

# **Software engineering assignment**

## **1.Rework**

- Rework in software development project is to rewrite or make modification to the existing work.
- It is time consuming process and can improve efficiency.

## **2. Verification vs Validation**

### **Verification:**

- Verification is the process of checking that a software achieves its goal without any bugs.
- It can find the bugs in the early stage of the development.

### **Validation:**

- It is the process of checking developed software as per the customer requirements.
- It can only find the bugs that could not be found by the verification process.

## **3. Evolutionary model (prototype model)**

- The evolutionary software development model is based on the idea of rapidly developing a software from start with very raw specification and modifying this according to your software needs.
- It makes the versions on software in which requirements are added with each version. Each version inherits the best features from earlier versions. Each version is based upon feedback from user to produce a system which satisfies user's needs.

## **4. Requirement traceability matrix (RTM)**

- It is a document that maps and traces user requirement with test cases. It captures all requirements proposed by the client and requirement traceability in a single document, delivered at the conclusion of the Software development life cycle.
- The main purpose of Requirement Traceability Matrix is to validate that all requirements are checked via test cases such that no functionality is unchecked during Software testing.

## **5. Coding standards**

- A coding standard gives a uniform appearance to the codes written by different engineers. It improves readability, and maintainability of the code and it reduces complexity also.
- It helps in code reuse and helps to detect error easily. It promotes sound programming practices and increases efficiency of the programmers.