

STUDENT NAME: MEET PATEL

Q1. What is software? What is software engineering?

A1. Software is a collection of computer programs and related data that provide the instructions for telling a computer what and how to do it.

Software Engineering is a systematic approach to the design, development, operation, and maintenance of a software system

Q2. Explain types of software.

A2. There are 3 types of software:

1) System Software or O.S.

It provides the basic functions for computer usage and helps to run the computer hardware and system

2) Application Software:

It is the general designation of computer programs for performing user tasks.

It is divided into 3 types:

- Mobile Software
- Desktop Software
- Web App

3) Programming Software:

It is the process of designing, writing, testing, debugging, and maintaining the source code of computer programs.

Q3. What is SDLC? Explain each phase of SDLC

A3. SDLC is a structure imposed on the development of a software product that defines the process for planning, implementation, testing, documentation, deployment, and ongoing maintenance and support. There are different phases of SDLC:

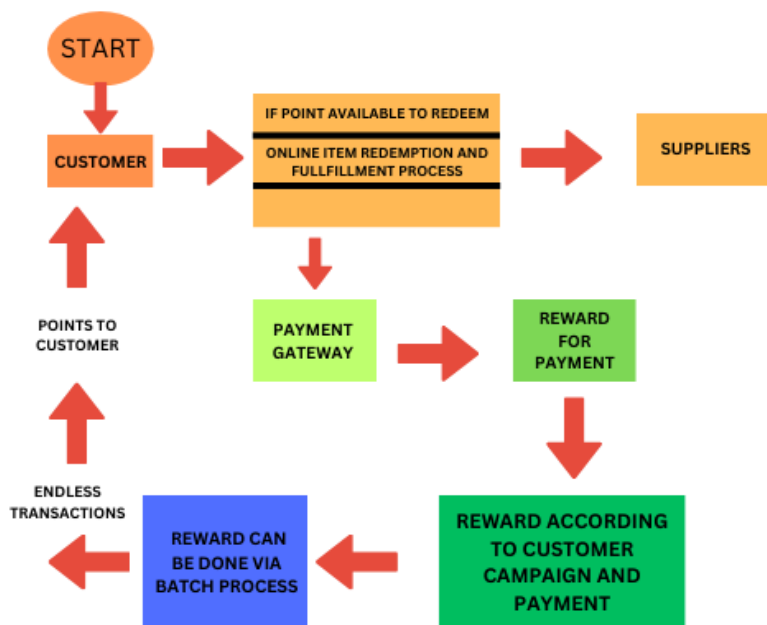
- 1) Requirements Collection/Gathering
- 2) Analysis
- 3) Design
- 4) Implementing

5) Testing

6) Maintenance

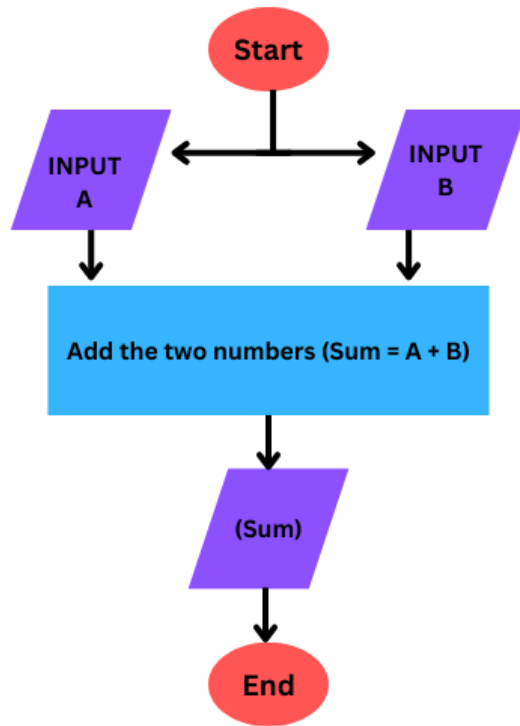
Q4. What is DFD? Create a DFD diagram on Flipkart

A4. A Data Flow Diagram (DFD) is a traditional way to visualize the information flows within a system. A neat and clear DFD can depict a good amount of the system requirements graphically. It can be manual, automated, or a combination of both.



Q5. What is Flow chart? Create a flowchart to make addition of two numbers

A5. A flow chart is a graphical or symbolic representation of a process. Each step in the process is represented by a different symbol and contains a short description of the process step. The flow chart symbols are linked together with arrows showing the process flow direction.



Q6. What is Use case Diagram? Create a use-case on bill payment on Paytm.

A6. A use case diagram is a type of behavioral diagram defined by the Unified Modeling Language (UML) that represents the interactions between users (actors) and a system. It captures the functional requirements of a system, showing various use cases and the actors that interact with them.

PAYTM SYSTEM

