

Date: 19/12/2021

Day: (M) (T) (W) (T) (F) (S)

Software is a set of instructions, data or programs used to operate computers and execute specific tasks. They consist of instructions and data structure that manipulate data and show results.

S/O

(i)

Define Software and its various types:

Ans: Software is the instructions that when executed provide desired features, function and performance. They are the data structures that enable the programs to adequately manipulate information.

Types:-

- |  |                            |
|--|----------------------------|
| (1):- System Software                  | (2):- Application Software |
| (3):- Engineering Software             | (4):- Embedded Software    |
| (5):- Product Line Software            | (6):- Web Applications     |
| (7):- Artificial Intelligence Software |                            |

(ii)

Define Legacy Software?

Ans: Legacy Softwares were developed decades ago and have been continuously modified to meet changes in business requirements and computing platforms. These software must be enhanced to implement new business requirements.



(iii)

Define Software Engineering;

Ans: Software Engineering is the establishment and use of <sup>some</sup> sound engineering principles in order to obtain economically software that is reliable and works efficiently on real machines.

(iv)

Define process and its related activities.

Ans: A process is a collection of activities, actions and tasks that are performed when some work product is to be created.

An activity strives to complete the broad objective.

→ There are five related activities:-

(1). Communication

(2). Planning

(3). Modeling

(4). Construction

(5). Deployment.

(v)

How software engineering practices are conducted

Ans: They are conducted in four ways:-

(1). Understand the problem (communication and analysis)



- (i): Plan a software (modeling and software design)
- (ii): Carry out the plan (code generation).
- (iii): Examine the result for accuracy (testing and quality).

(vi)

Differentiate between Open-world computing, Net sourcing and open sourcing.

Ans. Open-world Computing: The rapid growth of wireless networking may soon lead to true pervasive, distributed computing. The challenge for software engineers is to develop the mobile phones, personal computers and enterprise systems that communicate over a vast networks.

• Net Sourcing: The world wide web rapidly becoming a computing engine as well as a content provider. The challenge for software engineers is to architect a simple application that provide benefit to targeted end user AND markets world-wide.

• Open Sourcing: a growing trend that results in distribution of source code for system applications so that many people can contribute to its development. The challenge for software engineers to build a source code that is self-descriptive.