

Level 1 : Software Engineering Assignment

1. What is Software? What is Software Engineering?

Software:

Software is a set of instructions, data, or programs used to operate computers and perform specific tasks. It is the opposite of hardware, which is the physical aspect of a computer.

Software Engineering:

Software engineering is the application of engineering principles to the design, development, testing, and maintenance of software. It aims to create reliable, efficient, and scalable software systems within a structured process.

2. Explain Types of Software

There are **two main types of software**:

1. System Software:

- Controls and manages computer hardware.
- Examples: Operating Systems (Windows, Linux), Device Drivers.

2. Application Software:

- Helps users perform specific tasks.
- Examples: MS Word, Photoshop, web browsers, mobile apps.

Other types include:

- **Utility Software** (e.g., antivirus, disk cleaners)
 - **Programming Software** (e.g., compilers, editors)
 - **Embedded Software** (e.g., software in washing machines, ATMs)
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3. What is SDLC? Explain Each Phase of SDLC

SDLC (Software Development Life Cycle) is a process used to design, develop, test, and deploy software systems.

Phases of SDLC:

1. Requirement Gathering and Analysis:

- Understand what the user needs.
- Gather functional and non-functional requirements.

2. System Design:

- Create architecture and design of the software.
- Includes DFDs, ER diagrams, UI design.

3. Implementation (Coding):

- Developers write code in suitable programming languages.

4. Testing:

- Test software for bugs and errors.
- Includes unit testing, integration testing, system testing.

5. Deployment:

- Software is installed on user systems or released online.

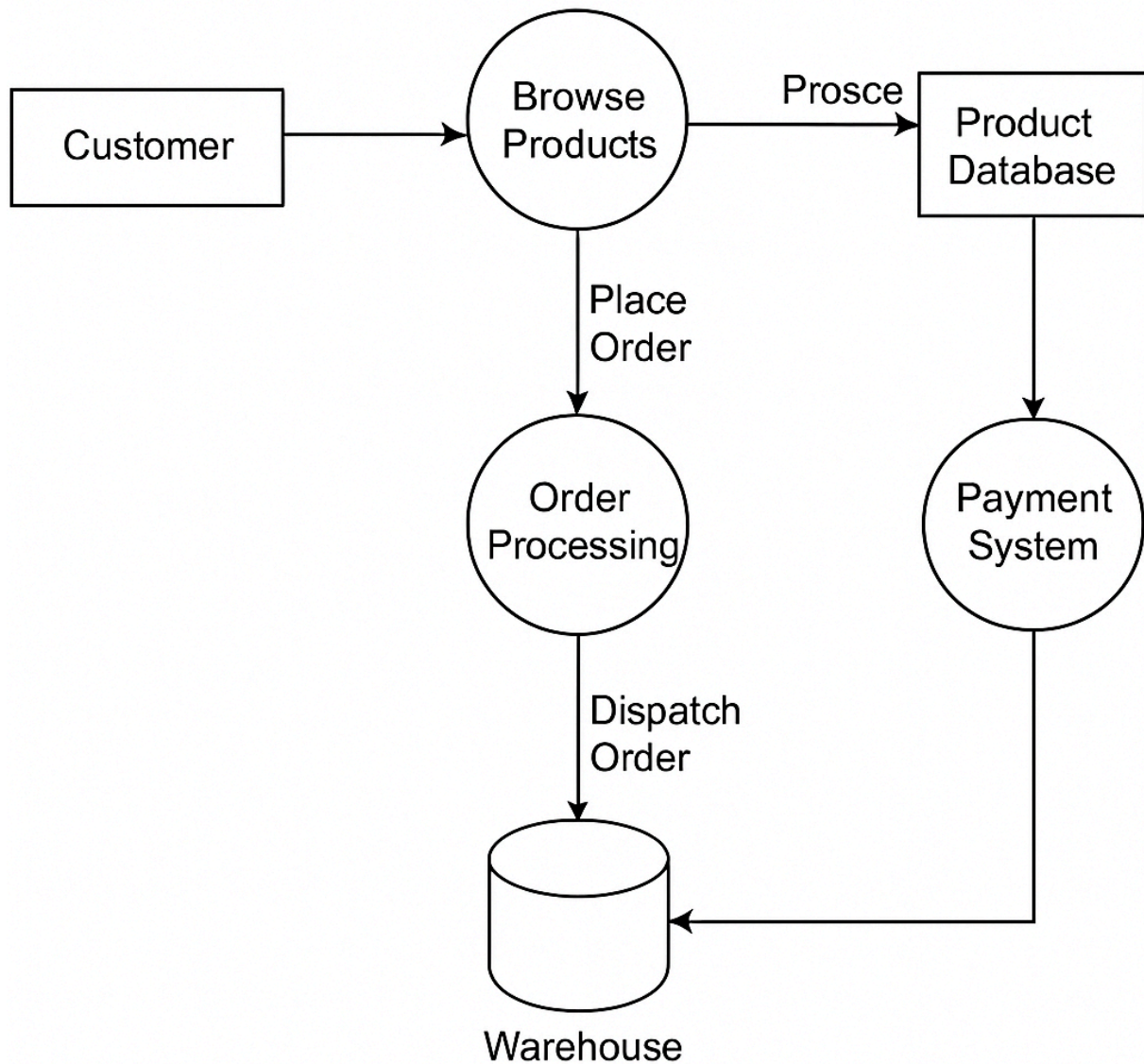
6. Maintenance:

- Regular updates, bug fixing, and improvements after deployment.

4. What is DFD? Create a DFD Diagram on Flipkart

DFD (Data Flow Diagram):

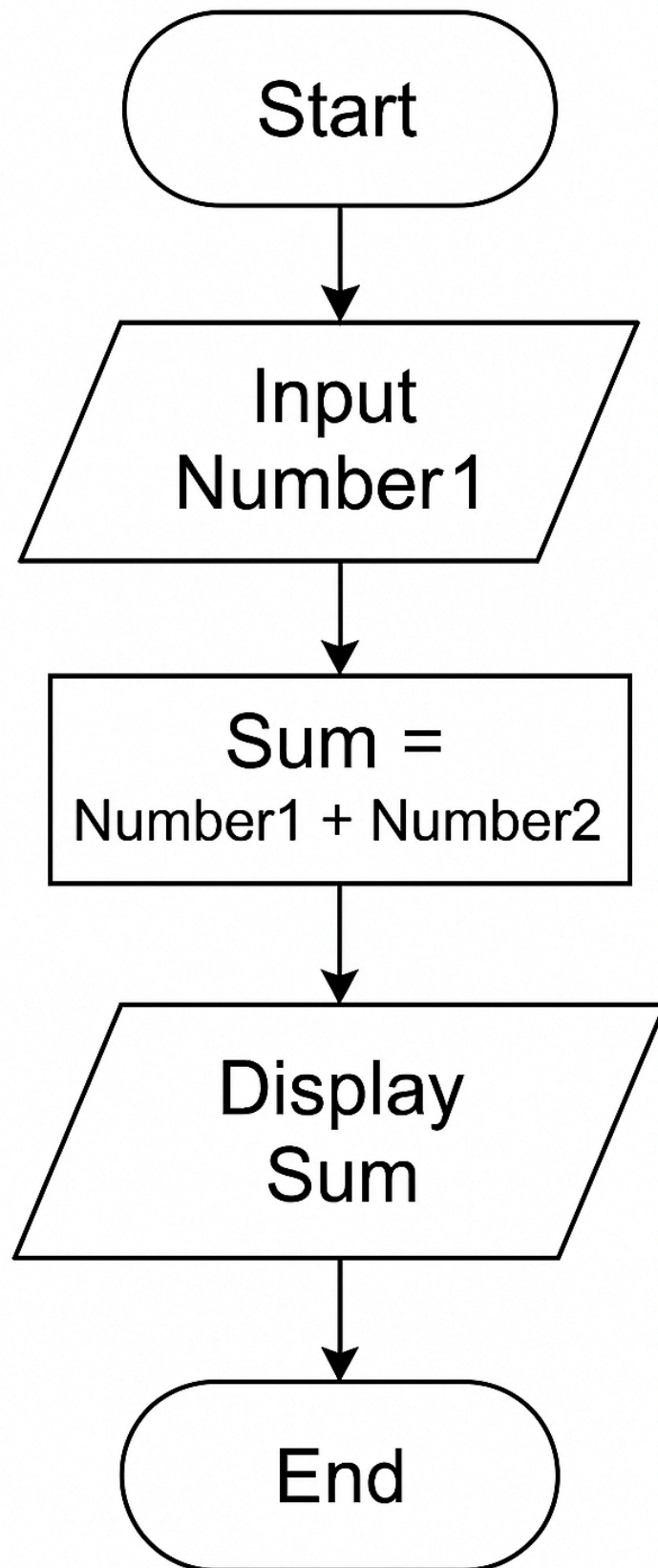
It is a graphical representation of the flow of data in a system. It shows how data is processed by a system in terms of inputs and outputs.



5. What is Flowchart? Create a Flowchart to Make Addition of Two Numbers

Flowchart:

A flowchart is a diagrammatic representation of an algorithm or process. It uses symbols like ovals (start/end), parallelograms (input/output), rectangles (process), and arrows (flow direction).



6. What is Use Case Diagram? Create a Use Case on Bill Payment on Paytm

Use Case Diagram:

A use case diagram shows the interactions between users (actors) and the system. It describes the functionalities of a system from a user perspective.

Bill Payment on Paytm

