Module 1:

1.What is software?
Ans:
Software is a set of instructions, data or programs used to operate computers and execute specific tasks.
Early software was written for specific computers and sold with the hardware it ran on.
In the 1980s, software began to be sold on floppy disks, and later on CDs and DVDs.
Today, most software is purchased and directly downloaded over the internet. Software can be found on vendor websites or application service provider websites.
The two main categories of software are application software and system software.
An application is software that fulfills a specific need or performs tasks.
System software is designed to run a computer's hardware and provides a platform for applications to run on top of.
Other types of software include programming software, which provides the programming tools software developers need; middleware, which sits between system software and applications; and driver software, which operates computer devices and peripherals.

2.what is SDLC?
Ans:
The Software Development Life Cycle (SDLC) is a structured process that enables the production of high-quality, low-cost software, in the shortest possible production time.
The goal of the SDLC is to produce superior software that meets and exceeds all customer expectations and demands.

3.types of application:
Ans:

- Web browsers

- Presentation software
- Spreadsheet software
- Graphic software
- Word processors
- Database software
- Multimedia software
- Education software
- Information software
- Content access software

4.what is web application?
Ans:
A Web application (Web app) is an application program that is stored on a remote server and delivered over the Internet through a browser interface.

5.differance between web application and mobile application:
Ans:

Mobile app:

pros:

- Faster than web apps
- Greater functionality as they have access to system resources
- Can work offline
- Safe and secure—native apps must first be approved by the app store
- Easier to build due to the availability of developer tools, interface elements, and SDKs

cons:

- More expensive to build than web apps
- Compatibility with different platforms (i.e. iOS and Android) usually means designing and building the app from scratch
- Expensive to maintain and update
- It may prove difficult to get a native app approved by the app store

Web app:

pros:

- Do not need to be downloaded or installed—web apps function in-browser
- Easy to maintain—they have a common codebase regardless of mobile platform
- Will update themselves
- Quicker and easier to build than mobile apps
- Do not require app store approval, so can be launched quickly

Cons:

- Do not work offline
- Slower than mobile apps, and less advanced in terms of features
- May not be as discoverable as mobile apps as they are not listed in a specific database, such as the app store
- Quality and security is not always guaranteed—web apps don’t need to be approved by the app store