

1] What is SDLC ?

ans : software development cycle a series of steps or phases that process the modal development .
it is life cycle management for the piece of software or application .

2] what is software testing ?

Ans : software testing is a process used to identify the correctness, completeness and equality of development computer software.

3] what is SRS ?

Ans : (SOFTWARE REQUIREMENTS SPECIFICATION)

SRS is complete description of application which is to be developed. SRS contains use case diagram that describe all the interaction user will have with the software application

4] what is agile methodology ?

Ans : agile methodology is a combination iterative and increment model. It divides the software into small incremental builds, these builds are provided in iteration that means the big project are divided into small chunks.

The Agile methodology is a project management approach that involves breaking the project into phases and emphasizes continuous collaboration and improvement. Teams follow a cycle of planning, executing, and evaluating.

Examples of Agile Methodology. The most popular and common examples are Scrum, extreme Programming (XP), Feature Driven Development (FDD), Dynamic Systems Development Method (DSDM), Adaptive Software Development (ASD), Crystal, and Lean Software Development (LSD).

5] explain phases of waterfall model :

1. Requirements gathering: the process of generating a list of requirements (functional, system, technical, etc.) from the various stakeholders (customers, users, vendors, IT staff, etc.)

2. **Analysis** : An analysis is important because it organizes and interprets data, then structures that data into presentable information useful for real-world applications. For example, a marketing analysis interprets buying patterns, market size, demographics and other variables to develop a specific marketing plan

2. **Design** : Design offers a wide variety of Osmotic dehydrated fruits to customers. Using Turbine technology we retained fruit's natural flavor, unique color, texture and nutritional composition. Osmotic dehydration is an effective method for the preservation of fruits and vegetables

3. **Implementation**: Design offers a wide variety of Osmotic dehydrated fruits to customers. Using Turbine technology we retained fruit's natural flavor, unique color, texture and nutritional composition. Osmotic dehydration is an effective method for the preservation of fruits and vegetables

4. **Maintenance** : the act of keeping property or equipment in good condition by making repairs, correcting problems, etc.

Agile and waterfall are two distinctive methodologies of processes to complete projects or work items. Agile is an iterative methodology that incorporates a cyclic and collaborative process. Waterfall is a sequential methodology that can also be collaborative, but tasks are generally handled in a more linear process

6]write phases of spiral model.

Ans : planning analysis :

An analysis plan helps you think through the data you will collect, what you will use it for, and how you will analyze it. Creating an analysis plan is an important way to ensure that you collect all the data you need and that you use all the data you collect. Analysis planning can be an invaluable investment of time.

Risk of the project :

It is an activity or event that has the potential to jeopardize the success of a software development project. Risk is the possibility of experiencing loss, and total risk exposure to a specific project will account for both the likelihood and magnitude of the potential loss

Cost of the project :

What are project costs? Overall, project costs are the total funds needed to monetarily cover and complete a business transaction or work project. Project costs involve: Direct costs — Direct costs are those directly involved with the project and necessary in order to complete said project.

Time of the project :

What is time management in project management? Time management is defined as the time spent and the progress made over the project. It is one of the major components of project management and the most concern of project managers. Time management helps you schedule and examine the completion of the project

Engineering

7] write SDLC phase with basic introduction ?

Ans : 1. requirements gathering :- what is the problem ?

- A. Costumer need
- B. Requirement from stake holder.

Requirement from stake holier.

- C. Improvement in current software.

2. Planing/analysis :- what we want ?

- A. Details on computer programming,language,environments machines,packages,applications architecture, distributes architecture ,layering, memorialize, platform, engineering details are established.
- B. Risk of the project.
- C. Cost of the project.
- D. Time of the project.

3. Design :- how can we get what we want ?

- A. design architecture document
- B. Implementation plan
- C. Critical priority analysis.
- D. Performance analysis.
- E. Test plan.

4. Implementation :- create what we want ?

- A. In implementation phase, the team build the components either from scratch or by composition.
- B. Implementation code .
- C. Critical removal.

5. Deployment:- project live then it will become a product

- A. We test the build to check for defect.
- B. We report the defect and get it fixed.
- C. We retest build until it fulfills customer's requirement.

6. Maintenance :- A. corrective maintenance :- Identifying and repairing defect.

B. Adaptive maintenance :- adapting the existing application to the new platform

C. Prefecture sentences :- implementing the new requirement.

8] what is oops?

Ans: object oriented programming is way of writing the programs in organized way, provides security, reduces code redundant. etc

Objects like a black box where data hidden.

8] Write basic concepts of oops?

Ans: 1] class

- 2] Object
- 3] inheritance
- 4] Polymorphism

A] Overriding

B] Overloading

9] what is object ?

Ans : object gives the permission to access functionality of class.

10] what is class ?

Ans: class is a collection of data member and member function.

11] What is encapsulation ?

Ans : the process of wrapping data in a single unit to secure the data from outside world.

12] what is inheritance ?

Ans : making copies from existing class deriving attribute of same parent class.

13] what is polymorphism ?

Ans : one name multiple form.

Overloading same name but different parameter.

1. function overloading.

Ex. Rocky (in.a, in ba).

Rocky (int.a).

2. constructor overloading : same constructor name but different parameter.

Overloading : same name but same parameter (must be inheritance).

Ex. Rocky (int,a)

Rocky (int a).

14] explain working methodology of agile model and also write pros and cons.

Ans : It is a combination iterative and increment model. It divides the software into small incremental builds, these builds are provided in iteration that means the big projects are divided into small chunks. Each iteration lasts about two to four weeks. Each iteration involves all the team members working simultaneously on areas like planning, Requirement analysis, design, coding, unit testing and acceptance to the customer or the important stakeholder and it is released in the market. After the release we check for the feedback of the developed software if any enhancement is needed in the project then it is done and it is re-released.

Pros of agile method:

1. frequent delivery
2. Face to face communication with the customer
3. Less time
4. Adaptability

Cons of agile method:

1. less documentation
2. Maintenance problem

15] write agile manifesto principles .

Ans: 1. customer satisfaction through early and frequent software delivery :- customers are happier when they receive working software at regular intervals, rather than waiting extended periods of time between releases.

2. Embrace changing requirements throughout the development process :- the ability to avoid delay when a requirement or request changes.

3. frequent delivery of working software :- scrum accounts the principle since the team preparation in software or tensions that ensure require.

4. better decisions are made when the business and technical team are working together.

5. motivated team are more productive in delivering their best work than unmotivated team.

6. collaboration with the customer is more successful than negotiating with them.

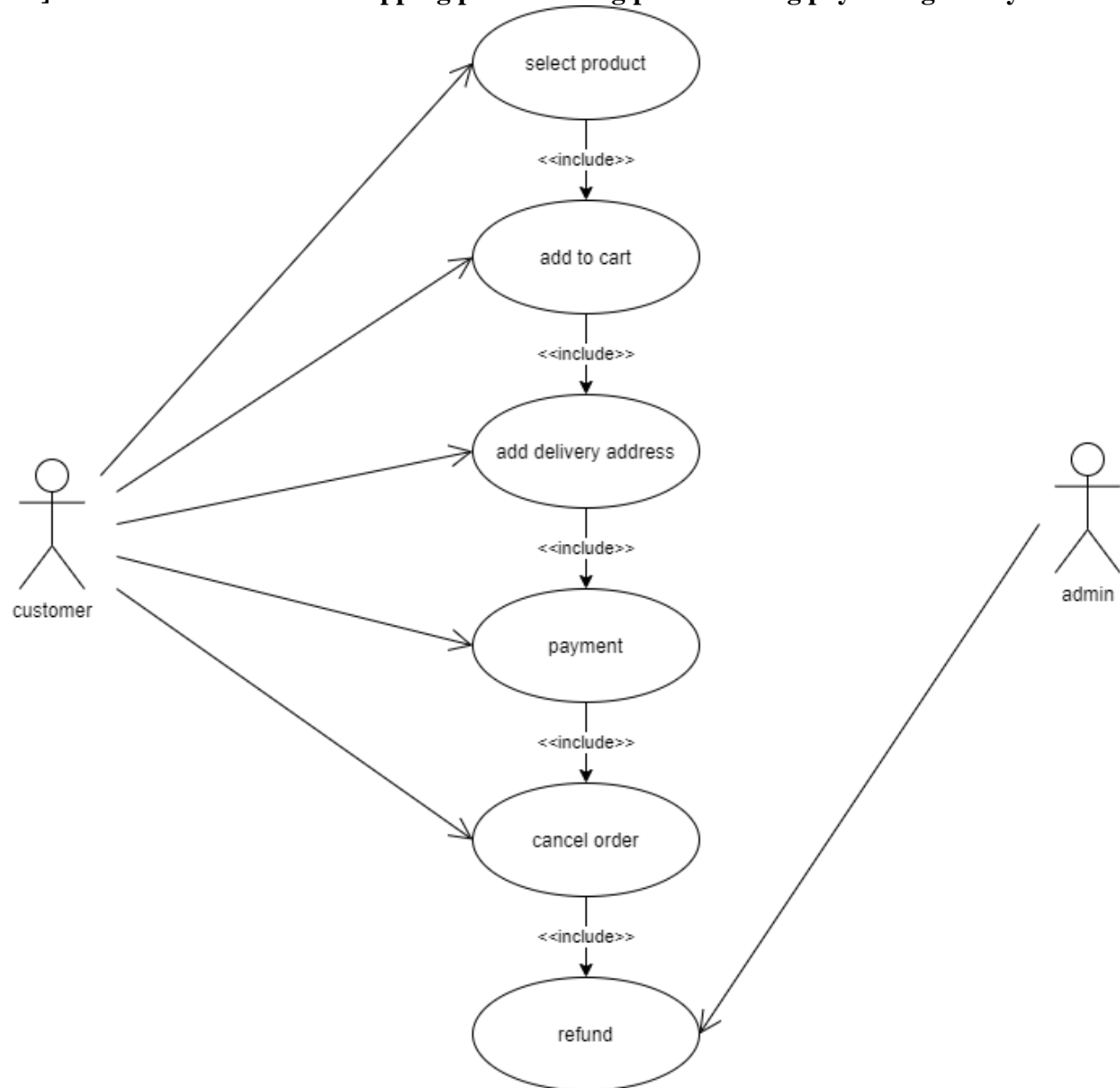
7. delivering functional software to the customer is the primary measure of progress.

8. teams estimate a requirement and manageable speed at which they can deliver working software and they repeat it with each release.

9.the right skill and good reading census the team can method.

10.devolve trust enough to get the job for right now.

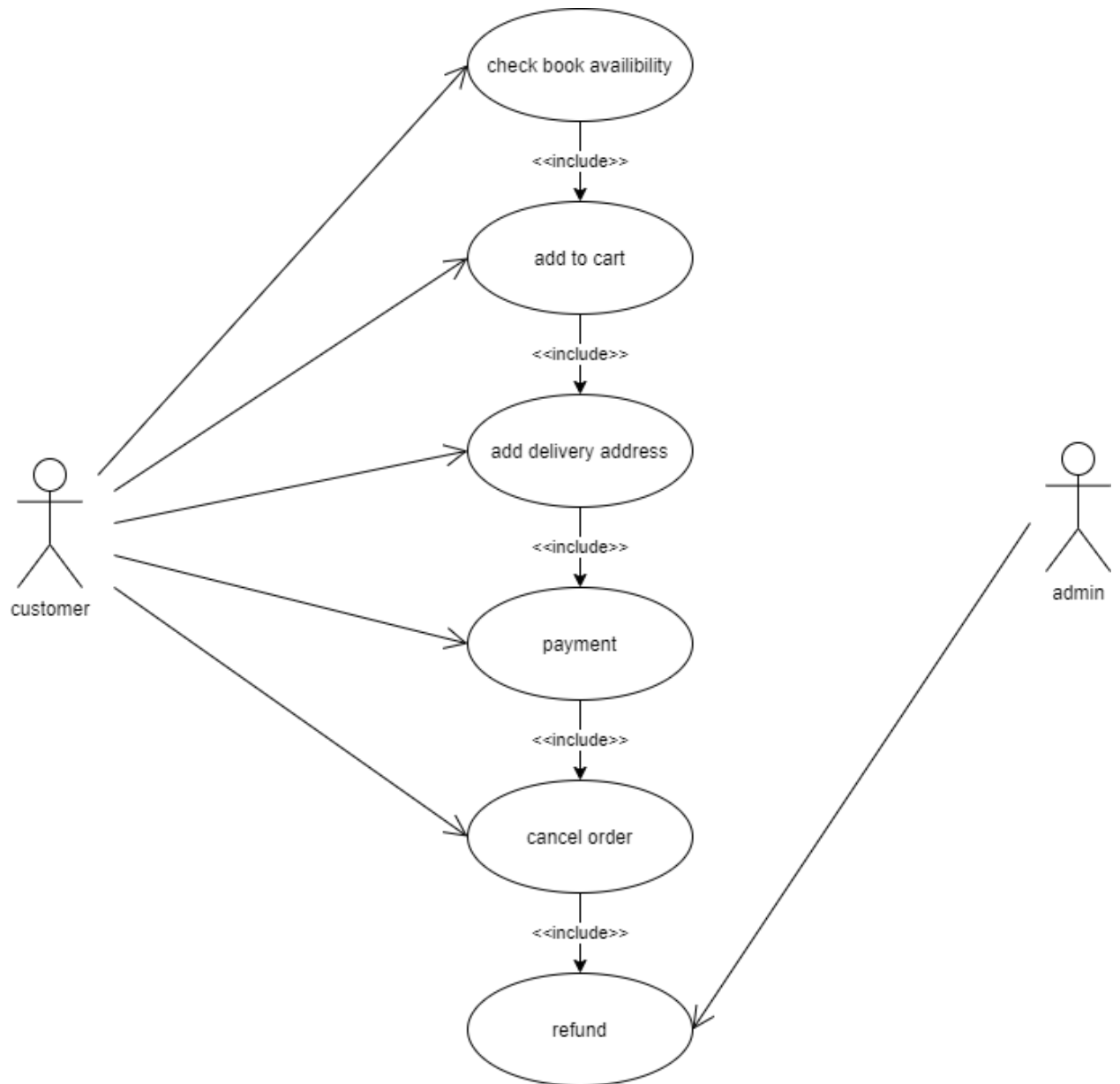
16] srav use case in online shopping product using product using payment gateway



17] draw usecase on online sopping product using cod.



18] draw uscase on online book shopping.



20] draw use case on online bill payment system

