Q-1 what is sdlc

# Ans- sdlc is a framework definding to task performed at each step in the software development process. palning , design develop and testing, and meet to high qulity product.

Q- 2 What is software testing?

# Ans- software testing is defined as activity to check the actual results match the expected results and sure that the software system is defect free.

Q-3 What is agile modal?

# Ans- agile modal is combination of itrerative and incremental process modal, in this projects modual by module will be developed till end of the project.

Q-4 write sdlc phase with basic introduction ?

Ans-1.requirements collection

1. Analysis
2. Design
3. Implementation
4. Testing
5. Maintenance

Q-5 Explain phases of the waterfall modal ?

Ans-Requiremnets collection- requirements must be frozen,

Requirements are very well documented,clear and fixed

Analysis- documented is very clear and fix

Design- all requiremnets and analysis clear and done.After design will start

Coding- developer are start coding after don’t go bake because cost and risk will be high

Testing -tesing team start to the testing and find the bug ,error.

Maintenance- easy to mange in this modal.

Q-6 Write phases of spiral modal ?

1. Palning
2. Initial requirments
3. Risk analysis
4. First prototype
5. Implementation
6. Testing
7. Customer evaluation

Q-7 Write agile manifesto principles ?

1. Individual and interaction
2. Working software
3. Customer collaboration
4. Responding to change.

Q-8 Explain working methodology of agile model and also write pros and cons

Ans- agile modal believes that every project needs to be handled differently and existing methods need to be tailored to best suit the project requirement.in agile the tasks are divide to time boxes o deliver specific features for a release.

Pros.

1. Resource requirement are minimum.
2. Promotes teamwork and cross training.
3. Functionality can be developed rapidly and demonstrated.
4. Suitable for fixed or changing requirements
5. Little or no planning required.
6. Easy to manage.
7. Give flexibility to developers.

Cons.

1. Not suitable for handling complex dependencies.
2. Customer are not clear, team can be driven in the wrong direction.
3. There is very high dependency, since there is minimum documentation generated.

Q.9 Draw use case on online shopping product using **COD**

|  |
| --- |
| open the online shopping app |
| Select the items |
| Item details |
| Buy now |
| Fill the address |
| Continue |
| Payment options |
| cash on delivery |
| Place order |
| Verification code |
| Conform order |
| Order successfully |
| Delivery by the date |

Ans

Q.10 Draw use case online bill payment system .

|  |
| --- |
| Open the phone pay |
| Recharged the bill payment |
| Electricity |
| Select e. company |
| Costumer number |
| Confirm |
| Show the costumer name &balance |
| Debit form option UPI |
| Pay bill options |
| UPI pin |
| Wait for pay |
| Online bill payment successfully done |

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Q.11 draw use case on online shopping product using payment gateway.

|  |
| --- |
| Open the online shopping |
| Select the item |
| Item details |
| Buy now |
| Fill the address |
| Continues |
| Payment options |
| Phone pay |
| Place order |
| Verification code |
| Conform order |
| Oder successful |
| Delivery by date |

Ans.

Q.12 what is SRS.

Ans. A software requirements specification is a complete description of the behavior of the system to be developed.

Q.13. what is oops.

Ans. Object -oriented programming language system identifying object and assigning responsibilities to these objects.

Q.14 write basic concepts of opps.

1. Class.
2. Object.
3. Encapsulation.
4. Inheritance.
5. Polymorphism.
6. Abstraction.

Q.14 what is object.

Ans. That is both data and function that operate on data are bundled as a unit called as object.

Q.15 what is class.

Ans. In an collection of data member(variables) and member function(process methods) with is behavior

Q.16 what is encapsulation.

Ans. Data hiding wrapping up of data into single unit

Private your data member or faction member

Q.16 what is inheritance.

Ans properties of parents class extends into child class.

Properties of super class extends into subclass.

Main purpose: reusabity, extensibility.

Q.17 what is polymorphism.

Ans, ability take one name having many or multiple from.

There are mainly 2 types

1, compile time.

2. run time