ASSIGNMENT:

1. SOFTWARE ENGINEER ASSIGNMENT:

| 1) What is software ? What is software engineering ? | | | | |
|---|--|--|--|--|
| → software, is a collection of computer data, instruction & information | | | | |
| → Types of software | | | | |
| | | | | |
| → system software | | | | |
| → Programming software | | | | |
| → Application software. | | | | |
| | | | | |
| i. System software: | | | | |
| | | | | |
| For computer use and run computer system. | | | | |
| | | | | |
| To provide operating system to another | | | | |
| Device like mobile, laptop and computer. | | | | |
| → Android , iOS , windows , Ubuntu , Linux | | | | |
| Are operating system | | | | |
| → operating system | | | | |
| | | | | |
| | | | | |
| 2) programming software: | | | | |
| → Programming is process of designing, writing, | | | | |
| Testing, debug and maintenance the source code of | | | | |
| The source code of computer program. | | | | |
| | | | | |
| → There are two types of programming language. | | | | |
| High level programming language | | | | |
| 1) Procedural oriented programming language | | | | |

- 2) Object oriented programming language
- 3) Function Programming language
- 4) Logical programming language.

• Low level programming language

- 1) Machine language
- 2) Assembly language

| 3 | ap) | plica | tion | softv | vare |
|---|-----|-------|------|-------|------|
| | | | | | |

→ Application software is designed of programs for Task.

→ 3 types of application software

- 1) Mobile application
- 2) Desktop application
- 3) Web application

1) mobile application:

Application that runs on mobile platform Example: Instagram, Snapchat.

2) desktop application:

- → Application that runs on desktop or laptop computer
- → Software run to a computer device . Are like desktop Computer.

Example: microsoft word, web browser.

3) web application:

→ Apps that run on a web browser

For example:

(Mozilla, chrome, Firefox)

- What is SDLC? Explain each phase of SDLC.
- **∃**. Software developer life cycle .

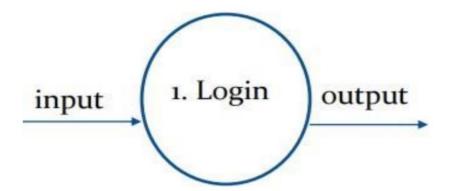
• Software development life cycle (SDLC) refer to methodology with clearly defined for create software.

- 1) planning
- 2) requirement analysis
- 3) designing
- 4) implementation
- 5) testing
- 6) maintenance



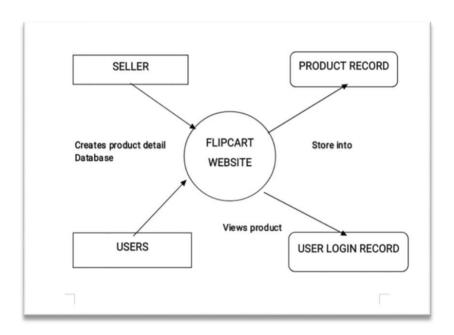
| • | Planning: |
|--------|--|
| \Box | the quality assurance requirements and |
| | Identification of the associated with the |
| | Project is also done at page . |
| • | Analysis: |
| \Box | requirement analysis is important in |
| | SDLC stage . |
| | □ analyst and project organizer set up a |
| | Meeting with client to gather all the |
| | Data Like what the customer want to |
| | Build. |
| | |
| | |
| • | 3) designing: |
| | → the third phase is in architects start working |
| | On logic designing of software. |
| | → This phase provide a prototype of the final |
| | Product. |
| | → This phase in , the requirement gathered in |
| | This SRS document is used input and |
| | Software architecture . That is used for |
| | Implementing system . |
| • | 4) Implementation : |
| | → implementation start once the developer |
| | Gets the design document. |
| | → All the components of the software are |
| | Implemented in this phase. |
| | 5) testing & integration: |
| | → Testing start the coding is completed |
| | The module are released and testing. |
| | ☐ In this phase, the developed software |
| | Is Tested any defects found are |
| | Assigned to Developer to get them |
| | Fixed. |

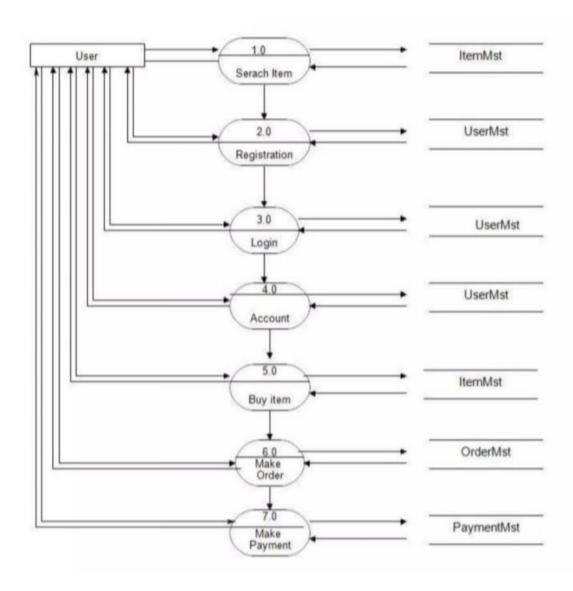
| → retesting is done until the point at the |
|--|
| Which Software is as per |
| Customer's expectations. |
| 6) maintenance : |
| → the deployment after of a product on the |
| Production environment, maintenance of |
| The product. if any issue comes up and |
| Needed to be fixed or any enhancement |
| Is to be taken care by the developer. |
| (A) substituting DED 2 Country a DED discussion of Elimbourt |
| • 4) what is DFD? Create a DFD diagram on Flipkart. |
| → Data flow diagram. |
| → Graphical representation of flow of data inside |
| Application. |
| DFD elements : |
| 1) External entity |
| 2) Process3) Data flow |
| 4) Data store |
| 4) Data store |
| 1) External entity: |
| → Can be used or external system that performs |
| Some process or activity in project symbolized |
| With rectangle. |
| ☐ If we have entity 'admin' them symbol will be |
| |
| |
| |
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| |
| 2) Data flows: |
| → It can be used to show input and output of data |
| To each process must have input and output. |

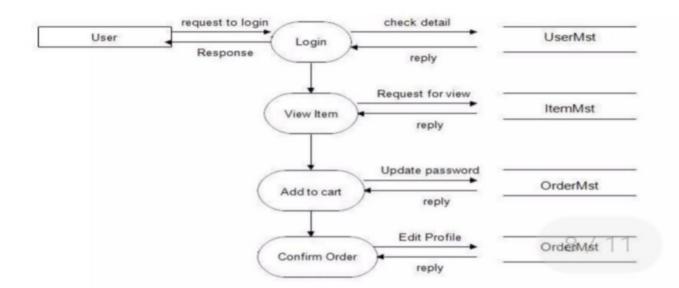


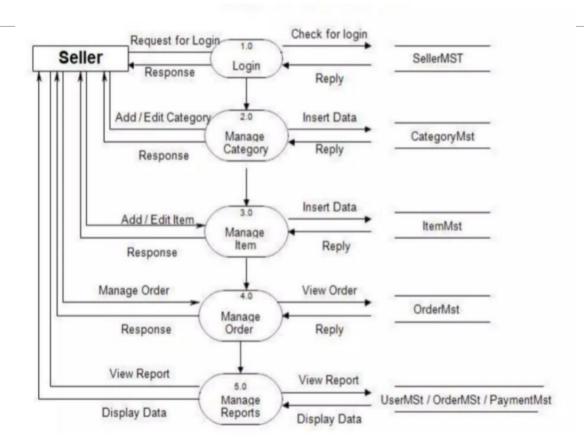
3) Process: → Work or action an be used to show input and Output of data should be named uniquely And don't include word 'data' names can be 'Payment', 'order', 'complaints'. → Symbol as: 4) Data store: → can be used to show database tables only Process may connect data stores → There can be two or more process sharing Same data store. → symbol as

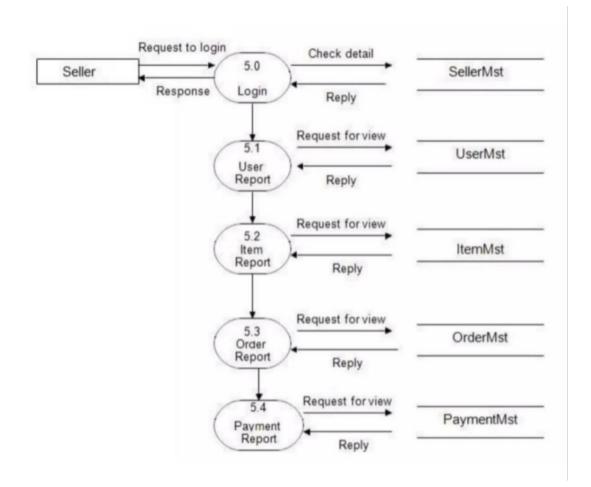
Flipkart DFD diagram:











| 5) what is flow chart? Create a flow chart to | | | | |
|---|--|--|--|--|
| Make addition of two numbers. | | | | |
| → Used to show algorithm or process. | | | | |
| → The first flow chart was made by | | | | |
| John von Newman in 1945. | | | | |
| → Pictorial view of process. | | | | |
| flowcharts are generally drawn in the early | | | | |
| Stage of formulating computer | | | | |
| → flow chart facilitate communication between | | | | |
| Programmers and business people. | | | | |
| → these flow chart play a vital role in the | | | | |
| Programming of problem and are | | | | |
| Quite helpful in understanding the logic of | | | | |
| Complicated and lengthy problem. | | | | |
| ightharpoonup The flow chart is drawn , it become easy to write | | | | |
| The program in high level language. | | | | |
| | | | | |
| Flow chart symbols: | | | | |
| | | | | |
| Start or end: | | | | |
| show starting and ending of flow chart . | | | | |
| symbol as | | | | |
| | | | | |
| | | | | |

2) Process:

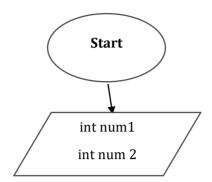
START

→ define a process like defining variables or

END

Initializing variable or performing any Computation. → symbol as **Process** 3) Input or output: □ Used when user have to get or initialize any Variable like get num1 and 2. → Symbols as Input or output 4) decision making: → checking condition this symbols can be Used like num1 is greater than num2 \rightarrow symbol as Check Condition5) Flowlines: ines are showing flow of data and process Showing flow of instructions. → symbol as

• Two number addition flow chart:



6) what is use case of diagram? Create a Use case on bill payment on Paytm.

- → Use case diagram is used to represent the Dynamic behavior of system.
- ☐ It encapsulates the system's functionalityBy incorporating use cases, actors andRelationship.
- → Models the tasks, services and functions

 Required a system of an application.
- → The high level functionality of a system and Also tells how the user handles system.
- → Main purpose use case diagram is to portray

 The dynamic aspect of system.
- ☐ It depicts the external view of the system.
- → It recognizes the internal as well as external Factors that influence the system.
- **→** It represents the interaction between the actors.

