Module - 1 (SDLC)

1. What is Software?

Software is a set of instructions, data, or programs used to operate a computer and execute specific tasks. In simpler terms, software tells a computer how to function. It’s a generic term used to refer to applications, scripts, and programs that run on devices such as PCs, mobile phones, tablets, and other smart devices. Software contrasts with hardware, which is the physical aspects of a computer that perform the work.

2. What are the types of Applications?

Three Types of Apps: **Native, Hybrid, and Web**.

3. What is programming?

There are countless definitions of what computer programming is, but here is mine.

**“Programming is how *you* get computers to solve problems.”**

There are two key phrases here that are important:

* **You**: without the programmer (you), the computer is useless. It does what **you** tell it to do.
* **Solve problems**: computers are tools. They are complex tools, admittedly, but they are not mysterious or magical: they exist to make tasks easier.

4. What is programming?

Python is an interpreted, object-oriented, high-level programming language with dynamic semantics. Its high-level built in data structures, combined with dynamic typing and dynamic binding, make it very attractive for Rapid Application Development, as well as for use as a scripting or glue language to connect existing components together. Python's simple, easy to learn syntax emphasizes readability and therefore reduces the cost of program maintenance. Python supports modules and packages, which encourages program modularity and code reuse. The Python interpreter and the extensive standard library are available in source or binary form without charge for all major platforms, and can be freely distributed.