1.What is sdlc?

- Software development life cycle is essentially a series of steps ,or phases that provide a model for the development and lifecycle management of an application or software.

2.what is software testing?

-software testing is process used to identify the completeness,correctness and quality of developed software.

3.Write SDLC phases with basic introduction

- Requirements gathering - Establish Customer Needs

-analysis - Model And Specify the requirements- “What”

-design - Model And Specify a Solution – “Why”

-implementation - Construct a Solution In Software

-testing - Validate the solution against the requirements

-maintenance - Repair defects and adapt the solution to the new requirements

4. Write phases of spiral model.

- planning

-risk analysis

-engineering

-customer Evaluation

5.Write agile manifesto principles .

-Individual and interaction

-working software

-customer collaboration

-responding to change

6.Explain working methodology of agile model and also write pros and cons .

-Agile sdlc model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction .

-Agile methods breaks the product into small incremental builds.

-These builds are provided in iterations

-Each iteration typically lasts from about one to three weeks.

-Every iteration involves cross functional teams working on various area like planning,design,coding,unit testing and acceptance testing

pros- Is a very realistic approach to software development

-promotes teamwork and cross training.

-functionality can be developed rapidly

-resource requirements are minimum

-suitable for fix and changing requirements

-delivers early partial working solutions

-good model for environments that change steadily.

-minimal rules,documentation easily employed

-little or no planning required

-easy to manage

-gives flaxibility to developers

cons- -Not suitable for handling complex dependencies.

-More risk of sustainability, maintainability and extensibility.

-An overall plan, an agile leader and agile PM practice is a must without

which it will not work.

-Strict delivery management dictates the scope, functionality to be

delivered, and adjustments to meet the deadlines.

-Depends heavily on customer interaction, so if customer is not

clear, team can be driven in the wrong direction.

-There is very high individual dependency, since there is minimum

documentation generated.

-Transfer of technology to new team members may be quite challenging

due to lack of documentation.

7.What is agile methodology?

-Agile sdlc model is a combination of iterative and incremental process models with focus on process adaptability and customer satisfaction .

8.what is srs?

-A software requirements specification is a complete description of the behavior of the system to be developed.

It includes a set of use cases that describe all of the interactions that the users will have with the software.

9.what is oops?

-oops is objects oriented programming system.

10.Write Basic Concepts of oops .

-class

object

Encapsulation

Inheritance

Polymorphism

Abstraction

11.what is class?

-class is an collection of data member and member function with its behavior

12.what is object?

-it is a instance of an class

to creat memory for that class

to access the whole properties of an class except private

13.what is encapsulation?

-it is data hiding

wraping up of data into single unit.

14.what is inheritance?

-properties of parent class extends into child class

-properties of superclass extends into subclass

-main purpose : reusablity,extendsiblity

there mainly 5 types

1.single

2.multilevel

3.hierachical

4.multiple

5.hybrid

15.what is polymorphisam?

-ability to take one name having many or multiple forms

there are mainly two types :

1.compile time (method overloding)

2.run time (method overriding)

16.what is abstraction?

-abstraction is data hiding in extended level :

only essential part should be display rest of the part will be hide.

17.Draw usecase on Online shopping product using COD.



18.Draw usecase on Online shopping product using payment gateway .



19.Draw Usecase on Online book shopping .



20.Draw Usecase on online bill payment system (paytm

