ASSIGNMENT 1

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1. Specifying is to know what the system should do an its development constraints. One may use object oriented diagram to create an abstract representation of the software. Then create its functional and non functional requirements.

2. This is the process of developing a software by abiding with the rules and regulations of creating it.

3.Process are the set of activities whose aim is the development or evolution of software while models are structural represented process presented from a specific perspective. And tools are software systems that provide support for software process activities and are often used in method support.

4.Functional

Imperative

Logical

Symbolic

Machine code

Procedural paradigm

Object oriented paradigm

5.Software maintenance is costlier because it takes almost 60% of cost in developing it and 40% in testing and also one may need to upgrade it later, and it may also require some COTS products. So in this case it has accumulated much time and resources from the software developer.

6.functional requirements of a system are those activities expected of the software to perform while non functional requirements of a system are the requirements 7.A data dictionary is a collection, compilation or vocabulary and meaning of all data entries made when building a software

8.CASE(Computer Aided Software Engineering),COTS(Commercial off the shelf),CBSE(Component based software engineering),bespoke software is custom software

9.In iterative model one can meet up with the clients need in which he can get back to a particular stage even though it has been accomplished and also it has to be moving back and forth the specification,development and validation stage.it is less cost while in waterfall model one has to get done with a particular stage before moving to another and if there is a need of going back, one has to spend another time and resources and also it has to be from a scratch.

10.In waterfall model, one has to complete a whole stage before moving to another.so in any case if there is a need of going back, one has to throw out the stage away and start from a scratch in order to develop it again. Moving back and forth in waterfall is very costly, waste of time or almost impossible. Evolutionary model deals with this dis-advantages of waterfall in which one can build a halfway of what he wants to produce. Test it and see how it works before moving into developing the main software. At the same time, one can be able to make changes to his work. I.E moving back and forth the specification, development and testing stage.