

Q1) describe all software models with suitable diagram and examples.

⇒ software development

life cycle → structure, development companies and different phases.

phases work in top to down implying that the phase get input from the previous phase and segregate to its intermediates product work product available.

i) preliminary investigation ⇒

* problem statement via the problem and understand the and the required system.

+ consider whenever the people will be

- cat effects from business point of view and with it can develop from within existing classi considered
- * The output whether new system should be developed or not

2) Software Analysis

This phase studies the problem and requirements of software in detail. The requirement are recognized during the software development.

- After analysing the requirements of the user analysis the user analysing the requirements of the user a requirement known as softw requirement specification (SRS) is developed. It includes developing plans that direction the activities to be performed.
- During the project and as follows configuration management plans repeat and rescheduling and the quality assurance plans.

3) Software design

In this phase the requirement are given a define form. Design can design are a prev of efficiency and the required function

and the quality requirements of a system

- software design are a process base print ton the implementation and requirement in the software system.
- Each element as the analysis provides information that is requirement to create design model.
- The requirement specification of software together with data function and behaviour models provide a platform to the design base to met required functional & quality requirement of a system

4] Software coding

- This phase can be defined as a process of translating the software requirement into a programming language tools that are available
- writing through knowledge of programming language be its state
- Therefore it is important to choose the appropriate programming languages according to user requirement
- A good class program code is efficient it makes optimal by return and contains minimum error

- 5) software testing :-
- This testing is performed to ensure that software is the form, assume that software improves
 - Efficient testing improves
 - to achieve this software testing requires to do a thorough analysis of the software systematic manner
 - Test plan is created to test software in a planned and systematic
 - In addition software testing is done to ensure that software produce the correct output
 - This implies that output produced should be according to user requirement

6) software maintenance:-

- In these phase comprised of set of voltage engineering activities that goes after software is delivered to the.
- The object of software maintenance is to make software operational according to user requirement
- The need of software maintenance is to provide community of service. This means that Software maintenance fear an fixing error occurring for

or in compatibility of hardware or software.

- In addition it facilitates future and maintenance work to provide continuity of revise.
- This malise that software maintenance focus on fixing error recovering for fatigue such as hardware failure or in compatibility of hardware or software.
- In addition it facilitates future and maintenance work by modifying the software code and database used in the software.
- After the software is developed it may require changes
 - To make changes in software system. software and implement changes can also be ..
- Note that changes can also be forced on the software system because of changes in government regulation or changes in policies of the organisation various kinds of progress models are used for waterfall model, spiral model

• waterfall model

in waterfall model (also known as cycle model) the development of software products is linearly and sequentially from requirement analysis to design coding testing integration implementation and maintenance of these. This model is also known as linear sequential

model

1 waterfall model

In waterfall model also known as linear model the development of software product follows linearly and sequentially from requirement analysis to design, coding, testing, integration implementation and maintenance. This model is also known as linear sequential model.

- A) sysytem in Information engineering modeling \Rightarrow established the lexicon for the syntax known as compression base sysytem
- Hence it is essential to that sysytem.
 - A subset of requirement is allocated to the software interact with hardware
 - sysytem engeniering individually collecting requirements at the sysytem level the end one are collect at a level where all devisis.
 - regarding busines strategies are taken
- 5) Requirement analysis \Rightarrow focuses on the requirement of software which is to developed it determine the process that are incorporated driving the development of software.
- The phase levels interaction. This phase involved interaction between user and strucure engineering and produce a document known as software requirement specification (SRS)

Design \Rightarrow

- * determine the detailed pass of a requirement analysis.
- * it willer software requirement defined by the user and transforms them into a software sequential.
- * in this phase the employer it on finding a solution to the problem defined in the requirement analysed phase.
- * The software engineer in the pass is mainly concern with the data created algorithm and integrate & user interface.

Coding \Rightarrow

- * emphasizes on translation of design into a programming language this coding style and guideline.
- * The problem credit should be easy early to read and understand.
- * All the present written documented according to the specification.

Testing \Rightarrow

- * ensure that the produce is developed according to the requirement of the user.
- * testing is performed to verify that the product is functioning efficiently with minimum error.

* it focuses on the statement bases and ensure that all the statements have been exercised (testcell)

e) Implementation =>

maintenance : deliver fully functioning operation software to the user. One the software as accepted tested and developed at the statements as errors due to testing change in environment

- the changes occurs due to changing requirement of the user and the change arising in the arising in the data of technology
- this phases because of modifying according errors and improving the performance of the software

2) prototyping model:

A prototyping model is applied when there is an effort of detail information of inform action

regarding in input and output requirement in the software prototyping model is displayed on the assumption that different phase by allowing to user interface experiment with working

representation of the product prototype

1] requirement gathering \Rightarrow

a analysis prototyping model begins with requirement analysis and requirement analysis and requirement of the ecosystem are detailed in detail.

the user is informed to know the requirement of the system

2] quick design \Rightarrow

* when requirement are known & primarily design or a quick design created.

• it is not a detailed design however includes the important aspects of the ecosystem to the user

* quick design helps in developing the prototype

3] build prototype:

• information gathered from quick design is modified to form a prototype.

• the first prototype of the required system is developed from quick design

4] Assessment or website ↗

- * evaluation * next the prospect user team presented to the user for confirmation as a part of development process.
- * the user thoroughly evaluates the prototype and reviews its strength and weakness such as what is to be added or removed
- * comment suggestions are collected from users and are provided to the developer

5] prototype refinement:

- * once the user evaluated prototype is refined according to the requirement
- * the developer reviews the prototype to make it more effective and efficient according to the user requirement
- * the new prototype is created in the same manner as the previous prototype
- * this modified by the user are met. once the user is satisfied with the developed prototype a final user team is developed by on the prototype

6] inner product ↗

once the requirement are completely known and accept the final prototype if the final user team is thoroughly evaluate and test followed by

routine maintenance on continuing. said to prevent
charge rule by turns and to minimize
downtime

3.] spiral model

1. in 1980 Boehm introduce a process
called known as spiral model
2. it comprises of activities organised
in a spiral which has many stages
3. A mold of the software developed
process in which the constraint activity typically
requirement analyse primarily and defined
design coding interactively until the software
is complete
4. the objective of spiral model is to
emphas management to decide re.
re-evaluate bent on the software
project
5. each cycle of the flask quantum co-mmer
with identifying the quare for that
cycle in addition it determine.

The availability principle of
security states that the resources
should be available to the authorised
person at all times.

for ex) info. be blocker of intention
action on unauthorise person

said. an authorised user x may no be able to contact server y, this leads to an instruction attack. instruction attack coulds the availability of resources in danger.

o difficult and legal issues.

- difficult issues in the security system are classified into following categories
- ① privacy - it deals with individual rights to excess the personal information.
 - ② accuracy - it deals with the responsibility of authentication fidelity and accuracy of information.
 - ③ property - it deals with the owner of information.
 - ④ accessibility - it deals with what information thus an organisation can collect.

* security mechanism

on the basis of network security factor the security mechanism classified two measure categories pervsely mechanism. perpective security mechanism

mechanism. The may be in corporate info appropriate, protocol layer in-order to provide some of the OSI security services

Denial of service attack mains and attend to prevent authorise user from excessing some services which they are eligible for. For example an unauthorised user mean send to many request to the server by using some random user id and passwords in with succession. and because of this too many request in do the the network may get slow down or other authorised user cannot excess the network in time. The to make a network suffer these type of attacks are more. this is known as denial of service.

The difference between active attack and passive attack

active attack

- ① active attack are base of modification of provisional message
- ② The contents of provisional message are modified
- ③ The active attacks are easy to detect
- ④ active attacks are hard to protect

passive attack

- ① passive attacks the attacker a seach the message only.
- ② There is no modification in provisional message
- ③ are hard to detect.
- ④ very to prevent.

⑤ active vestax are
malicious attacker,
modification attacker,
device service.

release to message
the respectively easy
to traffic analysis

* Security services * (principle)

it is the important term
in network security. OSI architecture. Security
principals are the building block to identify
the types of attack solution for attacks.
these are the set of standard that are
designed to minimize the vulnerability
of and services to attackers to may
update on unauthorise devices to sensitive
and important data don't use a.
in ~~are~~ there are different security
services.

①

The confidentiality principle of
security state that only intendend
sender and receiver should be able
to express message. if an unauthorised
person gets access ~~the~~ to this message
the confidentiality gets compromise.
for example =

User A want to send a
message to user B and A the
same want someone else to get

excess to this message but if user some one gets excess to these message, which is not desired then the purpose confidentiality to gets take there need to intercept that is if user c excess the negotiate message for email send by user a to user b, without permission of A and B then it is called intercept and it causes loss of confidence.

② authentication

The authentication principle of security establish to of identify it ensure that origin of document for electronic message is correctly identified.

For example, suppose user z send a message to user y and user send post or user x. while sending message to user y now output user y know that message from. 111 ASCII and not from x. these leads to the fabricate attacks.

The attacker can act as user x and sends front request from x account to a bank. Now bank will transfer the fund.

as requested from x account to account
y, (attacker)

now - y, may again send the fund transfer request to the bank as if he is account x. so bank may transfer the fund once again from account x to account y. in absence proper authentication mechanism.

* integrating attack *

integrating the principle of security states that the message should not be altered we can say that when a contained of the message change after sender sends it, but before it reaches to the receiver or intended receiver if someone else make changes then integrating of message is lost

for ex suppose user x send a message to user y and attacker z some how gets a copy to these message and changes the contained of message and the sending to user y but officially user x and user y does not have any idea that the contained of message has been altered these attack is known as loss of message

• Integrating

* non-Repudiations

non-Repudiation of network security does not allow the sender of the message to repudiate the name of non-sending that message.

There are some situations when user send the message and denial refutes that he or she did not send that message.

for ex:- user x. send request to bank. for fund transfer over the internet after the bank performs fund transfer bank on, user x request user x. can not prove that he had never send fund transfer request to bank.

These principle of security defies such possibilities of denied something after having done it.

② excess control \Rightarrow

excess control principle of security determines we should be able to access thought.

i.e. we can specify that what user can access which functions.

for example

we can specify that user x can view the data base records user y can view and update the database record and user z can perform all the action on database record. these principal is broadly divided two areas role management and rule management.

where role management concentrates on user side

which user can do thought and rule management concentrates on the resource side i.e which resources is available.

excess control just is a subset of the excess control module.

Digital signature \Rightarrow

it provides some major security feature like data is attach with cryptographic transformation of a data unit that allows the receiver of data to prove the authenticate source and integrity of data is also protects against some sort of attacks.

* Excess control \Rightarrow

it provides some excess rights to resources.

* Data integrity \Rightarrow

+ it a variety of mechanism are to assure that the integrity of data unit or stream of data is maintained.

+ authentication

authentication mechanism of extend.

by means of intermission exchange.

traffic padding \Rightarrow

it is a mechanism in which the loss of data and will be restored and then there is gap between

datastream due to loss of the data it will be overcome

* Routing control \Rightarrow

it enables a selection of a particular physically secure router for certain data. It allows the some routing changes especially when the data security is suspended. In this situation it is the use of trusted heared parity access to ensure certain properties of data exchange.

* Data in cyberspace

In these mechanism we can use certain mathematical algorithm to transfer the data into a form in which data is not easily readable. The transformation or securing of data depends on mathematical algorithm which is used for maintaining security of data.

* Comprehensive security mechanism \Rightarrow

In these mechanism, there are different methods that are not specific to any (OSI) security service. The mechanism are listed as below trusted functionality in these mechanism you can establish some security policy.

for securing the data while transmitting over the networks

① security labbed =

in these mechanism the marking is placed to the resources are maintained we use different security attributes for that resources,

* event detection

is a mechanism that includes security regulated event

* security recovery

it deals with the request from mechanism such as event handling management function etc and takes some recovery action.

* symmetric key model =

The one broadly contains the five important components for encoding the plain text using a certain algorithm and a secretly to convert into cipher text the cipher text can be decoded i.e. converted again into plain text using decoding algorithm the components are

- ① plane text
- ② encryption algorithm
- ③ secret key
- ④ cipher text
- ⑤ decryption algorithm

⑥ plane text =

There is original message or data which is feed into the algorithm i.e. encryption algorithm as an input. The encryption algorithm performs various substitution and transformation on the plane text and it use the encrypted data, i.e. cipher text.

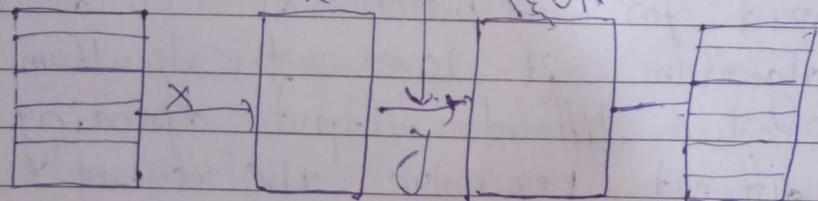
It may use one or more secret keys.

⑦ secret key =

is a value which is independent of plane text and which is use as an input for incopution as well as decryption algorithm. It makes the algorithm to produce different output depending on different key value. The secret key is require for substitution and transformation techniques to convert a plane text into cipher text.

① Encryption algorithm
 this is a scrambled message produce as produce as output as a result of encryption if depends on plain text and the secret key for a given message two different keys will produce two different cyphertext the cyphertext is apparently random stream of data and it is not easily understandable.

② Decryption algorithms
 decryption algorithm is exactly the encryption algorithm run in reverse. it takes cyphertext as an input as well as secret key to produce original plain text message. a typical symmetric cipher model can be shown as



plain text	Encryption Algorithm $y = e(K x)$	decryption Algorithm $x = d(K y)$	plain text
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Cryptography \Rightarrow

Cryptography is a technique for achieving the security by converting - encoding the plain text message, into a non-readable format. Hence cryptography is responsible for achieving the security of data. In simple words, we can say that cryptography is a science of creating code for achieving the security of information. Cryptography is a very old technique in which some secret code is being performed for achieving the security of plain text. For any kind of crackers to make it responsible for the data violation, data telecommunication system cryptography is necessary when you're communicating over some untrusted medium like internet. There are five primary function of cryptography.

- ① Confidentiality or privacy
It ensures that no one can access the data except the trusted ones.
- ② Authentication \Rightarrow It is the process of providing some security identity to the user of length of system.