ASSIGNMENT-1

Module 1 – Overview of IT Industry

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

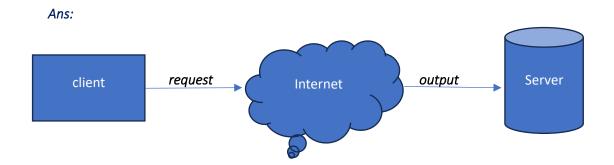
Ans:

• C language

```
#include<stdio.h>
    int main ()
    {
        printf ("hello world!!!");
        return 0;
    }
    • PHP

<?php
        echo "Hello, World!";
    ?>
```

2. Research and create a diagram of how data is transmitted from a client to a server over the internet.



3. Design a simple HTTP client-server communication in any language.

Ans

4. Research different types of internet connections (e.g., broadband, Fiber, satellite) and list their pros and cons.

Ans: There are different types of internet connection given below:

→ Mobile

Pros: -Easy to set up

No need for cables or fixed lines

Cons: - Speed and stability vary by location

Data caps and higher cost in many cases

→ Cable

Cable is used to transmit data

Pros: -

Faster

Easy to use

Cons: -

Affected by cable TV
Depend on work load

→ Satellite

Pros: - when other networks are not available then use this

Cons: - network depends on weather
Costly

→ Broadband over power line

Pros: - portable

Convenient

Cons: - data limit

speed depends on weather

5.Simulate HTTP and FTP requests using command line tools (e.g., curl)

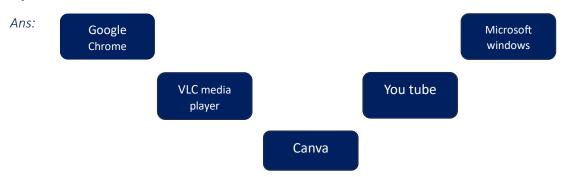
Ans: command line tools are used to transfer data to a various protocol

Useful for downloading files

6.Identify and explain three common application security vulnerabilities. Suggest possible solutions.

Ans:

7. Identify and classify 5 applications you use daily as either system software or application software.



8.Design a basic three-tier software architecture diagram for a web application.

Ans:

- 1. Presentation layer (client layer)
- 2. Application layer (Logic layer/Backend)
- 3. Data layer (Database layer)
- In any three-tire software application, there was a three layer which is given above

Diagram:

9. Create a case study on the functionality of the presentation, business logic, and data access layers of a given software system.

F	Ans:	
	-	ore different types of software environments (development, testing, production). Set up a basion ment in a virtual machine.
Ans	:	
		Software Environments
		there are following software environments step by step.
		Development
		Development is the first step to build a software, in which developer can firs design a software how it's look.
	>	Testing
test	the	After develop the software tester test their qualities or functionalities, and software is work properly or not.
	>	Staging
		Staging means there are final checking before launch.
	>	Product
		Launch for user to use.
11.	Wri	e and upload your first source code file to GitHub.
Ans	:	
	•	print ("Hello, World!")
	•	Upload to GitHub
	•	git add hello_world.py

12. Create a GitHu	b repository and document how to commit and push code changes.		
Ans:			
print ("Hello	o, World!")		
• Upload to	Upload to GitHub		
• git add hei	git add hello_world.py		
• git commit	• git commit -m "First commit"		
• git push			
13. Create a stud	ent account on GitHub and collaborate on a small project with a classmate.		
Ans:			
Create a list of application, and ut	software you use regularly and classify them into the following categories: system, ility software.		
Ans:			
*	System Software		
	System software generally runs your computer; It's managing all the hardware and software process.		
	For example:		
	Window 10 is helping the computer to run and allow to use applications.		
*	Application software		
	Google Chrome: which is used to browse the internet.		
	Spotify: used to listen music and refresh mind.		
knowledge.	WhatsApp: this is a social media application used to learn new things for		
	Zoom: for video meetings and online classes.		

Visual studio code: used for writing programs.

Notepad or MSWord: used to writing a texts or documents.

Utility Software

It is help to take care of computer.

Google Drive: this is a backup software.

OneDrive: OneDrive is also backup software, and make copy of important file, so we can't lose them.

15. Follow a GIT tutorial to practice cloning, branching, and merging repositories.

Ans:

16. Write a report on the various types of application software and how they improve productivity.

Ans:

There are many types of application software.

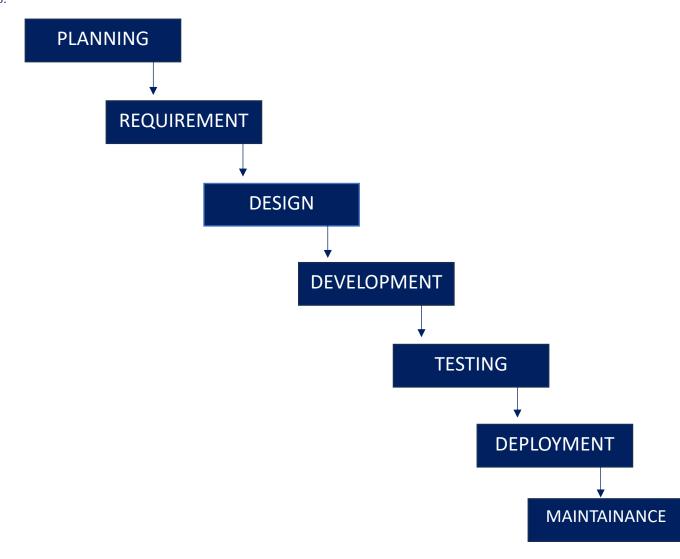
Productivity software:

It is used to do your work easy or faster and you get your output successfully; with this software you can do your task very easily.

- → Microsoft Word: used to writing Documents and word is give you a clean and neat work with it can also saw a grammar Mistakes.
- → Microsoft Excel: Which is used to create a marksheet or marketing or calculation etc....
- → Microsoft Power point: it's help to making a slide and used for present your things for school and work.

17. Create a flowchart representing the Software Development Life Cycle (SDLC).

Ans:



18. Write a requirement specification for a simple library management system.

Ans:

Simply library management system helps to librarian to manage all books.

REQUIREMENY SPECIFICATION:

→ There are two types of system user side and admin side

FEATURES FOR SYSTEM:

- ♦ BOOKS MANAGEMENT:
 - 1. Add Books to the list
 - 2. Edit books name
 - 3. If any book is booked by someone so remove from list or show (in use).
- ♦ Manages User:
 - 1.It is also handled by admin
 - 2.New members added
 - 3.Updates users
 - 4. Remove users who don't use
- ♦ Returning Books:
 - 1.Upadtes a book list
 - 2.Timing of books returning
- ♦ Search:
- 1.User search for books
- 2. Author's name
- 3.Books name

19. Perform a functional analysis for an online shopping system.

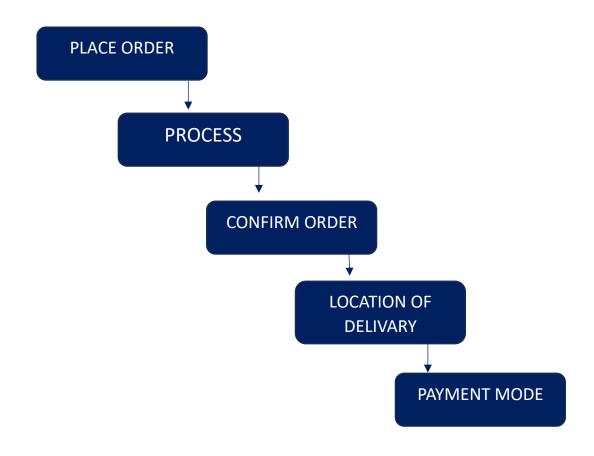
Ans:

ONLINE SHOPPING SYSTEM:



20. Design a basic system architecture for a food delivery app.

Ans:



21. Develop test cases for a simple calculator program.

Ans:

22. Document a real-world case where a software application required critical maintenance

Ans:

24. Create a DFD for a hospital management system.

Ans:



24. Build a simple desktop calculator application using a GUI library.

Ans:

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

Ans:

