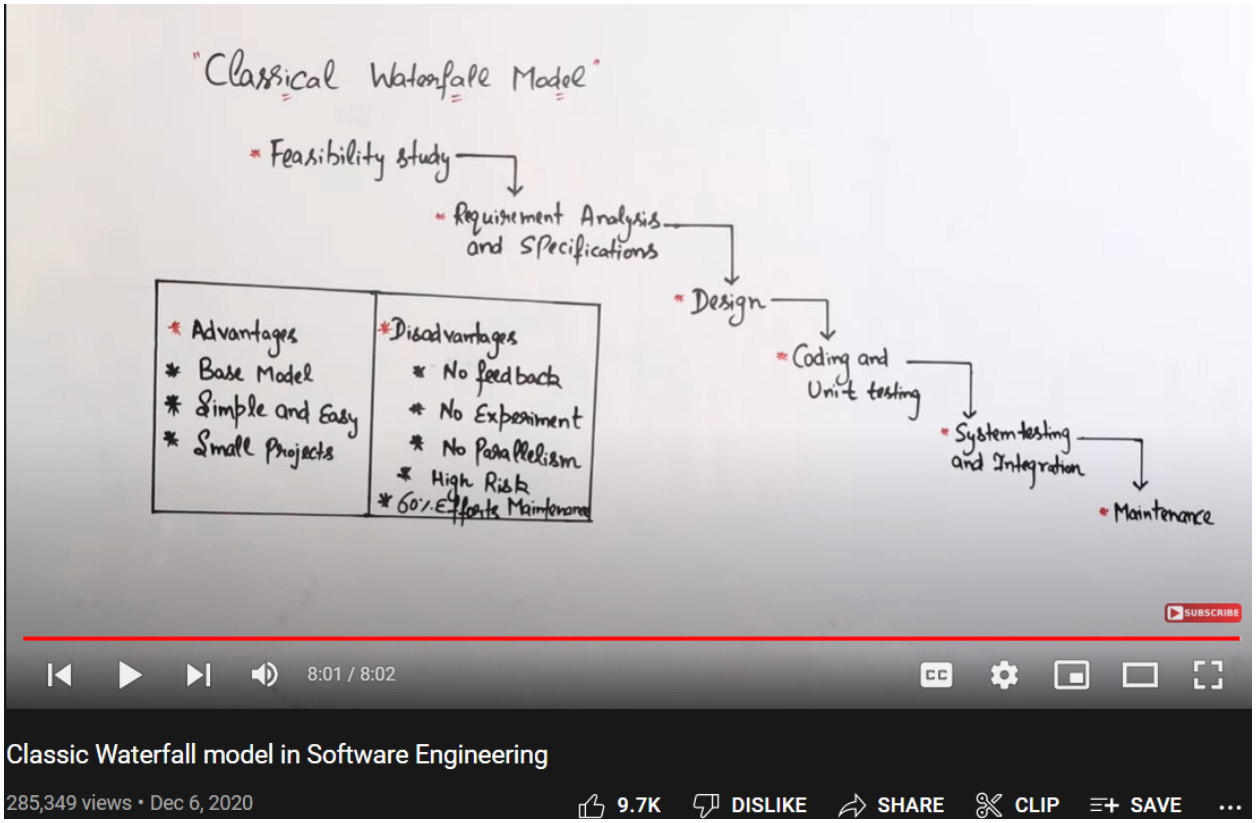
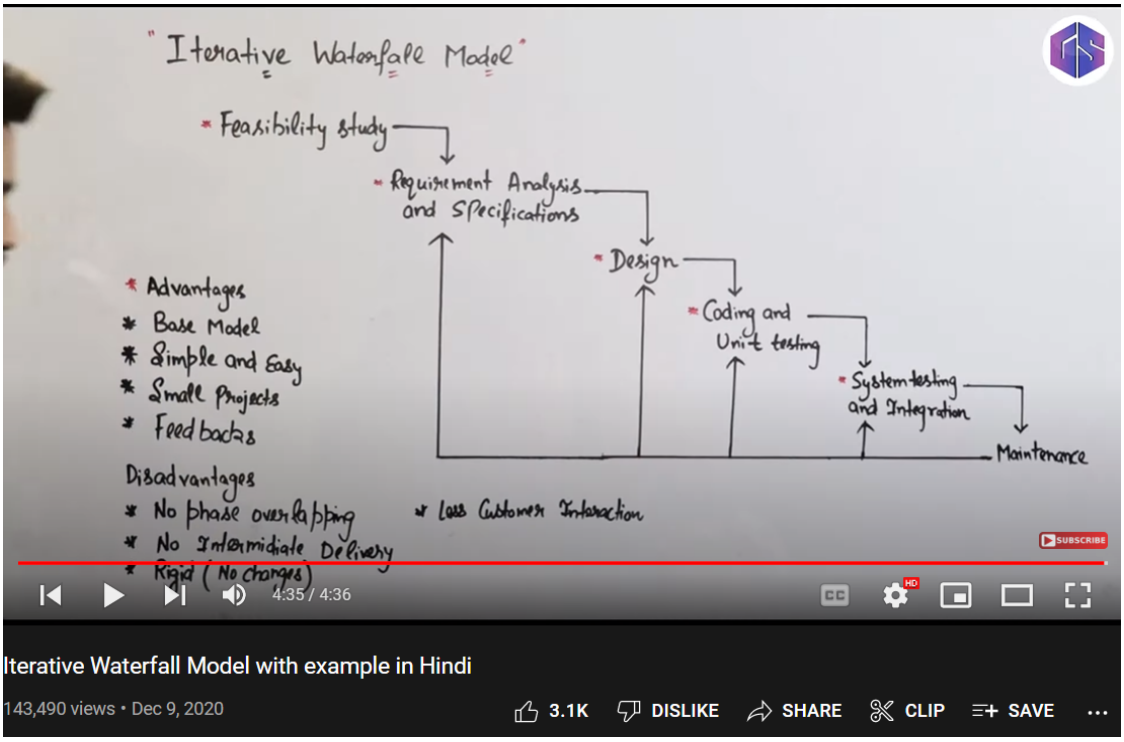
SE CHEAT SHEET

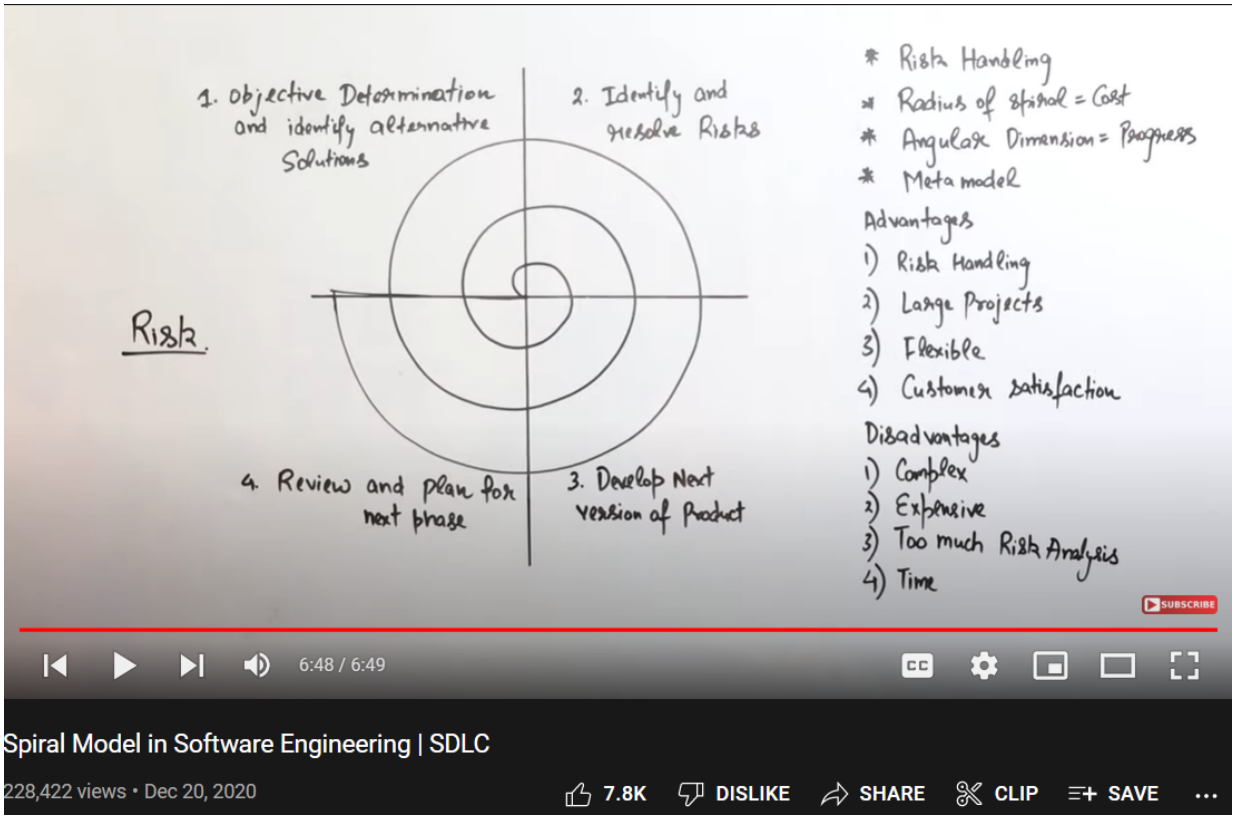
Classic waterfall model:



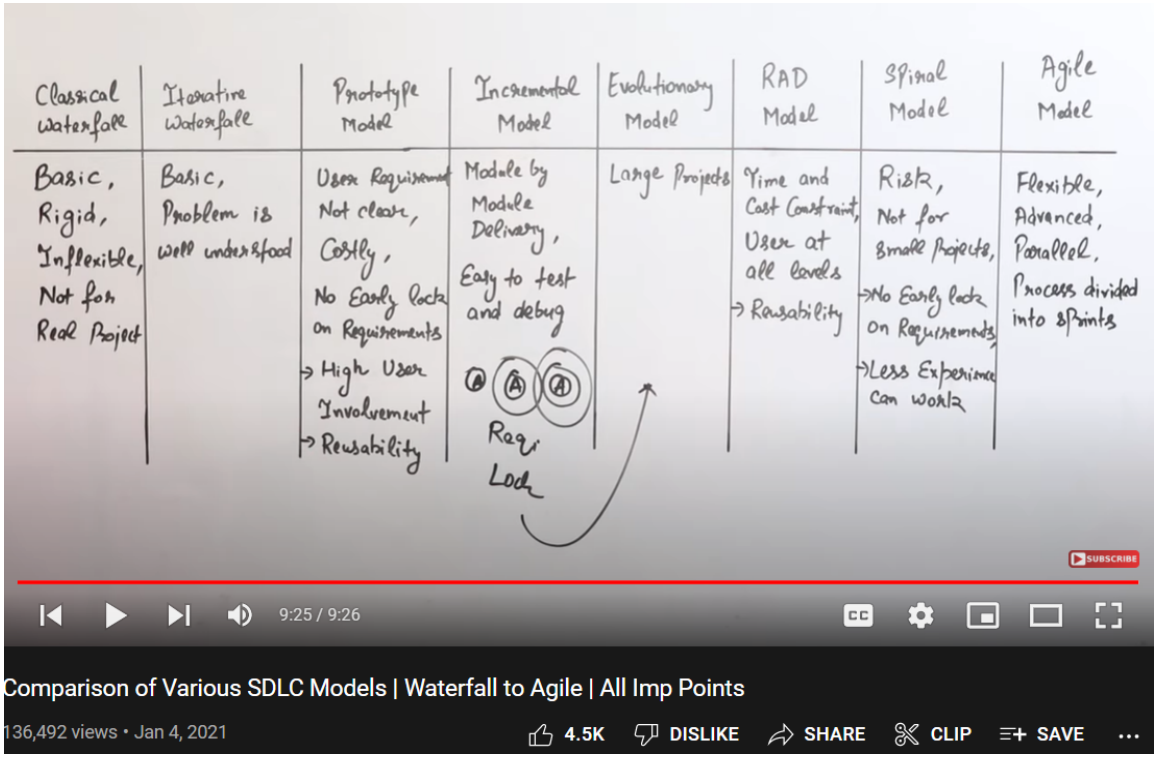
Iterative Waterfall Model:



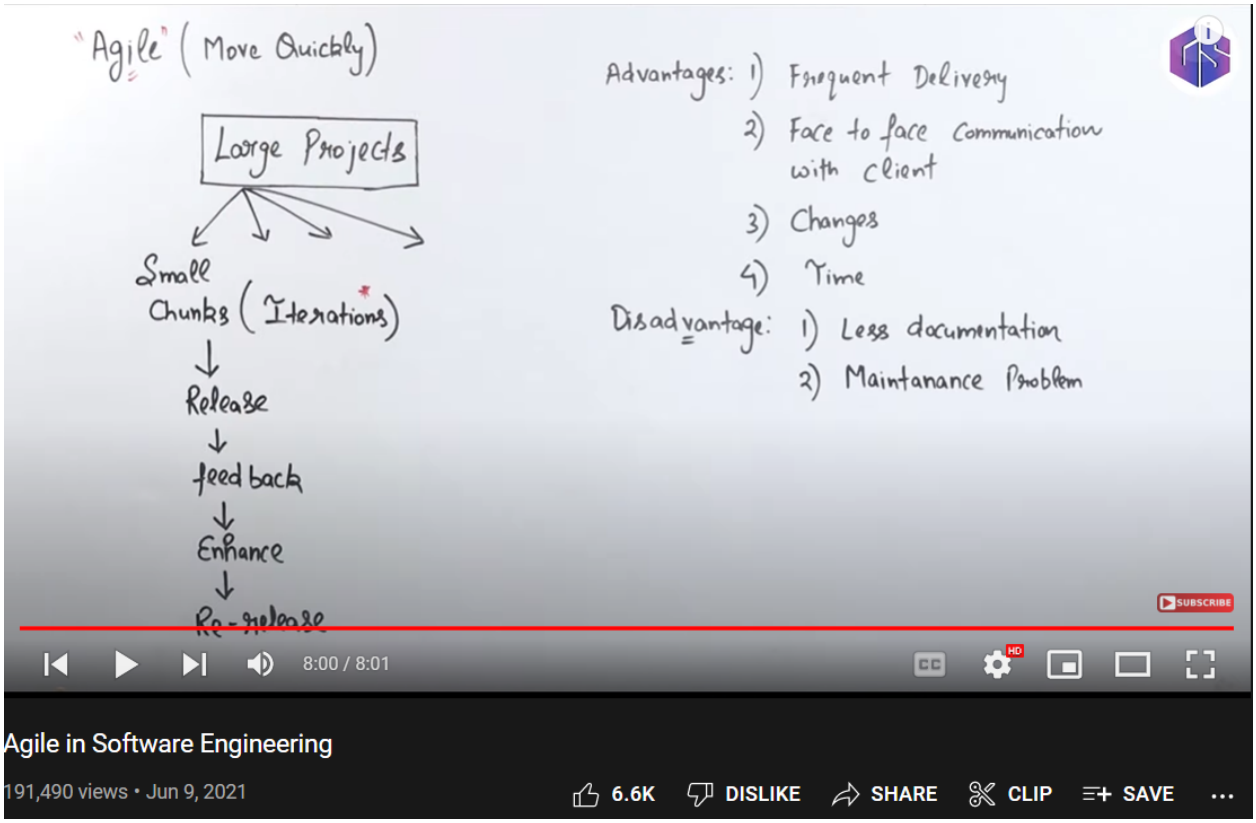
Spiral model:



Comparison between various models:



Agile model:



Software engineering is defined as a process of analyzing user requirements and then designing, building, and testing software applications which will satisfy those requirements.

Testing:

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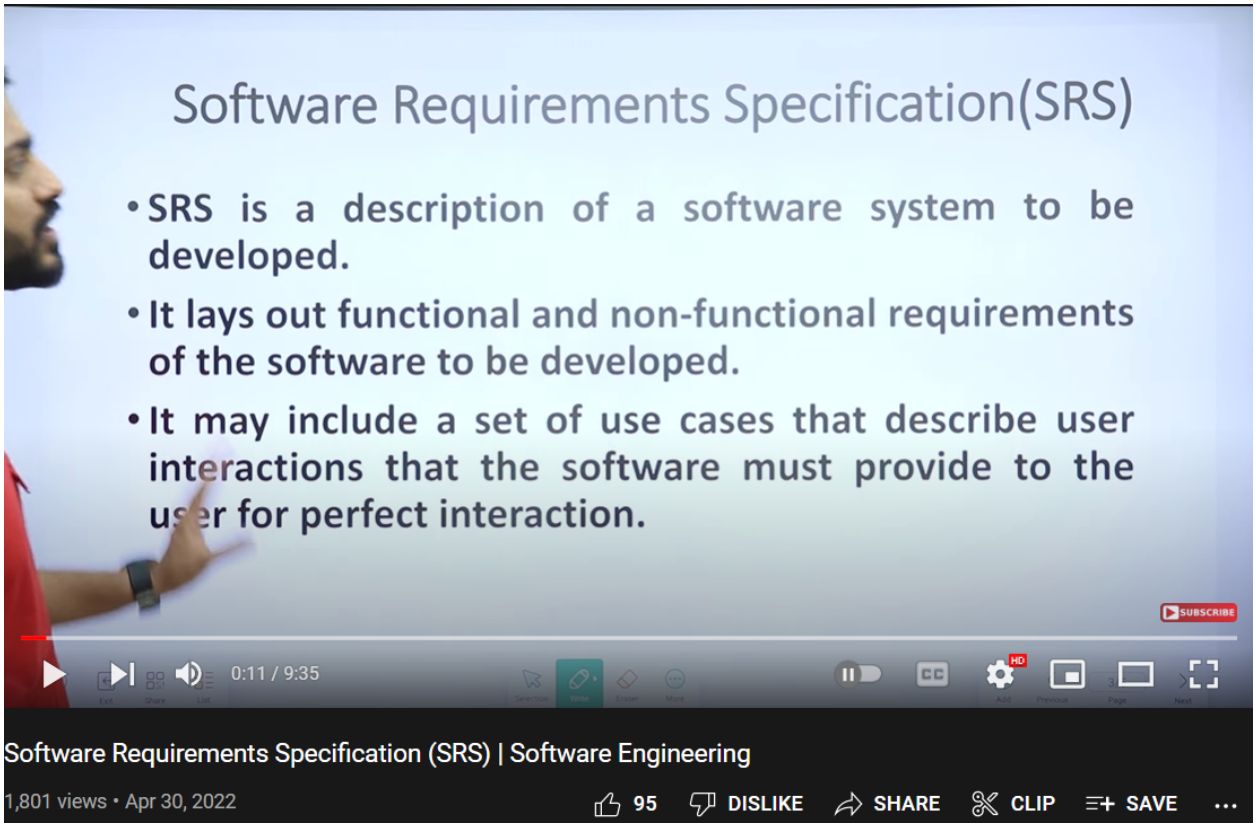
SRS:


Software Requirements Specification(SRS)
• SRS is a description of a software system to be developed.
• It lays out functional and non-functional requirements of the software to be developed.
• It may include a set of use cases that describe user interactions that the software must provide to the user for perfect interaction.
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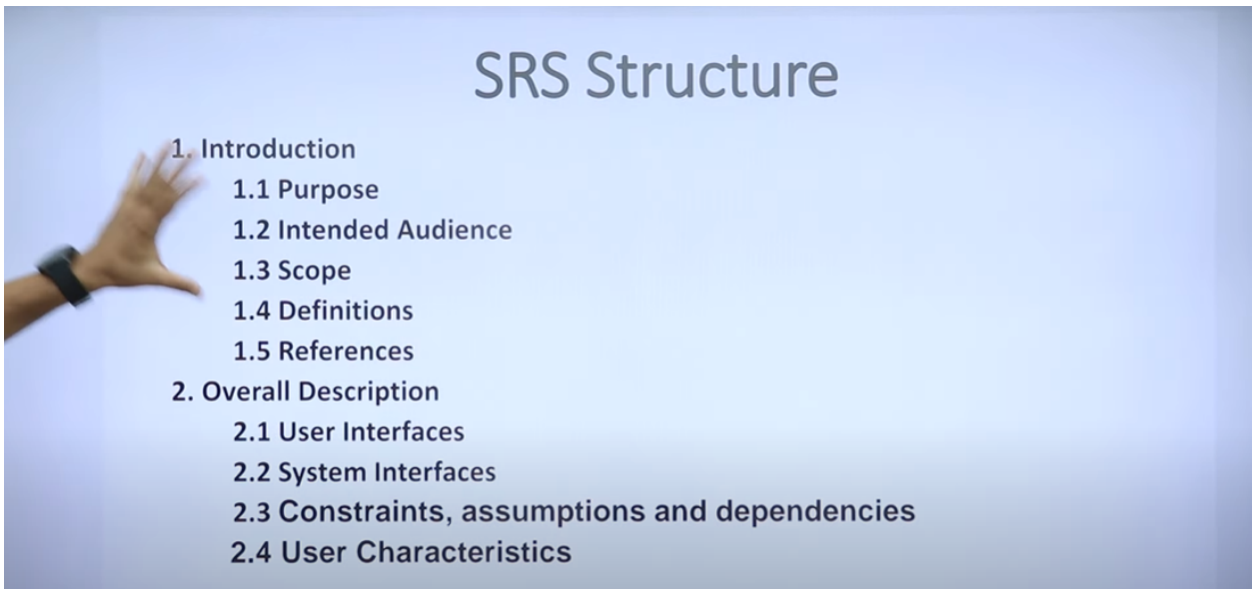
SRS Structure
1. Introduction
1.1 Purpose
1.2 Intended Audience
1.3 Scope
1.4 Definitions
1.5 References
2. Overall Description
2.1 User Interfaces
2.2 System Interfaces
2.3 Constraints, assumptions and dependencies
2.4 User Characteristics

UML Use Case Diagram:
UML Use Case Diagram Tutorial

Data Flow Diagram:
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