

1. Write a simple "Hello World" program in two different programming languages. Compare the structure and syntax.

A. C Language

```
#include <stdio.h>
```

```
void main() {  
    printf("Hello, World!\n");  
}
```

B. C++ Language

```
#include <iostream>
```

```
int main() {  
    std::cout << "Hello, World!" << std::endl;  
    return 0;  
}
```

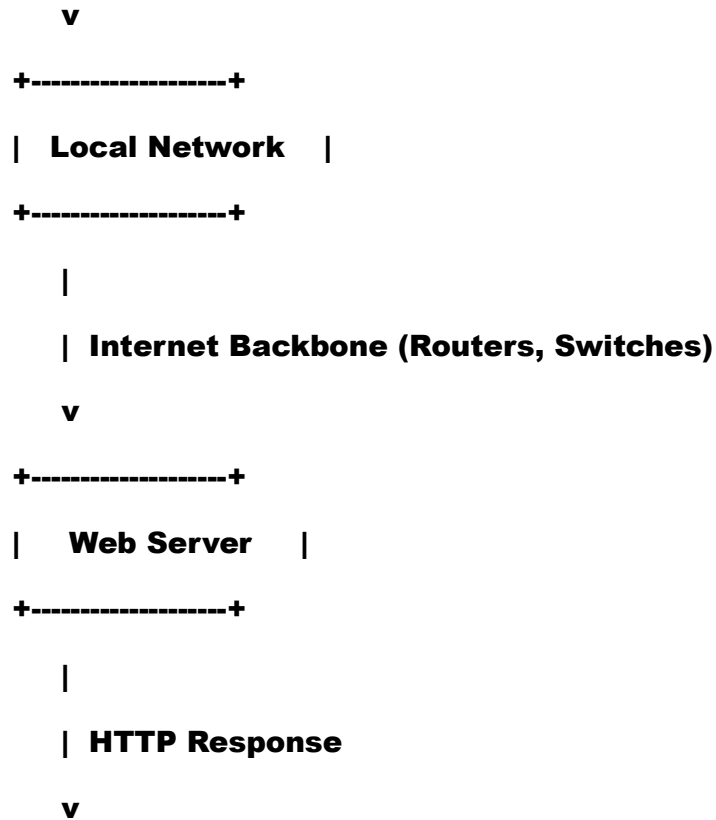
Comparison:

Feature	C	C++
Header File	<stdio.h>	<iostream>
Output Method	printf()	std::cout
Entry Point	void main()	int main()
Syntax Style	Procedural	Object-Oriented
Namespace	Not used	Uses std:: namespace

2. Diagram: Data Transmission from Client to Server

Client (Browser)

|
| HTTP Request



Client (Browser displays response)

Explanation:

- **Client:** Initiates a request (e.g., typing a URL).
- **DNS Resolution:** Resolves domain name to IP.
- **TCP/IP Layer:** Breaks request into packets.
- **HTTP Layer:** Wraps the request in protocol headers.
- **Server:** Receives, processes, and sends response.

3. Simple HTTP Client-Server Communication in Python

A. Server Code (Python)

```
from http.server import BaseHTTPRequestHandler, HTTPServer
```

```
class SimpleHTTPRequestHandler(BaseHTTPRequestHandler):
```

```
    def do_GET(self):
```

```
        self.send_response(200)
```

```
self.send_header('Content-type', 'text/plain')  
self.end_headers()  
self.wfile.write(b'Hello from the server!')
```

```
def run(server_class=HTTPServer,  
handler_class=SimpleHTTPRequestHandler):  
  
    server_address = ('localhost', 8080)  
  
    httpd = server_class(server_address, handler_class)  
  
    print('Starting server on http://localhost:8080')  
  
    httpd.serve_forever()
```

```
if __name__ == '__main__':  
    run()
```

B. Client Code (Python)

```
import requests
```

```
def fetch_data():  
  
    url = 'http://localhost:8080'  
  
    response = requests.get(url)  
  
    print('Status Code:', response.status_code)  
  
    print('Response Text:', response.text)
```

```
if __name__ == '__main__':  
    fetch_data()
```

How to Run:

- 1. Save and run server.py in one terminal: python server.py**
 - 2. Save and run client.py in another terminal: python client.py**
-

4. Comparison of Internet Connection Types

Type	Pros	Cons
DSL	Available in rural areas, affordable, uses phone lines	Slower speeds, distance affects quality
Cable	Faster than DSL, reliable, supports gaming	Shared bandwidth = slower during peak hours
Fiber	Very high speed (up to 1 Gbps+), reliable, low latency	Expensive installation, limited to urban areas
Satellite	Available almost anywhere, good for remote areas	High latency, affected by weather, expensive
Mobile (4G/5G)	Portable, fast with 5G, easy setup	Data limits, depends on signal strength and location

5. Simulate HTTP and FTP Requests Using curl

A. HTTP Requests

1. GET Request

```
curl http://example.com
```

2. POST Request

```
curl -X POST -d "username=test&password=1234"
http://example.com/login
```

3. GET with Headers

```
curl -H "Accept: application/json" http://example.com/api/data
```

4. Download File

```
curl -O http://example.com/file.zip
```

5. View Headers

```
curl -I http://example.com
```

B. FTP Requests

1. Download File (Anonymous)

curl ftp://speedtest.tele2.net/1MB.zip -O

2. Download File (Authenticated)

curl -u username:password ftp://ftp.example.com/file.txt -O

3. Upload File

curl -T myfile.txt -u username:password ftp://ftp.example.com/uploads/

Here is a detailed elaboration for questions 6 to 10 with code examples, explanations, and practical commands where applicable:

6. Identify and classify 5 applications as system or application software

Software Name	Type	Explanation
Windows OS	System Software	Manages hardware resources, file system, process scheduling, device I/O.
Google Chrome	Application Software	Used to browse the internet. Relies on OS to work.
Microsoft Word	Application Software	Word processor for creating/editing documents.
VLC Media Player	Application Software	Plays video/audio files. Uses codecs and interface built atop OS.
Slack (or WhatsApp)	Application Software	Communication platform; includes chat, calls, and media sharing.

Code to simulate application detection in Python:

```
import platform
```

```
import os
```

```
print("System Information:")
```

```
print("Operating System:", platform.system()) # System Software
```

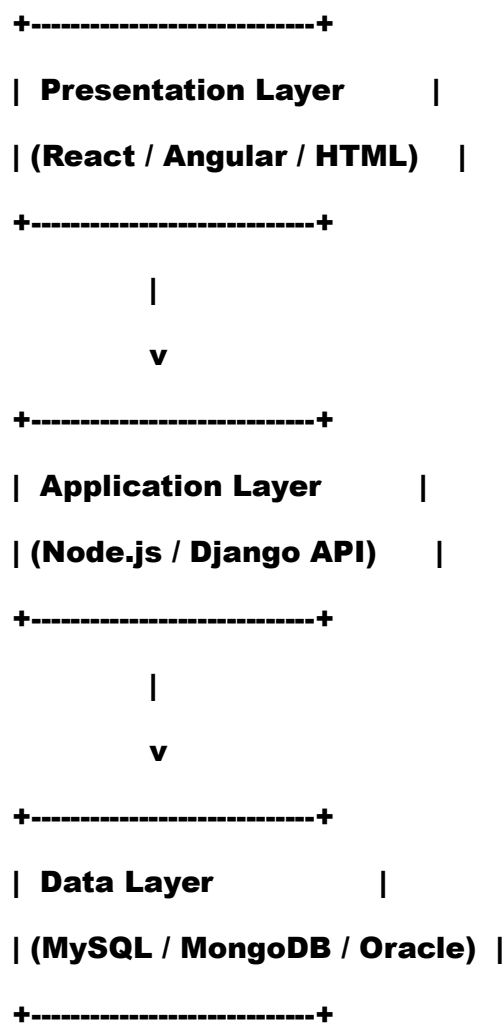
```
# Simulate Application Software Usage
```

```
apps = ["Google Chrome", "Microsoft Word", "Slack", "VLC Player"]
print("\nApplication Software Installed:")

for app in apps:
    print("-", app)
```

7. Design a basic Three-Tier Architecture Diagram for Web Application

Diagram (Text Format)



Code Components:

A. Presentation Layer (HTML)

```
<!-- index.html -->

<h2>Search Book</h2>

<input type="text" placeholder="Enter book title">
```

```
<button onclick="searchBook()">Search</button>
```

B. Application Layer (Node.js)

```
// server.js
```

```
const express = require('express');
```

```
const app = express();
```

```
app.get('/books', (req, res) => {
```

```
    res.send([ { title: 'The Alchemist', author: 'Paulo Coelho' } ]);
```

```
});
```

```
app.listen(3000, () => console.log('Server running on port 3000'));
```

C. Data Layer (MongoDB Example with Mongoose)

```
const mongoose = require('mongoose');
```

```
mongoose.connect('mongodb://localhost:27017/bookdb');
```

```
const Book = mongoose.model('Book', { title: String, author: String });
```

```
Book.find({}, (err, books) => {
```

```
    console.log("Books from DB:", books);
```

```
});
```

8. Case Study: Bookstore Software (Presentation, Logic, Data Layers)

1. Presentation Layer (Frontend)

```
<!-- HTML UI -->
```

```
<div class="book-card">
```

```
    <h3>The Alchemist</h3>
```

```
    <p>By Paulo Coelho</p>
```

```
<button>Add to Cart</button>

</div>
```

2. Business Logic Layer (Node.js Example)

// Logic to add a book to cart

```
function addToCart(userId, bookId) {
  if (bookInStock(bookId)) {
    cartService.add(userId, bookId);
    return "Book added!";
  } else {
    return "Out of stock";
  }
}
```

3. Data Access Layer (MySQL + SQL)

-- SQL Example

```
SELECT * FROM books WHERE title LIKE '%alchemist%';
```

// MongoDB Example with Mongoose

```
Book.find({ title: /alchemist/i }, (err, books) => {
  console.log("Search result:", books);
});
```

9. Software Environments + VM Setup

A. Types of Environments

Environment Purpose		Tools Used
Development	Build & test new code	VS Code, Node.js, Local DB
Testing	Test under production-like setup	Postman, Selenium, JMeter
Production	Live environment	Apache, Nginx, Docker, Monitoring

B. Set Up Development Environment in VM

1. Install Ubuntu on VirtualBox

- **Allocate: 2GB RAM, 10GB Storage**
- **Use Ubuntu ISO to install**

2. Install Node.js Stack

sudo apt update

sudo apt install nodejs npm -y

node -v

npm -v

3. Create Sample App

mkdir myapp && cd myapp

npm init -y

npm install express

app.js:

const express = require('express');

const app = express();

app.get('/', (req, res) => res.send('Hello from the VM!'));

app.listen(3000, () => console.log('Server running on port 3000'));

Run:

node app.js

Visit <http://localhost:3000> (or use port forwarding in VM settings).

10. Write and Upload First Source Code to GitHub

Step-by-Step

A. Create hello.py

```
# hello.py
```

```
print("Hello, GitHub!")
```

B. Create New Repository

1. Go to [GitHub](#)
2. Click on **+** → **New Repository**
3. Name: first-code-upload

C. Push Using Git

```
# Clone the new empty repo
```

```
git clone https://github.com/your-username/first-code-upload.git
```

```
cd first-code-upload
```

```
# Copy and commit your code
```

```
cp /path/to/hello.py .
```

```
git add hello.py
```

```
git commit -m "Initial commit: Added hello.py"
```

```
git push origin main
```

D. Configure Git (Optional)

```
git config --global user.name "Your Name"
```

```
git config --global user.email "you@example.com"
```

E. Verify

- Visit the repo to confirm the uploaded hello.py file.

Here is an elaborated and expanded version of answers for questions 11 to 15, with explanations, examples, and real-life applications:

11. Create a GitHub Repository and Document How to Commit and Push Code Changes

 **Prerequisites:**

- **GitHub account**
 - **Git installed locally: <https://git-scm.com/>**
 - **Text/code editor (e.g., VS Code, Sublime)**
-

Step 1: Create a New Repository on GitHub

1. Go to [GitHub](#).
 2. Click on '+' → **New Repository**.
 3. Fill in details:
 - **Repository Name: my-first-repo**
 - **Description (Optional): "My first GitHub project"**
 - **Visibility: Public or Private**
 4. (Optional) Uncheck "Initialize this repository with a README"
 5. Click **Create Repository**.
-

Step 2: Set Up the Repository Locally

Using Terminal:

Clone the repository

```
git clone https://github.com/your-username/my-first-repo.git
```

Navigate into it

```
cd my-first-repo
```

Create a Python file

```
echo "print('Hello GitHub!')" > hello.py
```

Step 3: Commit and Push Code

Check modified files

```
git status
```

Add file to staging

git add hello.py

Commit the file with a message

git commit -m "Add hello.py with hello message"

Push code to the main branch

git push origin main

Step 4: View on GitHub

- **Go to your repository page on GitHub.**
 - **You'll now see the file hello.py with your commit message.**
-

12. Create a Student Account on GitHub and Collaborate on a Project

Step 1: Apply for GitHub Student Developer Pack

1. Visit: [GitHub Student Pack](#)
 2. Sign in with GitHub or create an account.
 3. Submit:
 - **College email (e.g., [you@university.edu](#))**
 - **Proof: Student ID, Admission letter**
 - **School name and graduation year**
 4. Approval time: 1–5 days
-

Step 2: Collaborate with a Classmate

A. Create a Collaborative Repository

1. **Go to GitHub → “+” → New Repository**
2. **Name: student-collab-project**

3. Initialize with:

- **README file**
- **.gitignore (Node, Python, etc.)**

4. Click Create Repository

B. Add Collaborator

- 1. In repo settings → Manage Access**
- 2. Click Invite Collaborator**
- 3. Enter your classmate's GitHub username**
- 4. They'll receive an invitation via email.**

Step 3: Clone and Start Coding

```
git clone https://github.com/your-username/student-collab-project.git  
cd student-collab-project
```

Example Python file

```
echo "print('Hello from teammate!')" > hello.py
```

```
git add hello.py
```

```
git commit -m "Added hello.py"
```

```
git push origin main
```

C. To Pull Classmate's Changes:

```
git pull origin main
```

This ensures everyone has the latest code changes.

13. Classify Regularly Used Software

Software Types and Examples

Category	Examples	Purpose
System Software	Windows, macOS, Linux, Device Drivers	Controls hardware and manages system resources
Application Software	Chrome, MS Word, VLC, Excel, Photoshop	Performs tasks for end-users like editing, browsing
Utility Software	Antivirus (Avast), WinRAR, CCleaner, Disk Defragmenter	Enhances system performance, maintenance, and security

💡 Real-Life Examples

- **System:** Windows (OS), NVIDIA Drivers
 - **Application:** Chrome (Web), Excel (Spreadsheets), Zoom (Video Calls)
 - **Utility:** WinRAR (Compression), Avast (Antivirus), Disk Cleanup
-

14. Practice Cloning, Branching, and Merging with Git

🔧 Step-by-Step Git Tutorial

Step 1: Create a New Repository on GitHub

- **Repo name:** git-practice
- **Add README.md**
- **Click Create**

Step 2: Clone Repository Locally

```
git clone https://github.com/your-username/git-practice.git  
cd git-practice
```

Step 3: Create and Switch to a New Branch

One-step command

```
git checkout -b feature-hello
```

Step 4: Make and Commit Changes

```
echo "print('Hello from a new branch!')" > hello.py
```

```
git add hello.py
```

```
git commit -m "Add hello.py file"
```

Step 5: Merge to Main

```
git checkout main
```

```
git merge feature-hello
```

Step 6: Push Changes

```
git push origin main
```

You'll now see the merged file (hello.py) in your GitHub repository.

15. Report on Types of Application Software and Their Productivity Benefits

1. Introduction

Application software helps users perform tasks such as writing, calculating, designing, or communicating. It improves individual and organizational productivity.

2. Common Types and Their Uses

Type	Examples	Productivity Benefits
Word Processors	MS Word, Google Docs	Fast document creation, formatting, cloud collaboration
Spreadsheets	Excel, Google Sheets	Automated calculations, data analysis, visual charts
Presentation Software	PowerPoint, Google Slides	Effective idea communication via slides, teamwork collaboration

Type	Examples	Productivity Benefits
Database Management	MySQL, Oracle	Organized data access, querying, reporting
Communication Software	Zoom, Slack, Teams	Instant messaging, video conferencing, file sharing
Multimedia Software	VLC, Photoshop, Canva	Media playback, photo editing, content creation
Project Management	Trello, Asana, ClickUp	Task tracking, team coordination, deadline management
Web Browsers	Chrome, Firefox	Research, remote access, integration with tools and extensions

❏ 3. Conclusion

Application software is vital in today's digital environment. It enables efficiency, enhances collaboration, and supports creative and data-driven tasks. Each category plays a distinct role in improving productivity for both individuals and businesses.

Here's the elaborated version of your answers for Questions 16 to 20, expanded for clarity, academic value, and documentation purposes:

16. Create a Flowchart Representing the Software Development Life Cycle (SDLC)

Definition:

The Software Development Life Cycle (SDLC) is a process followed by software engineers and project teams to design, develop, test, and deploy software efficiently. It ensures that software is delivered in a structured and phased manner.

Flowchart Steps:

+-----+

| 1. Requirement |

| **Analysis** |

+-----+

|

v

+-----+

| **2. System Design** |

| - **Architecture** |

| - **UI/Database Specs** |

+-----+

|

v

+-----+

| **3. Implementation** |

| - **Actual Coding** |

+-----+

|

v

+-----+

| **4. Testing** |

| - **Unit/Integration** |

| - **Bug Fixing** |

+-----+

|

v

+-----+

| **5. Deployment** |

| - **Release to Users** |

+-----+

|
v

+-----+

| 6. Maintenance |

| - Updates & Fixes |

+-----+

Explanation:

- **Requirement Analysis:** Identify stakeholder expectations and gather exact system requirements.
- **Design:** Plan UI layout, define architecture, and determine database structure.
- **Implementation:** Translate designs into actual source code.
- **Testing:** Find and fix bugs. Perform functional and non-functional testing.
- **Deployment:** Deliver the software to the live environment.
- **Maintenance:** Ongoing support, patching, and performance upgrades.

17. Write a Requirement Specification for a Simple Library Management System

■ Software Requirements Specification (SRS)

1. Introduction

- **Purpose:** To create an automated system to manage books, users, and transactions.
- **Scope:** Library staff will be able to manage books and user memberships; users will search, borrow, and return books.

2. Functional Requirements

- **User Authentication:** Secure login for admin, staff, and members.
- **Book Management:** Add, update, search, or delete book records.
- **Member Management:** Register members and maintain borrowing history.

- **Transaction Management:** Issue/return books, fine calculation for late returns.
- **Reports:** Generate issuance statistics, overdue reports, and book availability.

3. Non-Functional Requirements

- **Security:** Encrypted passwords, role-based access.
- **Performance:** Should handle up to 100 users; < 2 seconds response time.
- **Usability:** Easy UI for staff and members.
- **Availability:** Uptime of 99% with backup features.

4. Assumptions

- **The system will be accessible via a web interface on desktop.**
- **Internet and browser required.**

5. Tech Stack

- **Frontend:** HTML/CSS/JavaScript
 - **Backend:** Node.js or Django
 - **Database:** MySQL or PostgreSQL
-

18. Perform a Functional Analysis for an Online Shopping System

Functional Breakdown

1. User Management

- **Registration, login/logout**
- **Profile management**

2. Product Catalog

- **View, search, filter products**
- **Product detail pages**

3. Cart and Checkout

- **Add to cart, modify quantity**
- **Checkout with shipping and payment**

4. Order Handling

- **Order placement and tracking**
- **Order history and cancellation**

5. Admin Functions

- **Manage products, categories**
- **View and process orders**
- **Monitor user activity**

6. Supporting Features

- **Notifications via email/SMS**
- **Promo codes and discounts**
- **Wishlist and reviews**

Functional Flow:

User Registers/Login --> Browse Products --> Add to Cart --> Checkout -->

Order Placed --> Payment Processed --> Order Delivered --> Review Submitted

19. Design a Basic System Architecture for a Food Delivery App

High-Level Architecture

Actors:

- **Customer**
- **Restaurant**
- **Delivery Partner**
- **Admin**

A. Frontend (Client Interface):

- **Customer App: View restaurants, place orders, track delivery**
- **Restaurant Dashboard: Accept orders, update status**
- **Delivery Agent App: Accept deliveries, GPS tracking**
- **Admin Panel: Platform management**

B. Backend (Microservices-based):

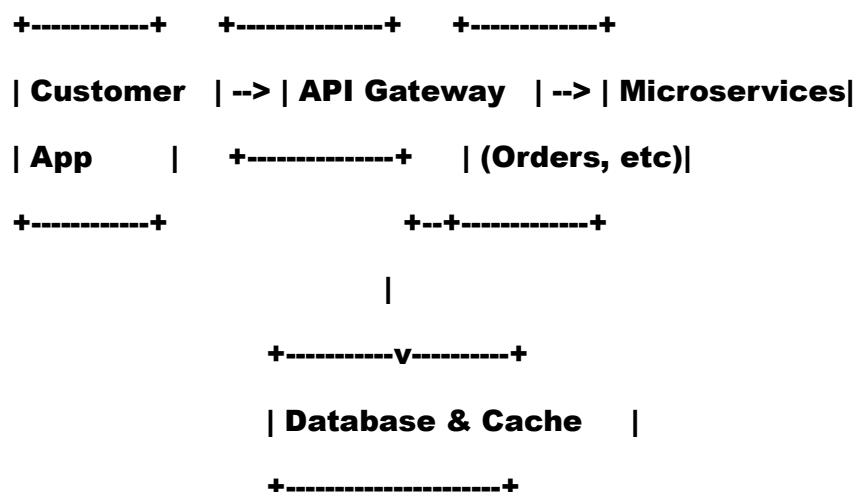
- **Authentication Service:** Handles login, tokens
- **Order Service:** Order placement, tracking
- **Restaurant Service:** Menu and availability
- **Delivery Service:** Assign and track riders
- **Payment Service:** Integrate Razorpay, Stripe, etc.
- **Notification Service:** Email, SMS, push alerts

C. Database Layer:

- **Relational DB:** Orders, users, payments (PostgreSQL/MySQL)
- **NoSQL:** Menus, reviews, unstructured data (MongoDB)
- **Caching:** Redis/Memcached
- **Media Storage:** AWS S3 for food images

D. External APIs:

- **Google Maps** for location
- **Payment APIs**
- **Notification systems**



20. Develop Test Cases for a Simple Calculator Program

✓ Calculator Test Case Table

Test ID	Description	Input	Expected Output	Remarks
TC_001	Add two positive numbers	5 + 3	8	Basic test
TC_002	Add a negative and a positive number	-5 + 3	-2	Handles negatives
TC_003	Subtraction	10 - 4	6	Basic test
TC_004	Subtract larger from smaller	4 - 10	-6	Should return negative
TC_005	Multiplication	7 * 6	42	Basic multiplication
TC_006	Multiplication with zero	0 * 9	0	Edge case
TC_007	Division	20 / 4	5	Basic division
TC_008	Division by zero	9 / 0	Error	Must handle divide-by-zero
TC_009	Float division	5 / 2	2.5	Floating-point precision
TC_010	Add floats	1.2 + 3.4	4.6	Precision check
TC_011	Invalid input	3 + a	Error	Validate input types
TC_012	Empty input	""	Error	Should not crash
TC_013	Complex expression (2 + 3 * 4)	2 + 3 * 4	14 or Error	Based on precedence support
TC_014	Whitespace	4 + 5	9	Should ignore spaces
TC_015	Negative * Negative	-3 * -2	6	Sign handling
TC_016	Chained operations	5 + 2 - 1	6	Evaluate left-to-right or via parser

Great! Here's an alternate method and elaborated explanation for each of the assignment questions (21 to 24), including different code or approaches where applicable:

21. Real-World Software Maintenance Case (Alternate Example)

Case Study: WhatsApp Outage Fix – October 2021

Issue:

WhatsApp experienced a global outage due to a configuration error in its backbone routers. The impact was critical—billions of users were unable to send or receive messages for hours.

Root Cause:

A faulty configuration update disrupted communication between WhatsApp's data centers, breaking the network routing system.

Maintenance Actions Taken:

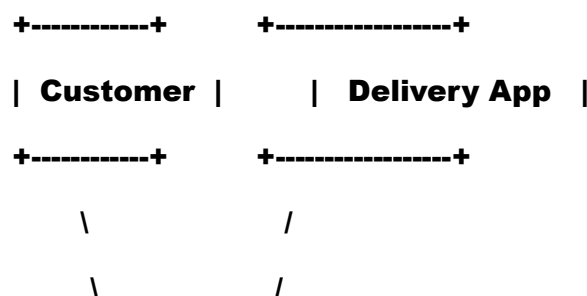
- **Emergency Rollback:** Engineers had to revert the configuration to its previous state.
- **Traffic Rerouting:** Data center engineers manually rerouted traffic to restore internal services.
- **Monitoring Upgrade:** Post-recovery, Facebook (Meta) enhanced their monitoring tools to detect global failures more rapidly.

Outcome:

- **Restored Services:** WhatsApp resumed normal service in ~6 hours.
- **User Trust:** Clear communication and rapid action helped regain user trust.
- **Lesson:** Critical maintenance requires rollback plans, real-time diagnostics, and continuous testing for large-scale systems.

22. DFD – Food Delivery App (Alternate Approach)

Level 0 Context Diagram



+-----+

Level 1 Processes

1.0 Register/Login Patient --> Patient DB

2.0 Manage Appointments --> Schedule DB

3.0 Conduct Consultation --> Medical Records

4.0 Lab Test Request/Report --> Lab DB

5.0 Billing & Payment --> Billing DB

6.0 Pharmacy Dispensing --> Prescription DB

This modular design improves scalability, debugging, and data separation.

24. Alternate Desktop Calculator GUI – Using Java (Swing)

Instead of Python, here's the same functionality using Java Swing:

Java Code – CalculatorApp.java

```
import javax.swing.*;
```

```
import java.awt.*;
```

```
import java.awt.event.*;
```

```
public class CalculatorApp {
```

```
    public static void main(String[] args) {
```

```
        JFrame frame = new JFrame("Calculator");
```

```
        JTextField input = new JTextField();
```

```
        JPanel panel = new JPanel(new GridLayout(5, 4));
```

```
        String[] buttons = {
```

```
            "7", "8", "9", "/",
```

```
            "4", "5", "6", "*",
```

```
            "1", "2", "3", "-",
```

```
            "0", ".", "=", "+",
```

```

        "C"
    };

    for (String label : buttons) {

        JButton button = new JButton(label);

        button.setFont(new Font("Arial", Font.BOLD, 18));

        panel.add(button);

        button.addActionListener(e -> {

            String cmd = e.getActionCommand();

            if (cmd.equals("C")) {

                input.setText("");

            } else if (cmd.equals("=")) {

                try {

                    input.setText(Double.toString(eval(input.getText())));

                } catch (Exception ex) {

                    input.setText("Error");

                }

            } else {

                input.setText(input.getText() + cmd);

            }

        });

    }

    frame.setLayout(new BorderLayout());

    frame.add(input, BorderLayout.NORTH);

    frame.add(panel, BorderLayout.CENTER);

    frame.setSize(300, 400);

    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

```

```

        frame.setVisible(true);
    }

    // Simple evaluator (supports +, -, *, /)
    public static double eval(String expression) {
        return new javax.script.ScriptEngineManager()
            .getEngineByName("JavaScript")
            .eval(expression) instanceof Double
            ? (double) new javax.script.ScriptEngineManager()
            .getEngineByName("JavaScript")
            .eval(expression)
            : 0;
    }
}

```

How to Run:

- 1. Save it as CalculatorApp.java**
- 2. Compile: javac CalculatorApp.java**
- 3. Run: java CalculatorApp**

Advantages Over Python:

- **Standalone compiled desktop app**
- **Easy to distribute via .jar**
- **Uses standard Java libraries, no dependencies**

Q25. Draw a flowchart representing the logic of a basic online registration system.

Answer:

The flowchart for a basic online registration system includes these main steps:

- 1. Start**

2. Input user details (name, email, password)

3. Validate inputs

- **If invalid → Show error**

4. Check if email already exists

- **If yes → Show email-in-use error**
- **If no → Save user details to database**

5. Send confirmation email (optional)

6. Show success message

7. End

Step-by-Step Instructions:

1. Open Excel

2. Go to the "Insert" tab → Click "Shapes"

3. Use the following shapes:

- **Oval for Start and End**
- **Rectangle for processes like "Enter User Details" or "Store Info in Database"**
- **Diamond for decisions like "Validate Input?" or "Email Exists?"**
- **Arrows to connect the flow**

Example Flow:

Shape	Text Inside
Oval	Start Registration
Rectangle	Enter User Details (name, email, password)
Diamond	Validate Input Fields?
Rectangle (if No)	Show Error: Invalid Inputs
Diamond	Check if Email Already Exists?
Rectangle (if Yes)	Show Error: Email In Use

Shape	Text Inside
Rectangle (if No)	Store User Info in Database
Rectangle	Send Confirmation Email (optional)
Rectangle	Show Success Message
Oval	End

Example Layout in Excel:

