Assessment Test

1. Software is an instruction which help for executing certain tasks
2. Front-end technologies which helps the users for direct visual by ui design which is made using web design such as html, CSS, js and for web development we use angular.js, react.js

Middleware which connects with the UI design and the back-end (Db).

Back-end which basically means for stores the data in the data base.eg: MySQL, Mongo DB.

1. Project management tool which mainly used for managing the project. So, there are 3 to 4 different tools which we can use

* Azure DevOps
* JIRA

Mostly in all project management tool works similar way so

* Assigning the epic (name of the project)
* Tasks need to be done and what kind of task /ticket which they need to do and mostly the stages of the tickets, whether it’s in the to-do or whether it’s in the ready to dev stage.
* Later it moves to the code reviewer (check the code whether it’s good) later it moves to the QA testing and after the test cases are verified it UAT and after success approval from UAT it moves to deployment.
* After that the code is pushed to the GitHub/GitLab Repos. And push to the main dev branch.

1. GitHub/GitLab are called a Version control which helps the developers to upload the code t the Repo in the GitHub. If we created the repo and we can push code to the repository .so if there’s project I build by multiple developers then if one is one available then the other teammates can access the code for future update of the project.

* Git init
* Git status
* Git add ./git add “filename”
* Git log
* Git remote add origin “repository link”
* Git push origin master
* Git branch
* Git branch “branch name”
* Git checkout “branch name”

1. Software roles in a company. if it’s a hospital website then most common role must be

* User/patient
* Doctors
* Lab assistant
* Medical dep/pharmacy
* Ambulance (driver)
* Nurses

1. Waterfall Method and Agile Method are to types of SDLC methods

Mostly the method is based on the e-commerce websites.

* Waterfall method is based on the simple website so,
* Analysis
* Requirements
* UI-UX Design
* Development
* Testing
* Deployment

Agile model mainly based on the complex websites

* Analysis about the project
* Requirement needed to do the projects
* Moves to UI UX team
* Developer (moves to developer team and they will receive a developer link from the ui ux team and the developer can cross check the developer link and the requirements)
* QA testing (check all the test cases)
* UAT (check with the small testing)
* Deployment

There Is an iteration based on each module and there will be each sprint in 3 weeks and the main use of the agile model is that f there a new requ. or change we can easily change it because each iteration done with each module

1. REST API

API is a bridge between the front end and the bask end (server/cloud).If there is a request requested from the front-end and it goes through the API and it goes to the back-end and it needs to respond and based the response the front-end will receive the requested data/info.

* 200 status-successful
* 300-399-tempo
* 400-499-authorization issues
* 500 onwards – page not found

Basic Methods

* GET (requesting a data from the server)
* POST (uploading a data to the server)
* PUT (updating a certain data which is already the server)
* DELETE (deleting the saved data from the server)

1. Daily stand-up calls

* What we did day before
* What is the current status
* What will we do next

1. IDE (integrated development environment). As it said it usually help the developer to create the code with an ordered way or unique method. some of the IDE are the VS Code, Sublime, PyCharm. In IDE itself we can push the file in the terminal. Its more reliable and with some packages like live server.

VS Code there are many packages to make the coding easier to use.

* We can create new folder, file within the VS Code and we can open multiple terminal and run it.
* cd command is used in the terminal to change directory
* cd.. to go back to the previous folder

These are the basic use of the VS Code.

1. Individual or team player

If we are going with the individual there is a limit for the data which we can acquire and if we go with team some will have knowledge on something and someone has other so we always need to go with the teamwork for building a good project if we are not sharing the information which we have it is the flaw of team work.