run. It includes the hardware, operating system, software tools, frameworks, libraries, and runtime conditions that support the software.

✅ Types of Software Environments

| Environment Type | Purpose |
| --- | --- |
| 1. Development | Where software is written and initially tested by developers. |
| 2. Testing (QA) | Used by testers to check for bugs, performance, and usability. |
| 3. Staging | A mirror of the production environment for final testing before deployment. |
| 4. Production | The live environment where real users interact with the software. |

🧱 Components of a Software Environment

* Operating System (Windows, Linux, macOS)
* Programming Language (Python, Java, C#, etc.)
* Frameworks & Libraries (React, Spring, Django)
* Databases (MySQL, MongoDB)
* Development Tools (IDEs like VS Code, Eclipse)
* Version Control (Git, GitHub)
* Servers & Hosting (Apache, Nginx, AWS, Azure)

🧪 Example: Web Application Environment Stack

| Layer | Technology |
| --- | --- |
| OS | Ubuntu Linux |
| Web Server | Nginx |
| Application Code | Node.js (JavaScript) |
| Database | PostgreSQL |
| Tools | Git, Docker, VS Code, Postman |

🎯 Why Software Environments Matter

* Ensure consistency across development and deployment
* Help in debugging and testing
* Improve collaboration among developers, testers, and ops
* Allow safe experimentation without harming live systems

LAB EXERCISE:

->

1. Different Types of Software Environments

| Environment | Purpose | Who Uses It? | Characteristics |
| --- | --- | --- | --- |
| Development | Where developers write, build, and initially test code | Developers | Frequent changes, debugging enabled, flexible |
| Testing (QA) | Dedicated environment for testing functionality, performance, and bugs | Testers, QA Engineers | Stable compared to dev, replicates production closely |
| Staging | Final testing environment that closely mirrors production | DevOps, QA, Managers | Almost identical to production, used for release prep |
| Production | Live environment where end-users interact with the software | End Users, Customers | Highly stable, secure, monitored continuously |

2. Setting Up a Basic Environment in a Virtual Machine

🛠️ How to Use This VM for Different Environments

* Development: Install your IDE, clone repos, write/test code.
* Testing: Run automated tests, staging deployments.
* Production (Basic): Host small apps, simulate real users.

🧑‍💻 Bonus Tips

* Use snapshots in VirtualBox to save the VM state before major changes.
* For multi-tier apps, create multiple VMs (e.g., one for DB, one for app server).
* Automate setup with scripts or tools like Vagrant.

THEORY EXERCISE:

->

Importance of a Development Environment in Software Production

A development environment is the workspace where software developers write, test, and debug their code before it moves to testing or production. It plays a crucial role in the software production lifecycle.

✅ Key Reasons Why Development Environment Is Important:

| Reason | Explanation |
| --- | --- |
| 1. Safe Space to Build | Developers can experiment, write, and fix code without affecting live users or data. |
| 2. Early Bug Detection | Bugs and errors can be identified and resolved early in the development cycle, reducing costs later. |
| 3. Consistency | A consistent setup ensures that all developers work with the same tools, libraries, and versions. |
| 4. Efficiency | Tools like IDEs, debuggers, and version control in the environment speed up development and collaboration. |
| 5. Integration Ready | Enables integration of various components and libraries smoothly during development. |
| 6. Collaboration | Supports teamwork by allowing shared access to code repositories and development tools. |
| 7. Configuration Management | Helps manage dependencies and configurations to avoid “it works on my machine” problems. |
| 8. Testing Ground | Allows running unit tests and integration tests to verify code correctness before release. |

🛠️ Example:

* Imagine a web developer working on new features in a local development environment. They can test changes locally without interrupting the live website.
* Once satisfied, they push code to testing/staging environments for further validation.

**(13). Source Code**

-> Source code is the set of human-readable instructions and statements written by programmers using a programming language (like Python, Java, C++, etc.) that defines what a software application does.

Example:

python

Copy Edit

# Simple Python source code to print Hello World

Print ("Hello, World!")

Why Source Code is Important?

* Foundation of software development.
* Allows developers to create, modify, and improve software.
* Enables debugging and troubleshooting.
* Essential for version control and collaboration.

LAB EXERCISE:

-> Step 1: Create a GitHub Repository

1. Go to [GitHub](https://github.com) and log in (or create an account if you don’t have one).
2. Click the + icon (top right) → New repository.
3. Name your repo (e.g., first-source-code).
4. Optionally add a description.
5. Choose Public or Private.
6. Click Create repository.

Step 2: Upload Your File to GitHub

Option A: Upload via GitHub Website

1. In your new repo, click Add file → Upload files.
2. Drag and drop your hello\_world.py file or click choose your files.
3. Scroll down, add a commit message like “Add hello world script.”
4. Click Commit changes.

Option B: Upload via Git Command Line

If you have Git installed on your computer:

1. Open your terminal/command prompt.
2. Navigate to the folder where hello\_world.py is saved:

bash

cd path/to/your/folder

1. Initialize Git:

bash

git Init

1. Add your file:

git add hello\_world.py

1. Commit your file:

bash

git commit -m "Add hello world script"

1. Link your local repo to GitHub repo:

bash

git remote add origin https://github.com/yourusername/first-source-code.git

1. Push your code:

bash

git push -u origin master

THEORY EXERCISE:

| Aspect | Source Code | Machine Code |
| --- | --- | --- |
| Definition | Human-readable instructions written in programming languages (e.g., Python, C++) | Low-level binary instructions (0s and 1s) that a computer’s CPU can execute directly |
| Readability | Easily understood by programmers | Not human-readable; understood only by machines |
| Purpose | Used to create software; serves as the blueprint | Executed by the hardware to perform tasks |
| Format | Text files with keywords, syntax, variables, etc. | Binary code stored in executable files or memory |
| Creation | Written by developers | Generated by a compiler or assembler translating source code |
| Modification | Can be edited and debugged | Difficult to modify manually |
| Examples | .Py, .java, .c files | .exe, .bin files containing machine instructions |

**(14).Git hub and Introductions.**

->

What is GitHub?

GitHub is a web-based platform used for version control and collaborative software development. It’s built on top of Git, a distributed version control system created by Linus Torvalds (the creator of Linux).

Key Features of GitHub:

* Version Control: Track and manage changes to source code over time.
* Collaboration: Multiple developers can work on the same project simultaneously.
* Repositories: Central storage spaces for projects.
* Pull Requests: Propose changes to projects and review code.
* Issue Tracking: Manage bugs, tasks, and feature requests.
* Documentation: Write README files and wikis to explain your projects.
* GitHub Actions: Automate workflows like testing and deployment.

Why Use GitHub?

* Makes teamwork efficient.
* Keeps history of all code changes.
* Helps avoid conflicts in code.
* Provides a portfolio to showcase your projects.
* Integrates with many tools for CI/CD, project management, and more.

How to Get Started:

1. Create an account on [GitHub.com](https://github.com).
2. Create a new repository for your project.
3. Push your code from your local machine to the repository.
4. Collaborate with others by creating branches and pull requests.

LAB EXERCISE:

Step 1: Create a GitHub Repository

1. Go to [GitHub](https://github.com) and log in.
2. Click the + icon in the top right corner and select new repository.
3. Enter a repository name (e.g., my-first-repo).
4. (Optional) Add a description.
5. Choose Public or Private.
6. Click Create repository.

Step 2: Set Up Your Local Repository

If you haven’t already, install Git on your computer:

* [Git Downloads](https://git-scm.com/downloads)

Open your terminal or command prompt.

Navigate to the folder where your project files are, or create a new one:

bash

Mk Dir my-first-repo

cd my-first-repo

Step 3: Initialize Git and Connect to GitHub

Initialize Git in your project folder:

bash

git Init

Add your remote GitHub repository URL:

bash

git remote add origin https://github.com/your-username/my-first-repo.git

(Replace your-username and my-first-repo with your GitHub username and repo name.)

Step 4: Add, Commit, and Push Code Changes

1. Add files to the staging area:

bash

git ADD.

This adds all files in the folder. You can also add specific files by replacing . with filenames.

1. Commit your changes with a message:

bash

git commit -m "Initial commit"

1. Push changes to GitHub:

bash

git push -u origin master

(If your default branch is main instead of master, replace master with main.)

THEORY EXERCISE:

->

Version control is a system that tracks and manages changes to source code and other files over time. It’s a fundamental tool for modern software development. Here’s why it matters:

1. History Tracking

* Keeps a complete record of every change made to the codebase.
* Enables developers to see who changed what and when.
* Makes it easy to revert to earlier versions if something breaks.

2. Collaboration

* Allows multiple developers to work on the same project simultaneously without overwriting each other’s work.
* Supports branching and merging, letting teams develop features or fix bugs in isolation before integrating changes.

3. Backup & Recovery

* Acts as a backup of the entire project.
* If a file is deleted or corrupted, it can be restored from version history.

4. Code Review & Quality

* Facilitates code reviews via pull requests, helping maintain code quality.
* Helps detect bugs early by reviewing changes before merging.

5. Accountability & Transparency

* Tracks contributors’ changes, promoting accountability.
* Makes project progress transparent to all stakeholders.

**(15). Student Account in Git hub**

->

GitHub offers a special program called GitHub Student Developer Pack designed for students to get free access to premium developer tools and services. It’s a great way for students to learn, practice, and build projects without worrying about costs.

Benefits of a GitHub Student Account

* Free access to GitHub Pro features (private repos, advanced tools).
* Access to popular tools like:
  + Digital Ocean (cloud hosting credits)
  + Namecheap (free domain)
  + Canva (design tools)
  + JetBrains (IDE licenses)
  + And many more developer tools and services.

How to Get a GitHub Student Account

1. Create a regular GitHub account if you don’t have one: <https://github.com/join>
2. Go to the GitHub Education page: <https://education.github.com/pack>
3. Click Get your pack.
4. Verify your student status by submitting:
   * A valid student ID card, or
   * Official school-issued email address, or
   * Other proof of Enrolment.
5. Wait for verification (usually a few minutes to a few days).
6. Once approved, you’ll get access to the Student Developer Pack and its benefits.

Why Should Students Use It?

* Learn industry tools used by professional developers.
* Host projects with unlimited private repositories.
* Collaborate and build a portfolio.
* Save money on software licenses and cloud services.

LAB EXERCISE:

->

Step 1: Create a GitHub Account

1. Visit [GitHub Signup](https://github.com/join).
2. Enter your details (username, email, password).
3. Verify your email address after signing up.

Step 2: Apply for GitHub Student Developer Pack (Optional but Recommended)

1. Go to [GitHub Education](https://education.github.com/pack).
2. Click Get your pack and verify your student status with your school email or ID.
3. Once verified, you get access to extra benefits like private repos and pro features.

Step 3: Create a Repository for Your Project

1. Log in to GitHub.
2. Click the + icon → New repository.
3. Name the repo (e.g., class-project).
4. Choose Public or Private.
5. Initialize with a README (optional).
6. Click Create repository.

Step 4: Invite Your Classmate as a Collaborator

1. Go to your repo page.
2. Click Settings → Collaborators & teams.
3. Under Collaborators, enter your classmate’s GitHub username or email.
4. Send the invite.
5. Your classmate accepts the invitation from their email or GitHub notifications.

Step 5: Collaborate on the Project



THEORY EXERCISE

**Benefits of Using GitHub for Students**

GitHub is an invaluable tool for students learning software development and collaborating on projects. Here’s why:

1. Free Access to Powerful Tools

* Through the GitHub Student Developer Pack, students get free access to many premium tools and services like GitHub Pro, cloud hosting, code editors, and more.

2. Version Control and Collaboration

* Learn Git, the industry-standard version control system.
* Collaborate seamlessly with classmates on group projects.
* Manage changes and avoid conflicts in shared codebases.

3. Build a Portfolio

* Showcase your projects publicly or privately.
* Share your code with potential employers or classmates.
* Demonstrate real-world coding skills on your GitHub profile.

4. Project Management

* Use GitHub’s issue tracking, project boards, and pull requests to organize work and track progress.

5. Community and Learning

* Access open-source projects to learn from real code.
* Contribute to projects and join developer communities.
* Follow and learn from experienced developers.

6. Industry Experience

* Gain hands-on experience with tools widely used in professional software development.
* Prepare for internships and jobs by mastering GitHub workflows.

7. Secure Backup

* Your code is safely stored in the cloud and backed up.
* Access your work from anywhere with an internet connection.

**(16). Types of Software.**

-> There are 5 Types of software

1. Application Software

The most common type of software, application software is a computer software package that performs a specific function for a user, or in some cases, for another application.

-An application can be self-contained, or it can be a group of programs that run the application for the user.

-Examples of Modern Applications include office suites, graphics software, databases and database management programs, web browsers, word processors, software development tools, image editors and communication platforms.

Example: Microsoft Office, Paint, Power point etc…

1. Driver Software

Also known as device drivers, this software is often considered a type of system software.

-Device drivers control the devices and peripherals connected to a computer, enabling them to perform their specific tasks.

-Every device that is connected to a computer needs at least one device

driver to function.

-Examples include software that comes with any nonstandard hardware, including special game controllers, as well as the software that enables standard hardware, such as USB storage devices, keyboards, headphones and printers.

Example: Audio driver, Video driver etc…

1. System Software

These software programs are designed to run a computer's application programs and hardware.

--System software coordinates the activities and functions of the hardware and software.

-It controls the operations of the computer hardware and provides an

environment or platform for all the other types of software to work in.

-The OS is the best example of system software; it manages all the other computer programs.

-Other examples of system software Include the firmware, computer language translators and system utilities.

Example: Notepad, Calculator etc…

1. Middleware

The term *middleware* describes software that mediates between application

and system software or between two different kinds of application software.

For example, middleware enables Microsoft Windows to talk to Excel and

Word.

-

It is also used to send a remote work request from an application in a

computer that has one kind of OS, to an application in a computer with a

different OS. It also enables newer applications to work with legacy ones.

Example: database middleware, application server middleware etc…

1. Programming Software

Computer programmers use programming software to write code.

Programming software and programming tools enable developers to

develop, write, test and debug other software programs.

-

Examples of programming software include assemblers, compilers,

debuggers and interpreters.

Examples: Turbo c, Eclipse, Sublime etc…

LAB EXERCISE:

1. System Software

These manage and operate computer hardware and provide a platform for running application software.

* Windows 10 / macOS / Linux (Operating System)
* Device Drivers (e.g., printer drivers)
* Antivirus Software (sometimes considered system-level for security)

2. Application Software

These perform specific user-oriented tasks.

* Google Chrome (Web browser)
* Microsoft Word (Word processing)
* Spotify (Music streaming)
* Adobe Photoshop (Image editing)
* Zoom (Video conferencing)

3. Utility Software

These help in system maintenance and optimization.

* Disk Cleanup (Removes unnecessary files)
* WinRAR / 7-Zip (File compression)
* Task Manager (Monitors system processes)
* CCleaner (System optimization and cleaning)

THEORY EXERCISE:

| Aspect | Open-Source Software | Proprietary Software |
| --- | --- | --- |
| Source Code | Publicly available; anyone can view, modify, and distribute | Closed; source code is kept secret by the owner/company |
| Cost | Usually free or low-cost | Usually requires purchase or subscription fees |
| Customization | Highly customizable by users and developers | Limited or no customization allowed |
| Licensing | Distributed under licenses like GPL, MIT, Apache | Distributed under restrictive licenses, often forbidding modification or redistribution |
| Support | Community-driven support, forums, and contributions | Official vendor support, sometimes paid support |
| Development Model | Collaborative, with many contributors worldwide | Developed by a single company or organization |
| Examples | Linux, Firefox, LibreOffice | Microsoft Windows, Adobe Photoshop, Microsoft Office |

**(17). Git and GIT HUB Training.**

->

1. Introduction to Version Control

* What is Version Control?
  + Tracks changes in code
  + Allows rollback and comparison
* Types:
  + Centralized (CVS, SVN)
  + Distributed (Git)

2. What is Git?

* A distributed version control system developed by Linus Torvalds.
* Every user has a full copy of the repository.
* Fast, reliable, and secure.

Basic Git Concepts:

* Repository (repo): Your project folder tracked by Git
* Commit: A snapshot of changes
* Merge: Combines changes
* Clone: Copy of a repository
* Push/Pull: Send/receive updates to/from GitHub

🐱 3. What is GitHub?

* A cloud-based hosting service for Git repositories
* Adds collaboration tools: issues, pull requests, wiki, etc.

💻 4. Setting Up Git

🔧 Install Git:

* [Windows](https://git-scm.com/download/win)
* [macOS](https://git-scm.com/download/mac)
* [Linux](https://git-scm.com/download/linux)

🔐 Configure Git:

bash

git config --global user.name "Your Name"

git config --global user. Email "you@example.com"

🧪 5. Basic Git Commands

| Task | Command |
| --- | --- |
| Initialize GIT repo | git Init |
| Clone repo | git clone <URL> |
| Check status | git status |
| Add changes | git add <file> or git add. |
| Commit changes | git commit -m "Message" |
| View history | git log |
| Create branch | git branch branch-name |
| Switch branch | git checkout branch-name |
| Merge branch | git merge branch-name |
| Push to GitHub | git push origin branch-name |
| Pull from GitHub | git pull |

LAB EXERCISE:

->

Git Tutorial: Cloning, Branching, and Merging

Objective:

* Clone a repository
* Create a new branch
* Make changes and commit
* Merge the branch into the main branch

🔧 Step 1: Create or Choose a GitHub Repository

You can use:

* An existing repository  
  OR
* Create a new one on GitHub:
  1. Go to [github.com](https://github.com)
  2. Click "New" > Name it practice-git
  3. Add a README file

📥 Step 2: Clone the Repository

Open terminal or Git Bash:

bash

git clone https://github.com/your-username/practice-git.git

cd practice-git

🌿 Step 3: Create and Switch to a New Branch

bash

git checkout -b feature-branch

This creates a new branch named feature-branch and switches to it.

✍️ Step 4: Make Changes

Edit the README or create a new file:

bash

echo "This is my new feature." >> feature.txt

Step 5: Add and Commit Changes

bash

git Add.

git commit -m "Added a new feature file"

🔁 Step 6: Switch Back to Main and Merge

bash

git checkout main

git merge feature-branch

🚀 Step 7: Push Changes to GitHub

bash

git push origin main

Optional: Delete the Branch

bash

git branch -d feature-branch

THEORY EXERCISE:

->

1. Version Control Tracks Every Change

* Every commit is timestamped, attributed to a user, and contains a message.
* Teams can track who changed what and why, which helps in debugging and auditing.

4. Complete Project History

* Git maintains a full history of changes.
* Teams can revert to previous versions if needed.
* Enables blame analysis to find out when and why bugs were introduced.

5. Central Repository with GitHub/GitLab/Bitbucket

* Everyone works with a shared remote repository (e.g., GitHub).
* Ensures all team members are in sync with the latest codebase.

6. Conflict Resolution Encourages Communication

* When multiple developers edit the same code, merge conflicts may arise.
* These must be manually resolved, prompting coordination and better awareness of the codebase.

**(18). Application Software.**

->

The most common type of software, application software is a computer software package that performs a specific function for a user, or in some cases, for another application.

-An application can be self-contained, or it can be a group of programs that run the application for the user.

-Examples of Modern Applications include office suites, graphics software, databases and database management programs, web browsers, word processors, software development tools, image editors and communication platforms.

LAB EXERCISE:

📌 Introduction

In the digital age, application software has become an indispensable part of both personal and professional life. These programs are designed to help users perform specific tasks efficiently, ranging from document editing to graphic design and communication. By automating tasks and simplifying complex processes, application software significantly enhances productivity across various fields.

Types of Application Software

1. Word Processing Software

* Examples: Microsoft Word, Google Docs, LibreOffice Writer
* Purpose: Used to create, edit, and format textual documents.
* Productivity Impact: Streamlines writing, editing, and formatting tasks with tools like spell check, templates, and cloud sharing.

2. Presentation Software

* Examples: Microsoft PowerPoint, Google Slides, Prezi
* Purpose: Helps create professional slide-based presentations.
* Productivity Impact: Facilitates clear communication of ideas through visual elements, animations, and templates.

3. Database Management Software (DBMS)

* Examples: Microsoft Access, MySQL, Oracle Database
* Purpose: Organizes and manages large amounts of structured data.
* Productivity Impact: Speeds up data retrieval and management, ensuring data integrity and access control.

4. Graphics and Design Software

* Examples: Adobe Photoshop, Canva, CorelDRAW
* Purpose: Used for image editing, graphic design, and visual content creation.
* Productivity Impact: Enables fast, high-quality design work with a range of tools and effects.

5. Educational Software

* Examples: Duolingo, Khan Academy, Google Classroom
* Purpose: Facilitates e-learning and academic management.
* Productivity Impact: Offers flexible and interactive learning options, enabling self-paced education.

6. Project Management Software

* Examples: Trello, Asana, Microsoft Project
* Purpose: Helps plan, track, and manage projects and team activities.
* Productivity Impact: Increases team coordination, deadline tracking, and resource allocation.

THEORY EXERCISE:

->

Application software plays a critical role in modern businesses by enabling efficiency, accuracy, and competitiveness. It helps organizations perform day-to-day tasks, manage operations, and make data-driven decisions.

**1. Enhances Productivity**

* Automates repetitive tasks (e.g., invoicing, reporting)
* Increases employee efficiency with tools like spreadsheets, word processors, and project management software

Example: Microsoft Excel automates calculations, reducing time spent on manual number-crunching.

**2. Improves Communication and Collaboration**

* Enables seamless internal and external communication via email, messaging, video conferencing, and collaborative platforms

Example: Microsoft Teams or Slack allow teams to chat, share files, and work together in real-time.

**(19). Software Development Process.**

->

Software Development Process: Overview

The Software Development Process is a structured sequence of stages in software engineering to develop a high-quality software product that meets user needs and business goals. This process ensures that development is organized, efficient, and reliable.

1. Requirement Gathering and Analysis

* Understand what the client or end-user needs
* Analize system requirements
* Output: Software Requirement Specification (SRS) document

🛠 Example: Interviewing stakeholders and Analize existing systems.

2. Planning

* Define scope, timeline, resources, and budget
* Choose the development methodology (e.g., Agile, Waterfall)
* Risk assessment

🛠 Example: Creating a project roadmap and timeline.

3. System Design

* Architecture design: frontend, backend, database, APIs
* UI/UX design
* Tools: Wireframes, ER diagrams, flowcharts

🛠 Output: Design documents and prototypes.

4. Implementation (Coding)

* Developers write code based on design specs
* Follow coding standards and best practices
* Use version control tools like Git

🛠 Output: Functional software modules.

5. Testing

* Identify and fix bugs before release
* Types:
  + Unit Testing
  + Integration Testing
  + System Testing
  + User Acceptance Testing (UAT)

🛠 Tools: Selenium, JUnit, Postman

6. Deployment

* Release software for production use
* May include:
  + Beta testing
  + Gradual rollout
  + Cloud or on-premise deployment

🛠 Tools: Jenkins, Docker, Kubernetes

7. Maintenance and Support

* Fix post-deployment bugs
* Release updates or new features
* Monitor performance and security

🛠 Example: Releasing patches or version upgrades.

LAB EXERCISE:

-> Thise is a software development process diagram:



THEORY EXERCISE:

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1. Requirement Gathering and Analysis

* Understand the client's needs.
* Define the problem to be solved.
* Create requirement specifications (functional and non-functional).

2. System Design

* Plan the system architecture, user interface, and technology stack.
* Create design documents, data flow diagrams (DFDs), and database schemas.

3. Implementation (Coding)

* Developers write code based on the design.
* Code is usually written in modules and tested individually (unit testing).

4. Testing

* The whole system is tested for bugs, security, and performance.
* Common testing types: Unit Testing, Integration Testing, System Testing, and Acceptance Testing.

5. Deployment

* Software is released to the production environment.
* It may be rolled out in stages (e.g., beta release).

6. Maintenance and Support

* Fix bugs found by users.
* Implement updates and new features.
* Ensure the software remains compatible with new technologies.

**(20). Software Requirement**.

->

Software Requirement refers to a detailed description of the functions, features, and constraints of a software system. It acts as the foundation for all subsequent development activities.

Types of Software Requirements

1. Functional Requirements

* Define what the system should do.
* Include:
  + Business rules
  + User interactions
  + Data handling and processing
* Examples:
  + The system shall allow users to log in using email and password.
  + The system shall generate monthly sales reports.

2. Non-Functional Requirements

* Define how the system performs.
* Include:
  + Performance
  + Security
  + Usability
  + Reliability
* Examples:
  + The system shall respond within 2 seconds.
  + The system shall be available 99.9% of the time.

Requirement Engineering Process

1. Elicitation – Gathering requirements from stakeholders.
2. Analysis – Refining and structuring the requirements.
3. Specification – Documenting the requirements formally.
4. Validation – Ensuring the requirements are correct and complete.
5. Management – Handling changes to requirements over time.

📄 Output Document

* SRS (Software Requirement Specification): A comprehensive document describing all functional and non-functional requirements.

LAB EXERCISE:

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Software Requirement Specification (SRS)

Library Management System

1. Introductio

The Library Management System (LMS) is designed to manage book inventory, member records, and borrowing/returning activities efficiently in a library.

2. Purpose

To automate library operations including managing books, members, and lending processes to improve accuracy and efficiency.

3. Scope

The system will allow librarians to add, update, and delete books and member records, manage book loans and returns, and track overdue books.

4. Functional Requirements

4.1 Book Management

* The system shall allow adding new books with details such as title, author, ISBN, and quantity.
* The system shall allow updating book details.
* The system shall allow deleting books from the inventory.
* The system shall display the list of available books.

4.2 Member Management

* The system shall allow adding new members with details like name, membership ID, contact information.
* The system shall allow updating member details.
* The system shall allow deleting member records.
* The system shall display the list of registered members.

4.3 Search Functionality

* The system shall provide search options for books by title, author, or ISBN.
* The system shall allow searching members by name or membership ID.

1. Non-Functional Requirements

5.1 Performance

* The system shall respond to user queries within 2 seconds.

5.2 Usability

* The user interface shall be intuitive and simple for librarians to use with minimal training.

5.3 Reliability

* The system shall have an uptime of at least 99% during working hours.

5.4 Security

* The system shall require user authentication before access.
* Only authorized personnel can add, update, or delete records.

THEORY EXERCISE:

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The requirement analysis phase is critical in software development because it ensures that the project builds the right product that meets users' needs. Here are the key reasons why it’s so important:

1. Clear Understanding of Needs  
   It helps gather and clarify what the stakeholders really want, avoiding misunderstandings.
2. Defines Project Scope  
   Establishes what will be included and excluded in the project, preventing scope creep.
3. Reduces Costs and Risks  
   Identifying problems and ambiguities early helps avoid expensive changes during later stages.
4. Improves Communication  
   Creates a common understanding among clients, developers, and testers.
5. Provides a Basis for Design and Testing  
   Accurate requirements guide system design and help create effective test cases.
6. Ensures Customer Satisfaction  
   Delivering software aligned with user expectations increases the chances of success.

**(21). Software Analysis.**

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Software Analysis is a crucial phase in the Software Development Life Cycle (SDLC) where the collected requirements are examined and refined to create a clear, detailed understanding of what the software system must achieve.

Purpose of Software Analysis:

* To understand and interpret user needs and business goals.
* To identify functional and non-functional requirements.
* To detect inconsistencies, ambiguities, or missing information in the initial requirements.
* To prepare for the design phase by creating models and documentation that describe the system’s behaviour and constraints.

Benefits of Software Analysis:

* Helps avoid costly errors and misunderstandings.
* Provides a foundation for good system design.
* Ensures all stakeholder needs are addressed.
* Facilitates communication among team members and clients.

LAB EXERCISE:

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Functional Analysis: Online Shopping System

1. User Registration and Authentication

* Users shall be able to create an account by providing personal details (name, email, password).
* Users shall be able to log in and log out securely.
* Users shall be able to recover/reset forgotten passwords.

2. Product Browsing and Searching

* Users shall be able to browse products by category.
* Users shall be able to search for products by name, brand, or keywords.
* Users shall be able to filter and sort products (e.g., by price, popularity, ratings).

3. Product Details

* Users shall be able to view detailed information about a product (description, price, images, reviews).
* Users shall be able to see product availability (in stock/out of stock).

4. Shopping Cart Management

* Users shall be able to add products to the shopping cart.
* Users shall be able to view the contents of their cart.
* Users shall be able to update product quantities or remove items from the cart.

5. Checkout and Payment

* Users shall be able to provide shipping and billing information.
* Users shall be able to select a payment method (credit card, PayPal, etc.).
* Users shall be able to review and confirm the order before payment.
* The system shall process payments securely.
* Users shall receive order confirmation and receipt.

6. Order Tracking and History

* Users shall be able to view their order history.
* Users shall be able to track the status of current orders (processing, shipped, delivered).

7. Product Reviews and Ratings

* Users shall be able to submit reviews and ratings for purchased products.
* The system shall display average ratings and reviews for products.

8. Admin Functions

* Admin shall be able to add, update, or remove products.
* Admin shall be able to manage user accounts (e.g., suspend or delete).
* Admin shall be able to view sales reports and analytics.

THEORY EXERCISE:

-> The role of software analysis in the development process is pivotal—it acts as the bridge between understanding user needs and designing a solution. Here’s how it fits in and why it’s essential:

1. Understanding Requirements Clearly

* Translates stakeholder needs and business goals into detailed, unambiguous requirements.
* Helps ensure that the development team knows exactly what to build.

2. Detecting Issues Early

* Identifies inconsistencies, missing requirements, and potential conflicts early on.
* Prevents costly rework during later phases like coding or testing.

3. Guiding Design and Development

* Provides a clear blueprint (through models, diagrams, and documentation) that designers and developers follow.
* Ensures the software’s architecture aligns with user and business needs.

4. Facilitating Communication

* Acts as a communication tool among clients, developers, testers, and other stakeholders.
* Helps maintain a shared understanding throughout the project.

5. Supporting Quality Assurance

* Defines measurable requirements that testers use to validate the final product.
* Helps ensure the delivered software meets expectations and performs as intended.

**(22). System Design.**

->

System Design is the process of defining the architecture, components, modules, interfaces, and data for a software system to satisfy specified requirements. It follows the requirement analysis phase in the software development process.

**Objectives of System Design**

* To translate requirements into a structured solution.
* To define how the system will work, including architecture and data flow.
* To guide developers and testers with a blueprint of the system.

**Types of System Design**

1. High-Level Design (HLD) – “Architectural Design”

* Focuses on overall system architecture.
* Specifies:
  + Technologies and tools to be used
  + Data flow between modules
  + Integration with external systems

2. Low-Level Design (LLD) – “Detailed Design”

* Focuses on the internal design of each module.
* Specifies:
  + Logic, functions, and algorithms
  + Database schema details

Key Elements in System Design

* Architecture Design: Defines how components interact (e.g., client-server, MVC).
* Database Design: Structures how data is stored, accessed, and related.
* User Interface Design: Lays out how users will interact with the system.
* Security Design: Plans for user authentication, data privacy, and protection.
* Scalability & Performance Planning: Ensures the system can grow and handle load.

Example: System Design for a Library Management System

* HLD:
  + Modules: User Module, Book Module, Lending Module
  + Interactions: User requests → System verifies → Book status updates
* LLD:
  + Functions: add User (), issue Book (), check Overdue ()
  + Database: Tables like Users, Books, Transactions

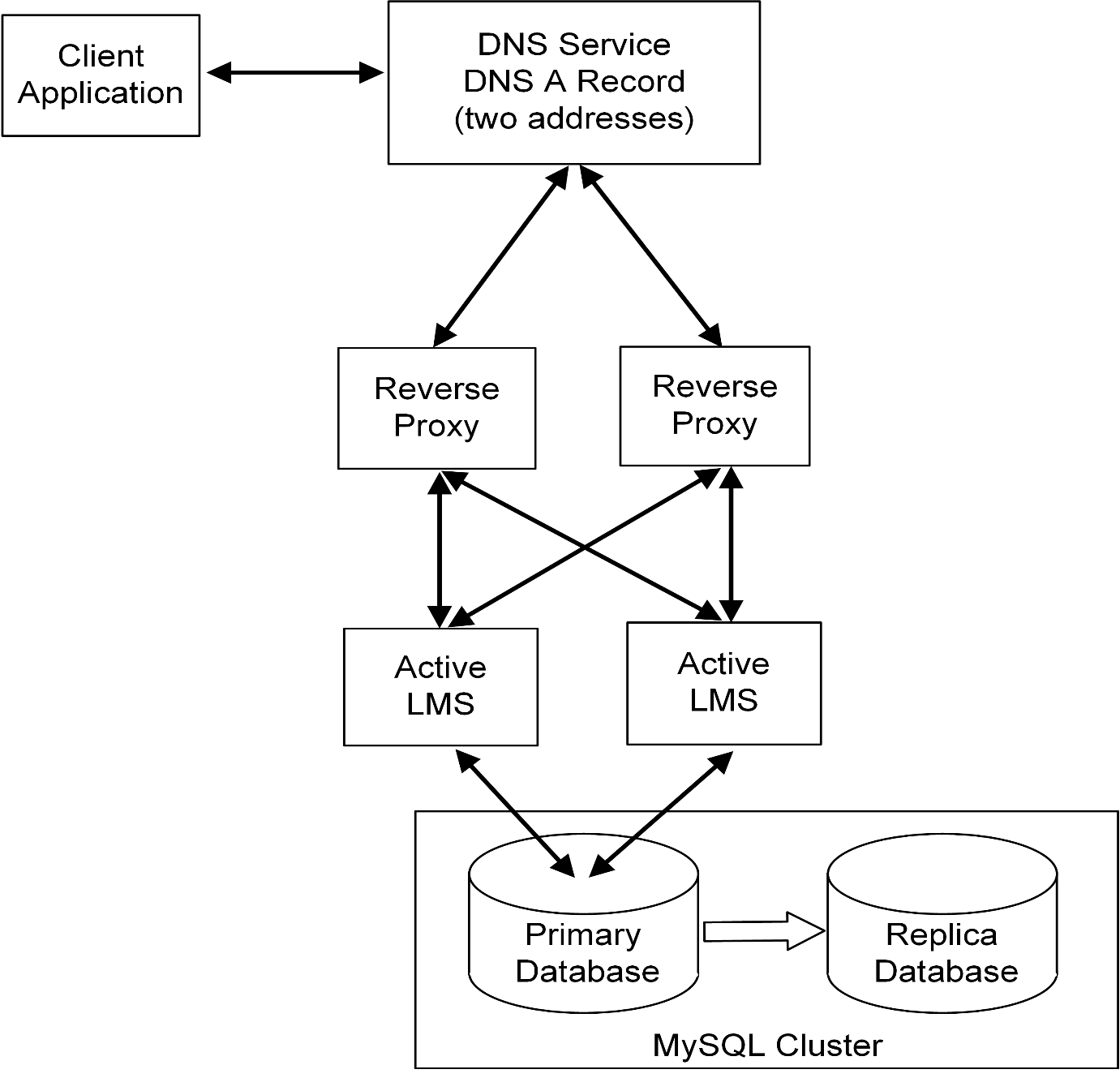
🎯 Importance of System Design

* Ensures system efficiency, reliability, and maintainability.
* Reduces development time and future technical debt.
* Helps team members understand their roles and tasks.

LAB EXERCISE:

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🧱 1. High-Level System Architecture



Main Components Explained

1. Client Side (Mobile/Web App)

* Used by:
  + Customers (to place orders)
  + Delivery agents (to accept and track orders)
  + Restaurants (to manage menus and orders)

2. API Gateway / Backend

* Central hub to route requests to appropriate services/modules.
* Handles authentication, request validation, and API rate limiting.

3. Database & Caching

* Databases: Stores all persistent data (PostgreSQL, MySQL, MongoDB).
* Cache: Speeds up frequently accessed data like menus or locations (Redis).

THEORY EXERCISE:

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1. Architecture Design

* The high-level structure of the system.
* Defines how components like frontend, backend, databases, and external services interact.
* Common architectures:
  + Client-Server
  + Microservices
  + Monolithic
  + Event-driven

2. Component Design

* Breaks the system into functional modules or components.
* Defines responsibilities, interfaces, and dependencies for each module.
* Promotes modularity and reusability.

3. Data Design

* Defines how data is stored, retrieved, and managed.
* Involves:
  + Database schema design (tables, relationships)
  + Data flow diagrams (DFD)
  + Entity-Relationship (ER) models
* Ensures data integrity, consistency, and security.

4. Interface Design

* Describes how users or external systems interact with the software.
* Includes:
  + User Interface (UI)
  + Application Programming Interfaces (APIs)
  + Communication protocols
* Should be intuitive, consistent, and well-documented.

5. Security Design

* Plans how to protect data and system integrity.
* Includes:
  + Authentication & Authorization
  + Data encryption
  + Input validation
  + Secure API access
  + Caching
  + Database indexing and sharding
  + Horizontal/Vertical scaling

6. Technology Stack Selection

* Choosing appropriate programming languages, frameworks, databases, and tools.
* Must consider project size, team expertise, and future maintainability.

7. Deployment Design

* Defines how and where the system will be deployed.
* Covers:
  + Cloud vs. on-premise
  + CI/CD pipelines
  + Containerization (Docker, Kubernetes)

**(23). Software Testing.**

->

Software Testing is the process of evaluating a software application to identify defects, ensure it meets requirements, and verify that it works as intended. It is a crucial phase in the Software Development Life Cycle (SDLC).

Goals of Software Testing

* Find bugs and errors
* Ensure software quality and reliability
* Verify that the system meets functional and non-functional requirements
* Improve performance, security, and user experience

Types of Software Testing

1. Based on Execution

| Type | Description |
| --- | --- |
| Manual Testing | Tests executed by humans without automation. |
| Automated Testing | Uses scripts and tools (e.g., Selenium, JUnit) to run tests. |

2. Based on Test Scope

| Type | Description |
| --- | --- |
| Unit Testing | Tests individual components or functions. |
| Integration Testing | Tests interactions between modules. |
| System Testing | Tests the complete system as a whole. |
| Acceptance Testing | Validates software against user/business requirements. |

3. Based on Testing Approach

| Type | Description |
| --- | --- |
| White-box Testing | Tests internal logic/code structure. |
| Black-box Testing | Tests without knowing internal code. |
| Gray-box Testing | Combines both white-box and black-box. |

Key Testing Levels in SDLC

1. Requirement Phase → Test planning and requirement review
2. Design Phase → Static testing (reviews, walkthroughs)
3. Implementation Phase → Unit and integration tests
4. Testing Phase → System and acceptance testing

Common Testing Techniques

* Boundary Value Analysis
* Equivalence Partitioning
* Regression Testing
* Smoke and Sanity Testing
* Performance Testing (Load, Stress)
* Security Testing

Benefits of Software Testing

* Reduces software failures and bugs in production
* Ensures customer satisfaction
* Saves time and cost by catching errors early
* Increases confidence in product stability and usability

LAB EXERCISE:

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Test Case Format

Each test case includes:

* Test Case ID
* Description
* Input
* Expected Output
* Actual Output (to be filled after execution)
* Status (Pass/Fail)

Test Cases for Calculator

Addition Test Cases

| Test Case ID | Description | Input | Expected Output |
| --- | --- | --- | --- |
| TC\_ADD\_01 | Add two positive numbers | 5 + 3 | 8 |
| TC\_ADD\_02 | Add positive and negative | 7 + (-4) | 3 |
| TC\_ADD\_03 | Add two negative numbers | -6 + (-2) | -8 |
| TC\_ADD\_04 | Add zero | 0 + 9 | 9 |

➖ Subtraction Test Cases

| Test Case ID | Description | Input | Expected Output |
| --- | --- | --- | --- |
| TC\_SUB\_01 | Subtract two positive numbers | 10 - 3 | 7 |
| TC\_SUB\_02 | Subtract a larger from smaller | 4 - 9 | -5 |
| TC\_SUB\_03 | Subtract negative number | 5 - (-3) | 8 |
| TC\_SUB\_04 | Subtract zero | 5 - 0 | 5 |

✖️ Multiplication Test Cases

| Test Case ID | Description | Input | Expected Output |
| --- | --- | --- | --- |
| TC\_MUL\_01 | Multiply two positive numbers | 4 \* 3 | 12 |
| TC\_MUL\_02 | Multiply by zero | 7 \* 0 | 0 |
| TC\_MUL\_03 | Multiply negative and positive | -2 \* 5 | -10 |
| TC\_MUL\_04 | Multiply two negative numbers | -3 \* -6 | 18 |

➗ Division Test Cases

| Test Case ID | Description | Input | Expected Output |
| --- | --- | --- | --- |
| TC\_DIV\_01 | Divide two positive numbers | 10 / 2 | 5 |
| TC\_DIV\_02 | Divide negative by positive | -9 / 3 | -3 |
| TC\_DIV\_03 | Divide by negative | 6 / -2 | -3 |
| TC\_DIV\_04 | Divide two negative numbers | -8 / -4 | 2 |
| TC\_DIV\_05 | Divide by zero (Error case) | 5 / 0 | Error / Exception |

THEORY EXERCISE:

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1. Bug Detection and Prevention

* Identifies errors and defects in the code.
* Prevents faulty behaviour in real-world use.
* Saves time and cost by catching issues early in the development cycle.

2. Ensures Security

* Detects vulnerabilities such as data breaches, unauthorized access, and code injection.
* Essential for applications handling sensitive data (e.g., banking, healthcare, e-commerce).

3. Validates Functional Requirements

* Confirms the software performs as intended.
* Verifies that all features and user stories meet specified requirements.

4. Checks Performance and Scalability

* Ensures the application can handle expected (and peak) workloads.
* Helps maintain a smooth user experience even under stress.

5. Improves Software Quality

* Enhances overall system stability, usability, and correctness.
* Increases customer satisfaction and trust in the product.

6. Cost Efficiency

* Early testing reduces long-term costs by avoiding rework or post-release fixes.
* Fixing a bug in production is 10x to 100x more expensive than during development.

7. Facilitates Continuous Improvement

* Feedback from testing informs future development cycles.
* Supports Agile, DevOps, and CI/CD practices.

8. Regulatory Compliance

* Testing ensures the software adheres to industry standards (e.g., ISO, HIPAA, GDPR).
* Avoids legal and compliance issues.

**(24). Maintenance**

->

* Fix bugs or errors not discovered during development.
* Adapt the software to new operating systems or hardware.
* Improve performance or add new features based on user feedback.
* Ensure the software continues to meet user and business needs.

🧩 Types of Software Maintenance

| Type | Description |
| --- | --- |
| 🛠️ Corrective Maintenance | Fixes bugs or defects discovered after deployment. |
| 🔁 Adaptive Maintenance | Updates software to work in a new environment (e.g., OS upgrade, new hardware). |
| ⚙️ Perfective Maintenance | Enhances performance or adds new features based on user needs. |
| 🧹 Preventive Maintenance | Makes changes to prevent future issues or improve long-term stability. |

Maintenance Lifecycle Steps

1. Problem/Request Identification  
   (User reports an issue or requests a change)
2. Impact Analysis  
   (Assess the technical and business implications)
3. Modification Design  
   (Plan the code or system change)
4. Implementation  
   (Make the changes)
5. Testing  
   (Verify the changes work correctly and didn’t break anything)
6. Release and Documentation  
   (Update the system and inform stakeholders)

Real-World Example:

Your food delivery app might need:

* Corrective: Fix a bug where coupon codes don’t apply.
* Adaptive: Update for compatibility with Android 14.
* Perfective: Improve delivery ETA calculation.
* Preventive: Refactor code to reduce technical debt.

LAB EXERCISE:

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Case Study: Equifax Data Breach

Company:

Equifax Inc. – One of the largest credit reporting agencies in the U.S.

Incident Date:

July 29, 2025 (publicly disclosed in September 2025)

What Happened?

A critical security vulnerability in the Apache Struts web application framework (used by Equifax) went unpatched, allowing attackers to:

* Exploit the vulnerability remotely.
* Gain access to internal systems.
* Extract sensitive data of 147 million consumers.
* Apache Struts Vulnerability (CVE-2017-5638) was disclosed in March 2017.
* A security patch was released immediately.
* Equifax failed to apply the patch, despite internal policy requiring it.
* No vulnerability scanning detected the unpatched system.

THEORY EXERCISE:

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1. Corrective Maintenance

* Purpose: To fix bugs and errors.
* When used: After users or testers discover defects in the software (e.g., crashes, incorrect outputs).
* Example: Fixing a login failure due to incorrect password validation logic.

2. Perfective Maintenance

* Purpose: To improve performance or enhance features based on user feedback.
* When used: After deployment, to make the software more efficient or user-friendly.
* Example: Redesigning a user interface for better usability or adding a search filter to a product list.

Each type of maintenance plays a vital role in ensuring software remains reliable, efficient, and relevant over time.

**(25). Development.**

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"Development" can refer to many things depending on the context. Could you please clarify what type of development you're interested in? Here are a few possibilities:

1. Software Development – Creating applications or systems using programming languages.
2. Web Development – Building websites and web apps (frontend/backend).
3. Business Development – Strategies to grow a business.
4. Real Estate Development – Construction and development of properties.

THEORY EXERCISE:

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1. Platform Dependency

* Web Application:  
  Runs in a web browser; typically platform-independent.  
  ➤ Example: Gmail, Google Docs.
* Desktop Application:  
  Installed directly on a specific operating system (e.g., Windows, macOS).  
  ➤ Example: Microsoft Word, Adobe Photoshop.

2. Installation and Access

* Web Application:  
  No installation required — accessed via URL.  
  ➤ Accessible from anywhere with internet access.
* Desktop Application:  
  Must be installed on each device separately.  
  ➤ Typically used offline unless designed to connect online.

3. Updates and Maintenance

* Web Application:  
  Centralized updates — all users access the latest version instantly.
* Desktop Application:  
  Requires manual or semi-automatic updates on each machine.

🔒 4. Security

* Web Application:  
  Exposed to internet threats (e.g., XSS, CSRF); depends heavily on server-side security.
* Desktop Application:  
  Generally less exposed, but still vulnerable to local malware or OS-level threats.

5. Performance

* Web Application:  
  Might be limited by browser and internet speed; better suited for lightweight tasks.
* Desktop Application:  
  Usually faster and more powerful, especially for tasks like video editing or gaming.

6. Connectivity Requirements

* Web Application:  
  Typically requires an active internet connection (some offer offline support with caching).
* Desktop Application:  
  Can work offline by default.

7. Development Technologies

* Web Application:  
  Uses HTML, CSS, JavaScript, frameworks like React, Angular, or backend tools like Node.js, Django.
* Desktop Application:  
  Uses languages and frameworks like C++, Java, .NET, Electron, etc.

**(26). Web Application.**

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A Web Application is a software program that runs on a web server and is accessed by users through a web browser over the internet or an intranet. It does not require installation on the user's device.

Key Features of Web Applications

1. Browser-Based Access  
   Accessible via web browsers like Chrome, Firefox, Safari, etc.
2. Cross-Platform Compatibility  
   Can run on Windows, macOS, Linux, or mobile OS as long as there is a browser.
3. No Installation Needed  
   Users just need a URL and internet access — no setup files.
4. Centralized Updates  
   Changes on the server are immediately reflected for all users.
5. Remote Access  
   Can be used from anywhere, making them ideal for remote work and global teams.

📌 Examples of Web Applications

| Application | Function |
| --- | --- |
| Gmail | Email communication |
| Google Docs | Online document editing |
| Facebook | Social networking |
| Amazon | E-commerce platform |
| Trello | Project/task management |
| YouTube | Video streaming and sharing |

🧰 Common Technologies Used

| Frontend | Backend | Database |
| --- | --- | --- |
| HTML, CSS, JavaScript | Node.js, Django, Flask | MySQL, MongoDB, PostgreSQL |
| React, Angular, Vue | PHP, Ruby on Rails, ASP.NET | Firebase |

✅ Advantages of Web Applications

* Platform independent
* Easy to deploy and maintain
* Instant updates for all users
* Accessible from any device with internet

❌ Disadvantages of Web Applications

* Dependent on internet connection
* Browser limitations (e.g., speed, memory)
* More vulnerable to web-based attacks (XSS, CSRF, etc.)

THEORY EXERCISE:

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Here are the main advantages of using web applications over desktop applications, explained clearly and with examples:

🌍 1. Accessibility Anywhere

* Web Apps: Can be accessed from any device with a browser and internet.
* Advantage: Great for remote work, traveling, or shared workspaces.
* Example: You can check your Gmail from any device—phone, laptop, or even a public computer.

⚙️ 2. No Installation Needed

* Web Apps: Run in the browser — no need to download or install.
* Advantage: Saves time and avoids system clutter or compatibility issues.
* Example: Google Docs works without needing to install Microsoft Word.

3. Lower Maintenance Costs

* Web Apps: Centralized management means fewer IT support needs.
* Advantage: Easy to troubleshoot and manage for large user bases (e.g., companies or schools).
* Example: An HR system like BambooHR doesn’t require individual setup for each employee.

4. Easy Collaboration

* Web Apps: Real-time collaboration is often built-in.
* Advantage: Teams can work together instantly, even from different locations.
* Example: Multiple people editing the same Google Slides presentation at once.

6. Enhanced Security Control (When Well-Implemented)

* Web Apps: Centralized data storage allows better control and monitoring.
* Advantage: Easier to secure sensitive data compared to multiple local installations.
* Example: A web-based medical record system with role-based access and audit trails.

7. Scalability

* Web Apps: Can serve thousands of users with proper backend infrastructure.
* Advantage: Easier to scale up without reinstalling or reconfiguring user machines.
* Example: Zoom's web app allows instant joining of meetings without setup, scaling easily to millions of users.

**(27). Designing.**

->

Great! “Designing” can refer to many areas depending on the context. Could you please clarify what type of designing you’re interested in?

Here are some common types:

🎨 1. Graphic Design

* Creating visual content (logos, posters, banners, etc.)
* Tools: Adobe Photoshop, Illustrator, Canva

🖥️ 2. UI/UX Design

* Designing the user interface and experience of apps and websites
* Focuses on usability, aesthetics, and interaction
* Tools: Figma, Adobe XD, Sketch

🧱 3. Web Design

* Planning and designing layouts and visuals of websites
* Includes HTML/CSS structure and responsiveness
* Tools: Figma, Web flow, WordPress

🧠 5. System Design

* Architecting the components and data flow in software systems
* Used in software engineering and tech interviews

🛠️ 6. Product Design

* Designing physical or digital products with user needs in mind
* Involves user research, prototyping, and testing

THEORY EXERCISE:

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UI/UX design plays a crucial role in application development, shaping how users interact with and perceive the application. Here's a breakdown of each and how they contribute:

🎨 UI (User Interface) Design

Focuses on how the app looks.

✅ Responsibilities:

* Designing layout, colour schemes, typography, icons, and buttons
* Creating consistency and visual hierarchy
* Making the interface intuitive and visually appealing

📱 Example:

In a food delivery app, UI design determines how the menu looks, where the "Order Now" button is placed, and the overall visual theme.

🧠 UX (User Experience) Design

Focuses on how the app works and feels.

✅ Responsibilities:

* Understanding user needs and pain points
* Mapping user journeys and workflows
* Ensuring smooth navigation, fast interactions, and satisfying user flows

📱 Example:

In that same food delivery app, UX design ensures it’s easy to find restaurants, apply filters, track orders, and make secure payments.

💡 Key Roles of UI/UX in Application Development

| Role | Description |
| --- | --- |
| 1. Enhances Usability | Makes the app easy to learn and use, even for new users |
| 2. Increases User Satisfaction | A smooth, attractive app makes users happy and more likely to return |
| 3. Boosts Retention & Engagement | Good design reduces bounce rates and keeps users interacting with the app |
| 4. Reduces Development Waste | Early wireframes and prototypes help catch issues before coding begins |
| 5. Supports Accessibility | Thoughtful design ensures the app is usable for people with disabilities |
| 6. Differentiates Your Brand | A unique UI/UX sets your app apart from competitors |

**(28). Mobile Application**

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A mobile application (mobile app) is a software program designed to run on mobile devices such as smartphones and tablets. Mobile apps are built to provide specific functions—from messaging and gaming to banking and shopping.

📱 Types of Mobile Applications

1. Native Apps
   * Built specifically for one platform (Android or iOS)
   * Developed using platform-specific languages (Java/Kotlin for Android, Swift/Objective-C for iOS)
   * Pros: High performance, full access to device features
   * Cons: Higher development cost (separate codebases)
2. Hybrid Apps
   * Built using web technologies (HTML, CSS, JavaScript) and wrapped in a native container
   * Frameworks: Ionic, Apache Cordova
   * Pros: One codebase for multiple platforms
   * Cons: Slightly lower performance than native apps
3. Progressive Web Apps (PWA)
   * Web apps that behave like native apps in the browser
   * Can work offline and be added to the home screen
   * Pros: Lightweight, no installation needed
   * Cons: Limited hardware access on some devices

🧱 Core Components of a Mobile App

* Frontend (UI/UX): User interface the user interacts with
* Backend: Server/database handling logic, APIs, authentication
* APIs: Connect the frontend to the backend and services like maps, payments
* Databases: Local (SQLite, Realm) or cloud-based (Firebase, Supa base)

Tools & Technologies

| Purpose | Technologies/Tools |
| --- | --- |
| UI Design | Figma, Adobe XD, Sketch |
| Android Dev | Android Studio, Kotlin, Java |
| iOS Dev | Xcode, Swift |
| Cross-Platform | Flutter, React Native, Xamarin |
| Backend Services | Firebase, Node.js, Django, AWS |

✅ Advantages of Mobile Apps

* Fast and responsive
* Can use device features (GPS, camera, push notifications)
* Available offline (for many features)
* Great user engagement via notifications and personalization

❌ Challenges

* Platform fragmentation (different devices, screen sizes)
* App store approval and policies
* Regular updates and maintenance
* Performance optimization, especially for cross-platform apps

THEORY EXERCISE:

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1. Native App:  
   Developed specifically for one platform (Android or iOS).
   * Android → Java/Kotlin
   * iOS → Swift/Objective-C
2. Hybrid App:  
   Developed using a single codebase that works on multiple platforms (Android, iOS) using web technologies like HTML, CSS, JavaScript.

**(29). DFD Diagram**

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A DFD (Data Flow Diagram) is a graphical tool used to represent the flow of data through a system. It shows how input is transformed into output through various processes, data stores, and interactions with external entities.

Basic Components of a DFD

| Symbol | Component | Description |
| --- | --- | --- |
| 🟦 | Process | A task or function that transforms incoming data to outgoing data |
| 🟩 | Data Store | A place where data is stored (e.g., database, file system) |
| ⬜ | External Entity | A source or destination of data (e.g., user, external system) |
| ➡️ | Data Flow | Movement of data between entities, processes, and data stores |

📊 Levels of DFD

1. Level 0 (Context Diagram)
   * High-level overview of the system
   * Only one process representing the whole system
   * Shows external entities and data flowing in/out
2. Level 1
   * Breaks the single process from Level 0 into sub-processes
   * Shows more detail about main functional areas
3. Level 2, 3, etc.
   * Further decomposition of Level 1 processes
   * Used for complex systems to show in-depth flow

📌 Example: Online Shopping System (Level 0)



Example: Online Shopping System (Level 1)

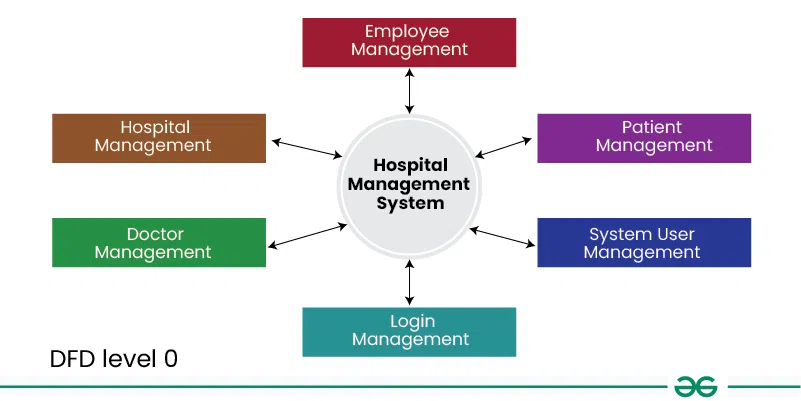
Tips for Creating a DFD

* Use clear, consistent symbols
* Label everything: flows, processes, stores
* Keep each level simple and readable
* Avoid data flow loops without a process

LAB EXERCISE:

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Create a diagram hospital management.



THEORY EXERCISE:

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Data Flow Diagrams (DFDs) are a fundamental tool in system analysis and design, offering a visual representation of how data moves through a system. They are instrumental in understanding, communicating, and improving system processes.

1. Visualizing Data Movement

DFDs provide a clear graphical representation of data flows, processes, data stores, and external entities. This visualization helps stakeholders understand how data enters, moves through, and exits a system, facilitating a comprehensive grasp of system operations. [paloaltonetworks.in](https://www.paloaltonetworks.in/cyberpedia/data-flow-diagram?utm_source=chatgpt.com)[techschematic.com](https://techschematic.com/what-is-data-flow-diagram?utm_source=chatgpt.com)

2. Identifying System Components and Boundaries

By delineating processes, data stores, and external entities, DFDs clarify system boundaries and interactions. This distinction is crucial for defining the scope of system development projects and ensuring that all components are accounted for. [paloaltonetworks.in](https://www.paloaltonetworks.in/cyberpedia/data-flow-diagram?utm_source=chatgpt.com)

3. Facilitating Communication Among Stakeholders

DFDs serve as a common language between analysts, designers, developers, and end-users. Their visual nature makes complex systems more accessible, enhancing communication and ensuring that all parties have a shared understanding of system functionality. [paloaltonetworks.in+1techschematic.com+1](https://www.paloaltonetworks.in/cyberpedia/data-flow-diagram?utm_source=chatgpt.com)[techschematic.com+1elecschem.com+1](https://techschematic.com/what-is-data-flow-diagram?utm_source=chatgpt.com)

4. Enhancing Error Detection and System Improvement

By mapping out data flows and processes, DFDs help identify redundancies, bottlenecks, and inefficiencies within the system. This early detection allows for timely improvements, leading to more efficient and effective system designs. [paloaltonetworks.in](https://www.paloaltonetworks.in/cyberpedia/data-flow-diagram?utm_source=chatgpt.com)

5. Providing Documentation for Future Reference

DFDs serve as valuable documentation tools, capturing the essence of a system’s data flow. This documentation is vital for understanding the system’s architecture, making it easier for new team members to onboard, and for future reference and maintenance.

**(30). Desk top Application**

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Desktop applications are standalone programs that users install on their computers. They are built to operate independently of web browsers and can function offline, making them ideal for tasks that require high performance or constant availability. These applications are developed using various programming languages and frameworks, such as C++, Java, C#, and Electron, which allow for the creation of cross-platform applications using web technologies .[en.wikipedia.org](https://en.wikipedia.org/wiki/Electron_%28software_framework%29?utm_source=chatgpt.com)

✅ Advantages of Desktop Applications

1. Enhanced Performance: By leveraging the full processing power of the local machine, desktop applications can offer faster and more responsive performance, especially for resource-intensive tasks like video editing or gaming .[testlify.com](https://testlify.com/tech-glossary/desktop-application/?utm_source=chatgpt.com)
2. Offline Accessibility: Once installed, these applications can operate without an internet connection, ensuring continuous functionality in environments with limited or no connectivity .[ramotion.com](https://www.ramotion.com/blog/web-application-vs-desktop-application/?utm_source=chatgpt.com)

❌ Limitations of Desktop Applications

1. Platform Dependency: Desktop applications are often tailored for specific operating systems (e.g., Windows, macOS, Linux), requiring separate development efforts for each platform .[clickysoft.com](https://clickysoft.com/web-application-vs-desktop-application/?utm_source=chatgpt.com)
2. Installation and Maintenance: They require manual installation and periodic updates on each device, which can be time-consuming and cumbersome .[clickysoft.com+1ramotion.com+1](https://clickysoft.com/web-application-vs-desktop-application/?utm_source=chatgpt.com)

Examples of Desktop Applications

* Productivity Software: Microsoft Word, Excel, PowerPoint
* Graphics and Design Tools: Adobe Photoshop, CorelDRAW
* Development Environments: Visual Studio, Eclipse
* Media Players: VLC Media Player, Windows Media Player
* Communication Tools: Slack, Microsoft Teams[walkme.com](https://www.walkme.com/glossary/desktop-application/?utm_source=chatgpt.com)

⚙️ Development Frameworks

Developers utilize various frameworks to build desktop applications:

* Electron: Allows for the development of cross-platform applications using web technologies like HTML, CSS, and JavaScript .
* Qt: A framework for developing applications with graphical user interfaces, supporting various programming languages.
* .NET: Microsoft's framework for building Windows-based applications.

LAB EXERCISE:

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Here's a simple desktop calculator application using Python and the Tk inter GUI library. This calculator performs basic arithmetic operations: addition, subtraction, multiplication, and division.

Requirements

* Python (3.x)
* Tk inter (usually included with standard Python installations)

Code: Simple GUI Calculator (Python + Tkinter)

python

import Tk inter as Tk

class Calculator:

def \_\_Init\_(self, root):

self. Root = root

self. Root. Title ("Simple Calculator")

self. root. geometry("300x400")

self. Root. resizable (False, False)

self. Expression = ""

# Entry widget for displaying the expression/result

self. Entry = tk. Entry (root, font= ('Arial', 20), bd=10, insert width=2, width=14, border width=4, relief='ridge', justify='right')

self. Entry. Grid (row=0, column=0, column span=4)

# Buttons layout

buttons = [

('7', 1, 0), ('8', 1, 1), ('9', 1, 2), ('/', 1, 3),

('4', 2, 0), ('5', 2, 1), ('6', 2, 2), ('\*', 2, 3),

('1', 3, 0), ('2', 3, 1), ('3', 3, 2), ('-', 3, 3),

('0', 4, 0), ('.', 4, 1), ('C', 4, 2), ('+', 4, 3),

('=', 5, 0, 4) # Span across all columns

]

for BTN in buttons:

self. Create\_ button (\*BTN)

def create \_ button (self, label, row, col, col span=1):

button = tk. Button (self. root, text=label, Pad x=20, Pady =20, font=('Arial', 14),

command=lambda: self. on\_ click(label))

button. Grid (row=row, column=col, Column span=col span, sticky="n sew")

def on\_ click (self, char):

if char == 'C':

self. Expression= ""

Elif char == '=':

try:

self. Expression = str (eval (self. Expression))

except Exception:

self. Expression = "Error"

else:

self. Expression += str(char)

self. Entry. Delete (0, tk. END)

self. Entry. insert (0, self. Expression)

if \_\_name\_\_ == "\_\_main\_\_":

root = tk. Tk ()

calc = Calculator(root)

root. Main loop ()

🧪 How to Run

1. Save the code in a file, for example: calculator.py
2. Run it with Python:

bash

python calculator.py

THEORY EXERCISE:

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🖥️ Desktop Applications

Pros:

1. Performance: Generally faster and more responsive since they run locally and can access system resources directly.
2. Offline Access: Work without internet access (unless syncing or updates are required).

Cons:

1. Installation Required: Users must download and install the app, which can be a barrier.
2. Platform Dependency: Must be developed and maintained separately for each OS (e.g., Windows, macOS, Linux).

✅ Pros:

1. Accessibility: Available on any device with a web browser—no installation needed.
2. Cross-Platform: One version can work across operating systems and devices.

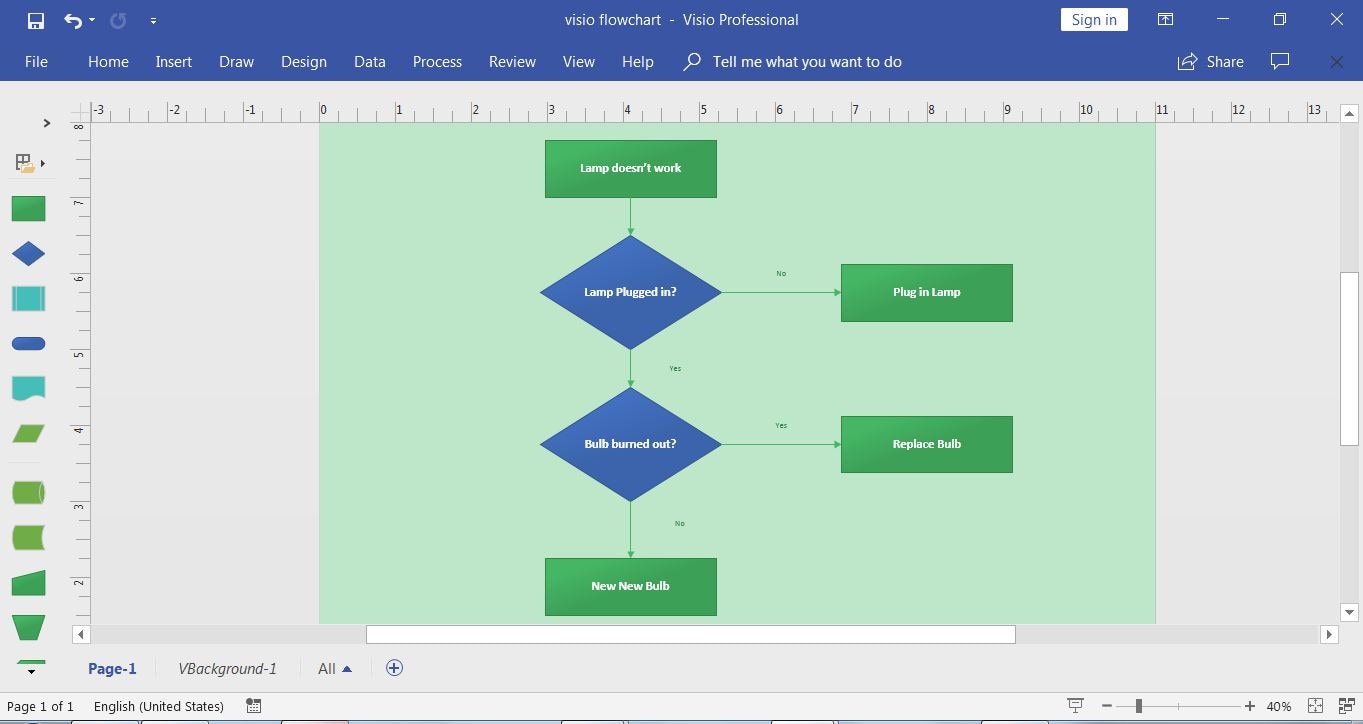
❌ Cons:

1. Internet Required: Typically need a stable internet connection.
2. Performance: Often slower due to network latency and browser limitations.

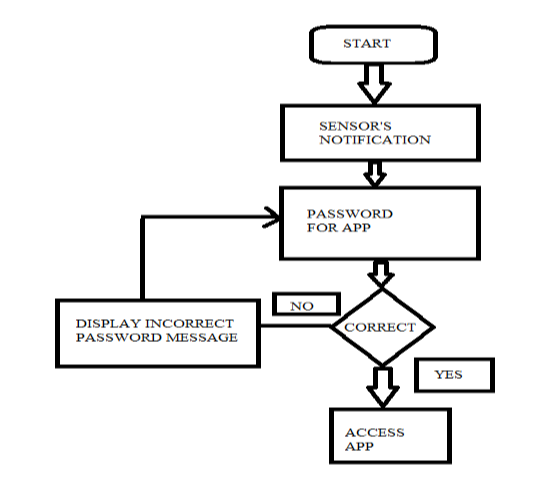
**(31). Flow Chart.**

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**Flowchart: Desktop App**



**Flowchart: Web App**



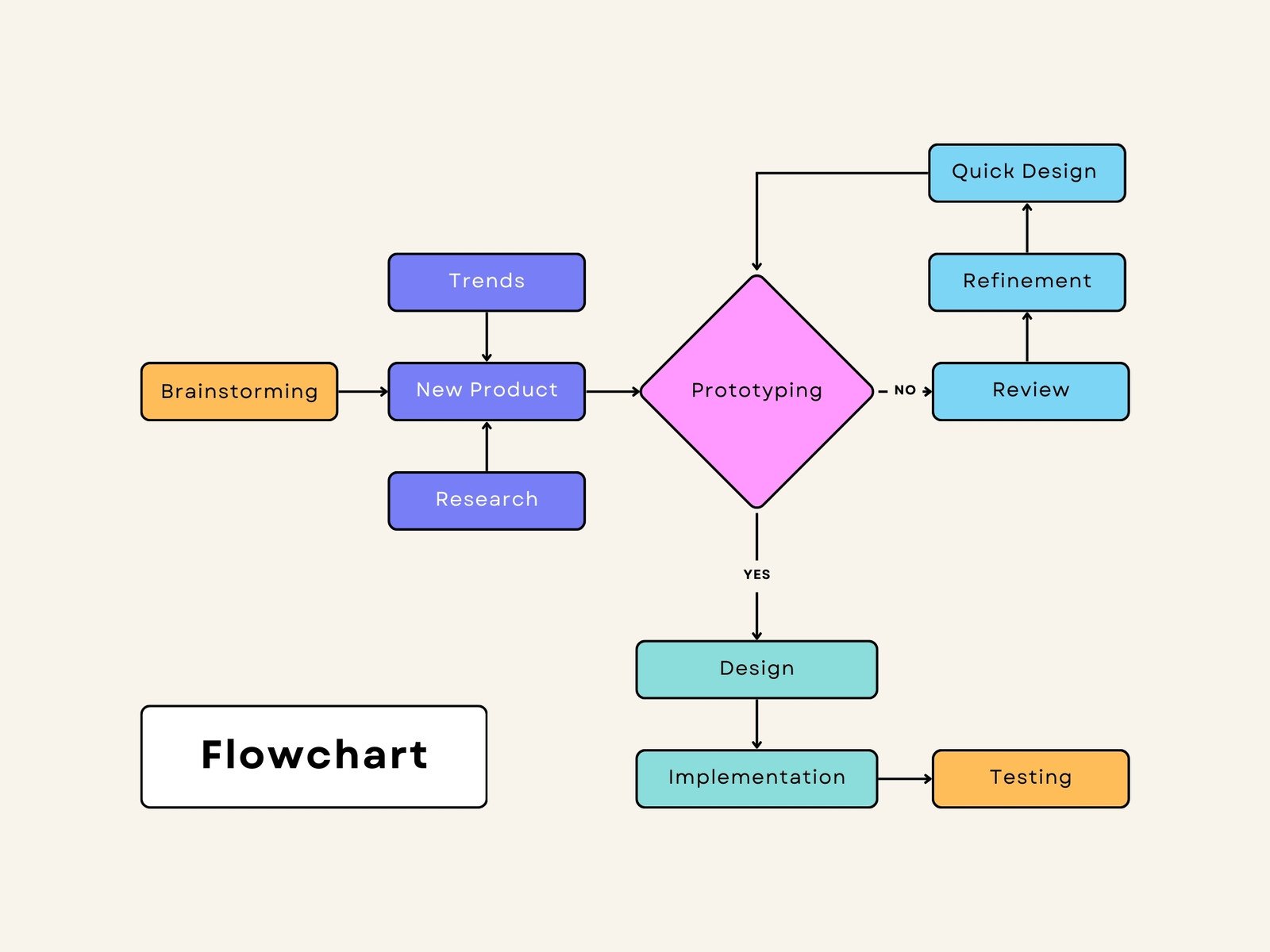
✅ Legend

* Desktop App: Native application installed on OS.
* Web App: Browser-based, accessible online.
* Hybrid (Electron/Tauri): Desktop apps built using web tech, packaged for OS platforms.

LAB EXERCISE:

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Flowchart Description (text-based, for visualization or drawing tools):



Explanation of Steps:

1. Start: The process begins when the user accesses the registration page.
2. Display Registration Form: The form is shown to the user.
3. User Inputs Details: The user enters information like name, email, and password.
4. Validate Inputs: Check if fields are filled correctly (e.g., email format, password strength).
5. Check if User Already Exists: Look in the database to avoid duplicate registrations.
6. Save User Data: If valid and new, save the user info in the database.
7. Display Messages: Show appropriate messages based on outcomes (error, success, or existing user).
8. End: Registration process is complete.

THEORY EXECISE:

-> Flowcharts are powerful tools in programming and system design because they provide a visual representation of a process or logic flow, making complex systems easier to understand and manage. Here are the key benefits:

1. Clear Visualization of Logic

Flowcharts show the step-by-step flow of control, decisions, and processes, helping developers and stakeholders quickly understand how a system works.

🔹 2. Simplifies Complex Processes

They break down complicated procedures into manageable components, making it easier to:

* Spot inefficiencies
* Optimize performance
* Debug logic

3. Enhances Problem Solving

When designing an algorithm or debugging, flowcharts help:

* Visualize different paths or outcomes
* Identify logical errors or missing steps

4. Supports Documentation

Flowcharts serve as excellent documentation tools, providing a visual reference for:

* Maintenance
* Training new team members
* Future updates

5. Encourages Logical Thinking

Designing a flowchart forces programmers to:

* Think about input/output conditions
* Plan decisions and loops in a structured way

✅ Use Cases in Programming

* Designing algorithms
* Mapping control structures (if-else, loops)
* Planning user interactions in UI/UX
* Representing system workflows