Practice Questions for Lecture 2: Software Development Lifecycle

1. **Introduction to Software Development Methodologies**
   a) Compare and contrast two software development methodologies, Waterfall and Agile.
   b) Apply these methodologies to the context of the Hostel Booking System, explaining how each would influence the development process.
2. **Application Development Lifecycle Phases**
   a) Define and elaborate on the key phases of the software development lifecycle (SDLC) in the context of the Hostel Booking System.
   b) Provide examples of activities in each phase, emphasising their relevance to achieving a successful application.
3. **Prototyping and Agile Development in Hostel Booking System**
   a) Explain how prototyping can be utilised during the requirements gathering phase in developing the Hostel Booking System.
   b) Discuss the advantages and challenges of employing Agile development practices, considering the iterative nature of the Hostel Booking app.
4. **Emphasizing Phases in Hostel Booking System**
   a) For the Hostel Booking System, highlight the significance of the testing phase in ensuring the reliability and functionality of the application.
   b) Discuss potential challenges in the deployment and maintenance phases specific to the context of a hostel booking application.