Module-1 Overview of IT Industry

Q-1: Explain in your own words what a program is and how it functions.

- A program is a set of instructions.
- It's follow a sequence of instruction and execute it.

Q-2: What are the key steps involved in the programming process?

- 1. Planning
- 2. Write a code
- 3. Testing
- 4. Debugging
- 5. Documentation
- 6. Deployment
- 7. Maintenance

Q-3: What are the main differences between high-level and low-level programming languages?

• The main difference between high level and low level languages is that, Programmers can easily understand or interpret or compile the high level language in comparison of machine.

Q-4: Describe the roles of the client and server in web communication.

- Client role:
 - o Initiates requests
 - o Receives responses
- Server role:
 - Listens for requests
 - o Processes requests
 - Send responses

Q-5: Explain the function of the TCP/IP model and its layers.

- The TCP/IP model is a fundamental framework used for network communications, allowing different devices and networks to communicate with each other.
- Layers:
 - Application Layer: Provides interfaces and protocols for user communication
 - o Transport Layer: Ensures reliable data delivery
 - Network/Internet Layer: Manages logical addressing
 - Network Access Layer: Manages physical data transmission

Q-6: Explain Client Server Communication.

- Client-server communication is a model, where client send a request to a server over a network, and the server respond with a response.
- Client-server communication is based on a request-response messaging pattern.
 - o Request: Client sends a request to the server.
 - Process: Server processes the request and performs the necessary actions.
 - o Response: Server sends a response back to the client.
- A server may receive requests from many distinct clients in a short period. A computer can only perform a limited number of tasks at any moment.

Q-7: How does broadband differ from fiber-optic internet?

- Broadband is a general term for high-speed internet access, while fiber-optic internet is a specific type of broadband that uses fiber optic cables to transmit data.
- Fiber-optic offering significantly faster speeds and greater reliability compared to traditional broadband connections.
 - Technology: Broadband encompasses multiple technologies, while fiberoptic specifically uses light signals through fibers.
 - Speed: Fiber-optic generally offers much higher speeds compared to other broadband technologies.
 - Reliability: Fiber-optic is more reliable and less affected by external factors.
 - Coverage: Broadband is more widely available, but fiber-optic is expanding its reach.

Q-8: What are the differences between HTTP and HTTPS protocols?

- HTTP: Hyper Text Transfer Protocol
- HTTPS: Hyper Text Transfer Protocol Secure
- The primary difference between HTTP and HTTPS is that HTTPS is a secure version of HTTP.
- it encrypts data transmitted between a web server and a user's browser using SSL (Secure Sockets Layer) or TLS (Transport Layer Security).
- while HTTP sends data in plain text.
- HTTPS adds an extra layer of security to data transfer, making it essential for websites handling sensitive information.

Q-9: What is the role of encryption in securing applications?

- Encryption plays a crucial role in securing applications by transforming sensitive data into an unreadable format, preventing unauthorized access even if an attacker gains access to the data.
 - Data Confidentiality: Encryption ensures that only authorized users can access sensitive data.
 - Data Integrity: Encryption helps maintain the integrity of the data by ensuring that it has not been tampered with during transmission.
 - Authentication: Encryption can be used to verify the identity of users and devices.
 - Protection of Sensitive Information: Encryption protects sensitive information, such as personal data, etc..
 - Secure Communication: Encryption secures data exchanged between clients and servers.
 - Storage Security: Encryption also secures data at rest, meaning data stored on disks, databases, and other storage mediums.

Q-10: What is the difference between system software and application software?

- The main difference between system software and application software is that system software provides a platform for application software to run, while application software performs specific tasks for the user.
- System Software:
 - System software is the type of software that is the interface between application software and the system.
 - System Software maintains the system resources and gives the path for application software to run.
- Application Softwar:
 - Application software is the type of software that runs as per user request.
 It runs on the platform which is provided by system software.
 - o High-level languages are used to write the application software.

Q-11: What is the significance of modularity in software architecture?

- Modularity in software architecture is crucial as it allows developers to break down complex systems into smaller, independent units called modules.
- which significantly improves code organization, maintainability, reusability, and system flexibility by enabling easier development, testing, and updates to specific parts of the software without impacting the all system.

• Modularity refers to an organizing structure in which different components of a software system are divided into separate functional units.

Q-12: Why are layers important in software architecture?

- Layers are crucial in software architecture because they promote separation of concerns by dividing an application into distinct levels.
- Each with a specific responsibility, leading to more modular, maintainable, scalable, and easily testable code where changes in one layer don't significantly impact other layers, allowing for independent development and updates across different parts of the system.

Q-13: Explain the importance of a development environment in software production.

- A development environment is crucial in software production because it provides a safe and controlled space for developers to create, test, and debug code without impacting real users.
- Allowing them to experiment freely, identify issues early, and ultimately deliver higher quality software by ensuring functionality before deploying to a live production environment.
 - Consistency
 - Productivity
 - Debugging
 - Version Control
 - Simulating real-world scenarios

Q-14: What is the difference between source code and machine code?

- Source code is the human-readable code written by a programmer in a programming language.
- While machine code is the binary code that a computer directly understands and executes.
- Source code:
 - o Human-Readable
 - o Editable
 - o Portable
 - Abstract
- Machine code:
 - o Machine-Readable
 - Not Editable by Humans
 - o Platform-Specific
 - Detailed

Q-15: Why is version control important in software development?

- Version control is important in software development because it helps teams
 manage changes to code and files over time, and allows multiple developers to
 work on the same project simultaneously.
 - Collaboration: Version control allows developers to work together on a project
 - Conflict-free collaboration: Developers can commit and merge code without conflicts.
 - History tracking: Version control stores the history of changes and who made them.
 - o Faster development: Version control can lead to faster development.

Q-16: What are the benefits of using Github for students?

- Learning resources: The GitHub Student Developer Pack provides students with access to premium tools, services, and resources for software development. This includes a free GitHub Pro account, domain name and hosting, cloud service credits, and learning resources.
- Collaboration: GitHub allows students to collaborate with others on projects in private repositories. Students can also control who can see their work.
- Portfolio building: Students can use GitHub to build a portfolio that showcases their real-world experience.
- Project management: GitHub's project management features can help with smooth project management.
- Communication: GitHub's unified platform can improve communication and enhance project management.
- Mentoring: Senior developers can mentor their younger counterparts on the same project

Q-17: What are the differences between open-source and proprietary software?

- Open-source software allows users to access and modify its source code freely, meaning anyone can view, change, and distribute it. Ex. Linux, Firefox, Apache web server.
- While proprietary software is owned by a company or individual, restricting
 access to the source code and limiting how users can modify or distribute it. Ex.
 Microsoft Windows, Adobe Photoshop, macOS.
- Essentially, open-source software is publicly available and collaborative.
- While proprietary software is controlled and licensed by its owner.

- Source code access: Open-source software has publicly available source code, whereas proprietary software keeps its source code private.
- Modification and distribution: With open-source software, users can freely modify and distribute the software. Proprietary software usually has restrictions on modification and distribution based on the license agreement.
- Development model: Open-source software is often developed by a community of contributors, while proprietary software is developed by a single company or individual.

Q-18: How does GIT improve collaboration in a software development team?

- Git improves collaboration in a software development team by allowing multiple developers to work on the same codebase simultaneously, track changes made by each individual, and easily merge their contributions together.
- Effectively managing different versions of the code and minimizing conflicts while enabling parallel development on a project.
 - Version control: Git keeps a detailed history of every change made to the code, allowing developers to revert to previous versions if needed.
 - Branching system: Developers can create separate branches to work on features independently, preventing conflicts with other ongoing work.
 - Distributed nature: Unlike centralized systems, Git allows each developer to have a local copy of the repository.
 - Conflict resolution: Git provides mechanisms to identify and resolve conflicts when merging changes from different branches.
 - Code review and feedback: Platforms like GitHub, which host Git repositories, facilitate code reviews where team members can comment on each other's changes before merging them into the main codebase.

Q-19: What is the role of application software in businesses?

- Application software plays a critical role in businesses by enabling them to perform specific tasks, manage operations, improve efficiency, facilitate data analysis, and support better decision-making across various departments.
- Allowing companies to streamline processes and enhance customer service by automating repetitive tasks and providing tools for effective collaboration.

Q-20: What are the main stages of the software development process?

- The main stages of the software development process:
 - Planning
 - Analysis

- o Design
- Coding
- Testing
- Maintenance

Q-21: Why is the requirement analysis phase critical in software development?

- It lays the foundation for the entire project by clearly defining the needs and expectations of stakeholders, ensuring that the final software product accurately addresses those needs, minimizes costly rework later in the development cycle, and helps to identify potential issues early on in the process.
 - Reduces project risks: Identifying potential issues and conflicts early in the development process through requirement analysis allows for proactive mitigation strategies.
 - Cost optimization: Catching errors in the requirement phase is significantly cheaper to fix than correcting them later in the development cycle.
 - Improved stakeholder satisfaction: Developers can ensure the final product meets their expectations and delivers the desired functionalities.

Q-22: What is the role of software analysis in the development process?

- Examining and defining the requirements of a software system, ensuring that the final product meets the needs of stakeholders by identifying potential issues early.
- Providing a solid foundation for design and implementation phases through detailed documentation of system functionalities and interactions.
- Software developer decides on a roadmap for their plan and tries to bring up the best software model stable for the project.
- System analysis may also include understanding product limitations and identifying and addressing the impact of the project on the organization.
- The project analysis the scope of the project and plans the resources accordingly.

Q-23: What are the key elements of system design?

- Architecture: The structure and behavior of a system is defined by its architecture.
- Reliability: A system should be reliable.
- Documentation: It's important to document all the elements of a design system,
- Interfaces: The shared boundary where system components exchange information and relate to each other.

- Data: The management of the flow and information of data.
- Component design: Component libraries focus on UI elements like input fields and buttons.

Q-24: Why is software testing important?

- Software testing is important because it helps ensure that a software product or application works as intended and meets user requirements.
- It can help with many things like, Preventing bugs, Improving performance,
 Protecting data security, Reducing maintenance costs, Increasing development efficiency.
- Software testing is most effective when it is continuous, starting during the design and continuing throughout the development process.
- Improves product quality. When it comes to customer appeal, delivering a quality product is an important metric to consider.

Q-25: What types of software maintenance are there?

- Four types of software maintenance
 - o Corrective maintenance: Fixes bugs and errors in the software.
 - Preventive maintenance: Also known as proactive maintenance, this type of maintenance aims to prevent future issues by identifying and addressing them before they occur.
 - Perfective maintenance: Improves the quality of the software by enhancing its features, functionality, and performance.
 - Adaptive maintenance: Modifies the software to adapt to changes in its environment, such as new operating systems, hardware configurations, or third-party software dependencies.

Q-26: What are the key differences between web and desktop applications?

- The primary difference between web and desktop applications is that web applications are accessed through a web browser and require an internet connection to run.
- While desktop applications are installed directly on a user's computer and can function offline.
- Web applications: Google Docs, Gmail, Facebook.
- Desktop applications: Microsoft Word, Adobe Photoshop, Media players.
 - Access: Web applications are accessed through a web browser, while desktop applications are installed locally on a computer.
 - Offline capability: Desktop applications can typically function offline, whereas web apps require an internet connection to operate fully.

- Performance: Desktop applications often have better performance for tasks requiring significant processing power due to direct access to the user's computer resources.
- Deployment and updates: Web applications are usually easier to update as changes can be made on the server side and automatically applied to all users, while desktop applications often require individual installations of updates.

Q-27: What are the advantages of using web applications over desktop applications?

- The main advantages of using a web application over a desktop application are
 its accessibility from any device with an internet connection, cross-platform
 compatibility, ease of deployment and updates, no installation required, and
 centralized data access.
- Making it more convenient for users to access and manage information from anywhere.
 - Accessibility: Web applications can be accessed from any device with a web browser.
 - Ease of Maintenance: Updates and maintenance are handled on the server side.
 - Cross-Platform Compatibility: Web applications are platformindependent.
 - Cost-Effectiveness: Developing a single web application that works across the multiple platforms can be more cost-effective than developing multiple desktop applications.

Q-28: What role does UI/UX design play in application development?

- The role of a UI/UX design is to ensure that the application, or software is user-friendly and visually appealing for the user.
 - User Research: Understanding user needs, behaviors, and pain points through research
 - Visual Design: Choosing colors, typography, and imagery that align with the app's brand.
 - Interaction Design: Defining how users navigate and interact with the app's features and elements.
 - Usability Testing: Evaluating the design with real users to identify areas for improvement.

Q-29: What are the differences between native and hybrid mobile apps?

Native apps:

- o Native applications require installation.
- o They require high maintenance.
- o They have multiple codebases.
- o They provide the best user experience.
- o The languages used in native apps are Java, Swift, Kotlin.
- o These applications are particularly developed for one platform.

Hybrid apps:

- o These apps don't require installation.
- o They require less maintenance.
- o They have a single codebase.
- Hybrid apps don't have a good user experience.
- o The languages used in Hybrid apps are JavaScript, HTML, CSS.
- Hybrid apps can work on various platforms.

Q-30: What is the significance of DFDs in system analysis?

- Data flow diagrams (DFDs) are a key tool in system analysis because they help visualize how data moves through a system.
 - Identify problems: DFDs can help identify issues like bottlenecks, inconsistencies, and redundancies.
 - Improve processes: DFDs can help analysts see ways to optimize data flows
 - Protect data: DFDs can help identify where sensitive information enters and exits a system.
 - Design systems: DFDs can help design systems effectively by providing a clear structure and simple symbols.
 - Create documentation: DFDs can capture essential information about a data flow, making it easier to document and maintain.

Q-31: What are the pros and cons of desktop applications compared to web applications?

- Pros of Desktop Applications:
 - o Offline Access: Can be used without an internet connection
 - o High Performance: Direct access to system resources
 - o Enhanced Security: Data stored locally on the user's device
 - Customizable User Interface: Greater control over the look and feel of the application

• Cons of Desktop Applications:

- Platform Dependency: Needs to be installed and designed specifically for each operating system.
- Installation Required: Users need to download and install the application on their device.
- o Update Management: update applications across multiple users.
- o Limited Accessibility: Cannot be accessed from different devices

Pros of Web Applications:

- Cross-Platform Compatibility: Accessible from any device with a web browser
- Easy Deployment and Updates: Updates are automatically pushed to all users
- Real-time Collaboration: Enables simultaneous access and editing of data
- No Installation Required: Users can access the application directly through a web browser.

Cons of Web Applications:

- o Internet Dependency: Requires a stable internet connection
- Potential Performance Issues: Performance can be affected by network speed
- Security Concerns: Data might be more vulnerable to security threats
- Limited Access to Device Features: May not be able to fully utilize all device

Q-32: How do flowcharts help in programming and system design?

- The flowcharts are simple visual tools that help us understand and represent processes very easily.
- They use shapes like arrows, rectangles, and diamonds to show steps and decisions clearly.
- If anyone is making a project or explaining a complex task, flowcharts can make complex ideas easier to understand.
- Arrows in a flowchart indicate the direction of data movement through the system.