**1** what is SDLC?

SDLC is a structure that defies the process for planning, implementation, testing documentation, deployment, and ongoing maintance and support.

That provide a model for the development and lifecycle management of an application of software.

**2** what is software testing?

Software testing is a process used identify the correctness, completeness, and

Quality of developed computer software.

**3** what is agile methodology?

Agile SDLC model is a combination of iterative and incremental process models with focuses on process adaptability and customer satisfaction by repaid delivery of working software product.

4. What is SRS?

A software requirement specification (SRS) is a complete description of a behavior of the system to be developed.

SRS is description of a software system to be developed.

5. What is oops?

Identifying objects and assigning responsibilities to these objects.

Objects communicated to other objects by sending messages

6, Basic concepts of oops?

Six types of concept:

1 Class: is a collection of data member (variables) and member function

(Process method) with its behaviors.

2 object: is an instance of a class.

: To create memory for that class.

: To access the properties of an class expect private.

3 encapsulation: wrapping up of data in to single unit i.e.

: Private yours data member and member function

: Data hiding at small level.

4 inheritance: properties of parent class extends in to child class.

: Main purpose is reusability extendibility

There are mainly 5 types

1 single

2 multilevel

3 hierarchical

4 multiple: java does not support directly

5 hybrid: java does not support directly

5. Polymorphism: ability to take one name having many forms or different forms

There are mainly 2 parts

1. Complete time (method overloading)

2. Run time (method over riding)

6. Abstraction: only essential part should be display rest of the part will be hide.

7, what is object?

An objects represents and individual, identifiable item, unit or entity, either real or abstract, with a well- defined role in the problem domain.

8 what is class?

A class represent an abstraction of the object and abstraction of the object and abstracts the properties and behavior of that objects.

9. What is encapsulation?

Encapsulation is the practices of including in an objects everything it need hidden from other objects. The internal state is usually not accessible by other objects.

10 what is inheritance?

Inheritance means that one class inherits the characters of another class. This is also called a is a relationship.

11 what is polymorphism?

Funtionining in many ways different upon the usages is called polymorphism

Poly refers too many. That is single function or an operator

**12.** Write SDLC phase with Basic introduction.

a. Requirement Gathering phase:

Two types of Requirement:

1. Functional Requirement
2. Non Functional Requirement

Three types of problem can arise:

1. Lack of clarity
2. Requirement confusion
3. Requirement amalgamation

b. Analysis phase:

This phase defines the problems that the costumer is trying to solve.

The analysis phase define the requirement of the system.

c. Design phase:

Test plan

Performance analysis

Implementation plan

d. Implementation phase:

In the implementation phase the team bulled the components either from scratch or by composition.

e. Testing phase:

Regaration testing

Internal testing

Unit testing

Application testing

Stress testing

F.maitanance phase.

Corrective maintance

Adaptive maintance

Perfective maintance

13. Explain phase of the waterfall model?

Requirement are very well documented, clear and fixed

Product definition is stable

Technology is understood and is nit dynamic

The project is short

There is ambiguous requirements.

14 Write phase of spiral model?

1. Planning : determination of objectives , alternatives and constraints
2. Risk analysis: Analysis of alternatives and identification /resolution of risk.
3. Engineering: Development of the next level products.
4. Costumer evaluation: assessment of the results of engineering.

15. Explain working methodology of agile model and also write pros and cons.

Iterative approach is taken and working software build is delivered after each iteration. Each build is incremental in terms of fractures .the final build hold all the features required by the customer.

Pros.

1. Promotes teamwork and cross training
2. Resource requirement are minimum
3. Little or no planning requirement.
4. Easy to manage

Cons.

1. More risk of sustainability , maintainability and extensibility
2. Transfer of technology to new team member may be quite challenging due to lack of documentation
3. Not suitable for handling complex dependencies.

Draw use on online shoping product using COD

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Draw use case on online bill payment payment system

Draw use case on online book shop