. What is SDLC										
sdlc is a structure imposted on the developme	nt of a software product that defines the pro	ocess for planning implementation, testing	documentation, depoymer	nt and ongoing						
maitenance and supports.										
☐ What is software testing?										
software testing is a process used to identify the	no correctness completness and quality of d	developed computer software								
software testing is a process used to identity to	le correctiless, completiless and quality of d	developed computer software.								
□ What is agile methodology?										
□ What is SRS										
a software requirment specification is a comple	ete description of the behavior of the system	n to be developed.								
□ What is oops										
object orianted programming is a computer pro	ogramming model that organizes software d	design around data,or objects,rather than	function and logic.							
☐ Write Basic Concepts of oops										
1.object										
2.class										
3.encapsulation										
· ·										
4.inheritance										
5.polymorphism										
6.abstraction										
□ What is object										
object are the key of understanding object tecl	nnology.									
in oop is an abstract datatype created by a de-	veloper.it can include multiple properties and	d methods and may even contain other	objects.in most programmir	ng langauges,						
object are defined as classes.										
□ What is class										
	d the acethode comments all abicate of a	4-1-1:1-4								
a class is a blueprint the defines the varible an	d the methods common to all objects of a c	certain kind.								
☐ What is encapsulation										
Encapsulation is a way to restrict the direct ac	cess to some components of an object, so u	users cannot access state values for all	of the variables of a particu	lar object. Encapsulation can be ι	sed to hide both data members and	data functions or methods associate	d with an instantiated class	or object.		
□ What is inheritance										
Inheritance is one of the core concepts of obje	ct-oriented programming (OOP) languages	It is a mechanism where you can to de	rive a class from another cl	ace for a hierarchy of classes that	share a set of attributes and method	le				
initialise to one of the core consepte of obje	or oriented programming (e-er ) languages.	. It is a mosmanism where you can to us	into a diado ironi anotinoi di	accion a meranority of diacece and	Share a set of attributed and motines					
□ What is polymorphism										
Polymorphism is a feature of object-oriented p	rogramming languages that allows a specifi	ic routine to use variables of different type	es at different times. It is the	ne ability of a programming langua	ge to present the same interface for	several different underlying data type	es and different objects to r	espond in a unique way to	the same messag	e.
☐ Draw Usecase on Online book shopping										
	ViewShoppingCart SearchProduct									
	AddToCart									
		<u> </u>								
	b/	ChangeltemDetails	ator							
	SelectCr	reditCard								
	Customer									
	Purcha	BlockUsers								
	ShippingDetails ReviewOrderDetails	Changolfun Details Administration BlockUsers								
		Rallar								
	Login	300								
		RegisterItem								
□ Draw Usecase on online bill payment system	n (nautm)									
	ii (payuii)									
☐ Write SDLC phases with basic introduction										
SDLC stands for Software Development Life C	cycle. It is a process that gives a complete ic	dea about developing, designing, and m	aintaining a software projec	ct by ensuring that all the function	ailties along with user requirements,	objectives, and end goals are addres	isea.			
1.requirment										

2.analysis															
3.design															
4.implemention															
5.testing															
6.maintanance															
☐ Explain Phase	es of the waterfall model														
1.requirments:D	uring the requirements stage, deve	lopers write down all the possible red	uirements of a system in a r	equirements document.	The document de	efines what the sy	stem should do, b	ut not necessarily	how it will work. [	Developers will bas	se all the software	's future development on the requ	rements documen	t	
2.analysis:In the	next stage, analysis, developers u	se the requirements document to exa	mine and flesh out the logic	al or theoretical design of	of the system with	out accounting for	r its hardware or s	oftware technolog	gie						
3.design:The pro	eject will then move onto the design	stage, where developers alter the lo	gical design of the system to	make sure it works with	h the system's ha	rdware and softwa	are technologies.								
4.implementation	n:Once developers finalize the syst	em's physical design, the project ent	ers the coding stage. In this	stage, developers will re	ference the syste	m's requirements	and logical and pl	ysical specificati	ons to write its act	ual code.					
5.testing:After co	oding the system, quality analysts,	beta testers, and other testers will us	e the system and report any	bugs they find. Develop	ers will patch the	most pressing iss	ues. This is knowr	as the testing st	tage.						
6.maintenance:F	inally, the project enters the deplo	ment stage, where developers relea	se the system to their marke	t, support their customer	rs, maintain the s	ystem, and upgrad	de it to meet their	customers' evolvi	ng needs.						
Write phases of	spiral model														
1	Objectives determination an	d identify alternative solutions:													
2.	Identify and resolve Risks:														
3.	Develop next version of the Produ	ot:													
4.F	Review and plan for the next Phase														