

Week-1

Software Quality Introduction



Qualityful Software

Creating software is not just about writing code —
it's about crafting a product that is **reliable**, **maintainable**, and **simple**.

The Key to Software Quality: Managing Complexity

“Complexity is the enemy of reliability.”

- Great software engineers **manage complexity** rather than avoid it.
- Simplicity makes the system **easier to understand, test, and improve**.
- Each feature should have a **clear purpose** — unnecessary layers or logic lead to confusion.

Good design reduces complexity.

Good progress keeps complexity in control.

Qualityful Software Principle: KISS

Keep It Simple, Stupid!

The KISS principle reminds developers to:

- Build only what's needed.
- Prefer **clarity over cleverness**.
- Use **simple architectures** and **straightforward logic**.
- Make sure anyone joining the project can **understand the code easily**.

Simplicity = Quality + Maintainability

Software Tools for Quality

Software quality depends on two main tools:

1 Design

- Good design ensures every component has a **defined role**.
- Focus on **modularity, reusability, and readability**.

2 Process

- Process means **structured and consistent steps** toward achieving quality.
- A clear process helps maintain **stability, discipline, and accountability**.
- Following a well-defined process prevents **confusion and major failures**.
- Continuous review and feedback within the process keep the project **aligned with its goals**.

The Team Key: No Surprises

A qualityful software team follows the “No Surprises” rule:

- Everyone knows what’s happening.
- Communication is open and regular.
- No hidden changes, no secret assumptions.
- Transparency builds **trust** and **accountability**.

| A team without surprises is a team that delivers.

Conclusion

Building **qualityful software** means:

- Managing complexity with clear structure.
- Keeping everything simple through KISS.
- Using design and progress as tools for excellence.
- Working as a transparent, surprise-free team.

Week-2

Software Process & Web Development

PHP + REST API

- Built 11 REST APIs for student management system project.
- Used **Bearer Token Authentication** for secure communication.
- **Database:** MySQL
- **Tools:** Postman

NGINX Configuration

- Nginx used as a high-performance web server and reverse proxy.
- Configured to serve the API and frontend together.
- Hosted API endpoints and tested via browser.

Software Process Overview

Software process defines **how software is developed** systematically through a structured framework.

Key Stages:

1. Requirements
2. Design
3. Implementation
4. Testing
5. Deployment
6. Maintenance

Agile Model

- Iterative and incremental model.
- Emphasizes **customer collaboration** and **adaptive planning**.
- Short development cycles called **sprints**.
- Continuous feedback and improvement.

Spiral Model

- Combines **iterative development** with **risk analysis**.
- Each phase includes:
 - Planning
 - Risk assessment
 - Engineering
 - Evaluation
- Suitable for **large, high-risk projects**.

Waterfall Model

- Sequential development process.
- Each phase must complete before the next begins.
- Ideal for **projects with well-defined requirements**.

Phases:

1. Requirements
2. Design
3. Implementation
4. Verification
5. Maintenance



Scrum Framework

- A subset of **Agile methodology**.
- Focused on small teams and sprints.
- Roles:
 - **Product Owner**
 - **Scrum Master**
 - **Development Team**
- Uses **daily standups** and **retrospectives**.

Agile vs Scrum

Agile is a broad philosophy or mindset that emphasizes flexibility, collaboration, and customer satisfaction through continuous delivery of valuable software. Scrum, on the other hand, is a specific framework within Agile that provides a structured approach to implementing Agile principles.

SE Rules Applied - Process

1 Divide and Conquer

- Break down complex systems into **manageable components**.
- Each module handles a **specific task**.

2 Single Responsibility Principle (SRP)

- Every class/module should have **only one reason to change**.
- Improves maintainability and reduces coupling.

Only Fools Rush In...

"We don't construct unless we know what to construct."

Meaning:

- Requirements and architecture/design must be clearly understood before coding begins.
- Prevents rework, cost overruns, and system inconsistencies.

Key Practices:

- Gather detailed **requirements**.
- Prepare **architecture diagrams**.
- Conduct **design reviews** before implementation.

Conclusion

- Successful software systems depend on **clear processes**.
- Applying **engineering principles** ensures quality and scalability.
- Combining **modern web technologies (PHP + REST + NGINX)** with **Agile frameworks** leads to efficient project delivery.

WEEK-3

 Laravel, Python, OOP & UML

What is Laravel?

Laravel is a PHP framework used for building web applications using the **MVC** (Model-View-Controller) architecture.

Features

- Elegant syntax
- Built-in authentication
- Routing and middleware
- ORM
- Blade templating engine

⚙️ Laravel Installation Steps

✂️ Step-by-Step

1. Install Composer

Download and install Composer

👉 <https://getcomposer.org>

2. Install Laravel via Composer

```
composer create-project laravel/laravel student-management
```

3. Run the Development Server

```
cd student-management  
php artisan serve
```

Visit → <http://127.0.0.1:8000>



What is ORM?

ORM (Object Relational Mapping) allows developers to interact with databases using objects instead of SQL queries.

In Laravel, this is done using Eloquent ORM.

◆ Example

```
// Model: App\Models\Admin  
$user = Admin::find(1);  
echo $admin->name;
```

Database Setup in Laravel

Configuration

1. Open `.env` file
2. Set database credentials:

```
DB_CONNECTION=mysql
DB_HOST=127.0.0.1
DB_PORT=3306
DB_DATABASE=student_db
DB_USERNAME=root
DB_PASSWORD=
```

3. Run migrations:

```
php artisan migrate
```


What is Python?

Python is a high-level, interpreted, and versatile programming language known for its simplicity and readability.

Features

- Open-source
- Object-oriented
- Large library support
- Cross-platform



Python Basic Example

```
# Simple Python Example
def greet(name):
    print(f"Hello, {name}!")

greet("Faiza")
```



Output:

```
Hello, Faiza!
```

OOP – Object-Oriented Programming

OOP organizes code into classes and objects.

◆ Core Concepts

- **Class** – Blueprint for objects
- **Object** – Instance of a class
- **Encapsulation** – Hiding internal details
- **Inheritance** – Reuse behavior from parent classes
- **Polymorphism** – Same interface, different behavior
- **Abstraction** – Simplify complex systems

OOP Example in Python

```
class Car:
    def __init__(self, brand, color):
        self.brand = brand
        self.color = color

    def drive(self):
        print(f"The {self.color} {self.brand} is driving!")

my_car = Car("Toyota", "Red")
my_car.drive()
```

◆ UML – Unified Modeling Language

UML is a standardized visual language used to model software systems.

🧩 Common UML Diagrams

- **Use Case Diagram** → shows system interactions
- **Class Diagram** → defines classes and relationships
- **Sequence Diagram** → shows message flow
- **Activity Diagram** → models workflow or process

Conclusion

- ✓ **Laravel** – Web framework for PHP
- ✓ **ORM** – Database interaction via objects
- ✓ **Database Setup** – Configure `.env` and run migrations
- ✓ **Python** – Simple, powerful programming language
- ✓ **OOP** – Organize code into reusable classes
- ✓ **UML** – Visual modeling tool for system design

Week-4

Software Design and OOP Concepts

1. Object-Oriented Programming (OOP) for Software Design

Object-Oriented Programming (OOP) is a programming paradigm based on the concept of objects. The key principles of OOP—Abstraction, Encapsulation, Inheritance, Polymorphism, and Composition—help structure complex systems effectively and align software design with real-world problems.

2. Requirements

Software requirements specify what the system should do. They include:

- **Functional Requirements:** Specific behavior or functions of the system (e.g., login, data processing).
- **Non-Functional Requirements:** Constraints or quality attributes (e.g., performance, security, scalability).
- **User Stories / Use Cases:** Requirements in the "Actor-Goal" format to capture how users interact with the system.

3. Abstraction and Inheritance

Abstraction:

- Hides internal implementation details and exposes only necessary interfaces.
- Helps reduce complexity and focus on essential features.

Example:

```
class Vehicle:  
    def start(self):  
        pass # Abstract method
```

Inheritance:

- Allows a class (subclass) to inherit attributes and methods from another class (superclass).
- Promotes code reuse and hierarchical relationships.

Example:

```
class Car(Vehicle):  
    def start(self):  
        print("Car engine started")
```

4. Encapsulation and Dependency Injection

Encapsulation:

- Restricts direct access to object data and exposes functionality via methods.
- Enhances security, maintainability, and reduces errors.

Example:

```
class BankAccount:
    def __init__(self, balance):
        self._balance = balance # Protected attribute

    def get_balance(self):
        return self._balance
```

Dependency Injection:

- Technique where dependencies are provided to a class rather than created inside it.
- Reduces tight coupling and improves testability.

Example:

```
class Service:  
    def __init__(self, repository):  
        self.repository = repository # Injected dependency
```

5. Polymorphism and Composition

Polymorphism:

- Allows objects of different classes to be treated as objects of a common superclass.
- Supports method overriding and dynamic behavior.

Example:

```
class Dog:
    def speak(self):
        return "Woof!"

class Cat:
    def speak(self):
        return "Meow!"

animals = [Dog(), Cat()]
for animal in animals:
    print(animal.speak())
```

Composition:

- Models "has-a" relationships where objects contain other objects.
- Promotes flexible design over inheritance when appropriate.

Example:

```
class Engine:
    pass

class Car:
    def __init__(self):
        self.engine = Engine()  # Composition
```


6. Software Requirements

- Define what system must do and its constraints.
- Serve as a guide for design, implementation, and testing.
- Can be documented as **user stories**, **use case diagrams**, or **requirement specifications**.

7. Software Testing

Software testing ensures that the system behaves as expected. Key points:

- **Unit Testing:** Tests individual functions or modules.
- **Integration Testing:** Ensures modules work together correctly.
- **System Testing:** Validates the entire system's functionality.
- **Regression Testing:** Ensures new changes do not break existing functionality.
- **Importance:** Catch bugs early, provide confidence in refactoring, and improve software reliability.

8. SOLID Principles

S - Single Responsibility Principle (SRP):

- A class should have only one reason to change.
- Improves maintainability and reduces complexity.

O - Open/Closed Principle (OCP):

- Classes should be open for extension but closed for modification.
- Enables adding new functionality without changing existing code.

L - Liskov Substitution Principle (LSP):

- Subclasses must be substitutable for their base class.
- Ensures consistent behavior and reduces bugs when using polymorphism.

I - Interface Segregation Principle (ISP):

- Clients should not be forced to depend on methods they do not use.
- Promotes focused, smaller interfaces.

D - Dependency Inversion Principle (DIP):

- High-level modules should not depend on low-level modules; both should depend on abstractions.
- Reduces tight coupling and increases flexibility.

9. Conclusion

OOP combined with proper requirements and testing ensures robust software design.

- **Abstraction & Inheritance:** Simplify and reuse code.
- **Encapsulation & DI:** Protect data and improve testability.
- **Polymorphism & Composition:** Enable flexible and dynamic behavior.
- **SOLID Principles:** Promote maintainable, scalable, and high-quality code.
- **Testing:** Validates that design and implementation meet the requirements.

Week-5

High-Level Programming, JavaScript & TypeScript

What Is a High-Level Programming Language?

- A high-level programming language is easy for humans to read and write.
- It hides complex machine-level details.
- Focus on *logic* rather than hardware.
- Examples: **Python, JavaScript, TypeScript, React.**

JavaScript (JS)

- JavaScript is a high-level, dynamic, interpreted language.
- Runs in all web browsers.
- Used to make webpages interactive.
- Used in frontend & backend (Node.js).

Pros & Cons: JavaScript

✓ Pros

- Easy to learn
- Works in every browser
- Huge community
- Fast development

✗ Cons

- No type safety
- Runtime errors
- Hard to maintain large projects

JavaScript Examples

1. Print a Message

```
console.log("Hello World!");
```

2. Add Two Numbers

```
let a = 5;  
let b = 10;  
console.log(a + b); // 15
```

3. Change HTML Text

```
document.getElementById("title").innerText = "Welcome!";
```

Build a To-Do App Using JavaScript

Basic Structure

HTML:

```
<input id="taskInput" placeholder="Add new task" />  
<button onclick="addTask()">Add</button>  
<ul id="taskList"></ul>
```

JavaScript:

```
function addTask() {  
  const input = document.getElementById("taskInput");  
  const task = input.value.trim();  
  if (!task) return;  
  
  const li = document.createElement("li");  
  li.textContent = task;  
  
  document.getElementById("taskList").appendChild(li);  
  input.value = "";  
}
```

TypeScript (TS)

- TypeScript is JavaScript with types.
- Created by Microsoft.
- Compiles to JavaScript.
- Helps catch errors early with type checking.

Pros & Cons: TypeScript

✓ Pros

- Type safety
- Cleaner, scalable code
- Better IDE support
- Great for large projects

✗ Cons

- Requires compilation
- Slightly harder to learn
- Extra setup needed

TypeScript Examples

1. Add Numbers with Types

```
function add(a: number, b: number): number {  
    return a + b;  
}
```

2. Define an Interface

```
interface User {  
    name: string;  
    age: number;  
}  
  
const person: User = {  
    name: "Faiza",  
    age: 25  
};
```

Build a To-Do App Using TypeScript

HTML:

```
<input id="taskInput" placeholder="Add new task" />  
<button id="addBtn">Add</button>  
<ul id="taskList"></ul>
```


TypeScript (compile to JS):

```
const input = document.getElementById("taskInput") as HTMLInputElement;
const addBtn = document.getElementById("addBtn") as HTMLButtonElement;
const list = document.getElementById("taskList") as HTMLUListElement;

function addTask(): void {
  const task: string = input.value.trim();
  if (!task) return;

  const li = document.createElement("li");
  li.textContent = task;

  list.appendChild(li);
  input.value = "";
}

addBtn.addEventListener("click", addTask);
```

JavaScript vs TypeScript

JavaScript → Dynamic typing

TypeScript → Static typing with defined types

JavaScript → Errors found at runtime

TypeScript → Errors caught during development/compilation

JavaScript → Easier for beginners

TypeScript → Moderate learning curve due to type system

JavaScript → Basic tools

TypeScript → Advanced IDE support and better developer tools

JavaScript → No compilation required

TypeScript → Must be compiled into JavaScript before running

Conclusion

- High-level languages make development easier.
- JavaScript is simple and flexible, great for beginners.
- TypeScript adds types for safer, scalable code.
- Both can build powerful apps like To-Do lists.

Week-6

React

What Is React?

- React is a JavaScript library for building user interfaces.
- Developed by Facebook (Meta).
- Based on components.
- Uses a virtual DOM to efficiently update UI.
- Allows fast, interactive web apps.

Why React? (Advantages)

Pros

- Component reusability
- Fast rendering (Virtual DOM)
- Strong community & ecosystem
- Easy integration with APIs
- Great for scalable apps

React Disadvantages

✗ Cons

- JSX learning curve
- Frequent library updates
- Not a full framework (needs external libraries)
- Setup can be complex for beginners

JavaScript vs TypeScript vs React

Key Differences:

1. JavaScript

- A programming language
- Dynamic typing
- Runs in browser directly

2. TypeScript

- Superset of JS
- Static typing
- Must compile to JS

3. React

- A UI library
- Uses JS/TS
- Builds interactive web apps

Simple React ToDo App Example

```
import { useState } from "react";

function App() {
  const [task, setTask] = useState("");
  const [list, setList] = useState([]);

  const addTask = () => {
    if (task.trim() === "") return;
    setList([...list, task]);
    setTask("");
  };
}
```

```
return (  
  <div>  
    <h2>React ToDo App</h2>  
    <input  
      value={task}  
      onChange={(e) => setTask(e.target.value)}  
      placeholder="Enter task"  
    />  
    <button onClick={addTask}>Add</button>  
  
    <ul>  
      {list.map((item, i) => (  
        <li key={i}>{item}</li>  
      ))}  
    </ul>  
  </div>  
>);  
}  
  
export default App;
```

Conclusion

- JavaScript = programming language
- TypeScript = JavaScript + types
- React = library for building UI
- React + JS/TS → powerful way to create modern web apps