

Homework of english

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Major: Software engineering

Part1

a paragraph which includes :

- The importance of software quality assurance.
- A definition of ISO/IEC 25010 standard.
- The fundamental objective of standard.

Part2

a definition of four factors :

- Flexibility.
- Security.
- Portability.

Usability.

part1

software is a collection of instructions that tell a computer how to work and this is in contrast to hardware from which the system is built and actually performs the work, and if you need to develop a reliable and ergonomic software you must build it with some specifications (flexibility, security.....) and we should also assure our software QA (quality assurance) which is very important to increase customer confidence and a company's credibility, it saves your money and time, assure stable and competitive product and safety, propose new suggestions and views on your project and there are some examples which assure software QA like ISO/IEC 25010 standard which is the degree to which the system satisfies the stated and implied needs of its various stakeholders and thus provides values, those stakeholders' needs functionality, performance, etc and they are precisely what is represented in the quality model which categorizes the product quality into characteristics and sub-characteristics and has many objectives for example identifying software and system testing objectives, identifying quality control criteria as part of QA, identifying acceptance criteria for a software product and/or software-intensive computer system.

Part2

- **flexibility:** is the ability of software to change easily in response to different user and system requirements.
- **Security:** is an idea implemented to protect software against malicious attack and other hacker risks so that the software continues to function correctly under such potential risks.
- **Portability:** is being able to move software from one machine platform to another. It refers to system software or application software that can be recompiled for a different platform or to software that is available for two or more different platforms.

- **Usability:** is a controlled aspect of user experience design that ensures the end-user doesn't strain or encounter problems with the use of a product or website's user interface.