**Module no 1 [software]**

B1. What is software?

Ans. Software is that part of computer, Software is a set of program and associated with documentation.

B2. Types of software?

Ans. Type of software: 1. system software

2. application softwarw

3. driver software.

4. programing software

1. Application software : This is the most common type of computer software, and can be defined as end-user programs that help you perform tasks or achieve a desired outcome. The end-user is the person who is actually using a product or program.

2. System software : System software helps the user, the computer or mobile device, and an application all work together seamlessly. This makes system software crucial to running any kind of application software as well as the whole computer system.

3. Programming software : While application software is designed for endusers, and system software is designed for computers or mobile devices, programming software is for computer programmers and developers who are writing code. These are programs that are used to write, develop, test, and debug other software programs.

Driver software : This software is often considered to be a type of system software. Driver software operates and controls devices that are plugged into a computer. These drivers make it possible for devices to perform their necessary functions.

B3. What is Software Development Methodology?

Ans. There are 7 phases of the sdlc:

1. Planning
2. Requirement
3. Design
4. Software development
5. Testing
6. Deploy
7. Maintain
8. Planning : In the Planning phase, project leaders evaluate the terms of the project. This includes calculating labor and material costs, creating a timetable with target goals, and creating the project’s teams and leadership structure.
9. Requirement : Defining requirements is considered part of planning to determine what the application is supposed to do and its requirements.
10. Design : The Design phase models the way a software application will work. Some aspects of the design include: Architecture – Specifies programming language, industry practices, overall design, and use of any templates or boilerplate User Interface – Defines the ways customers interact with the software, and how the software responds to input Platforms – Defines the platforms on which the software will run, such as Apple, Android, Windows version, Linux, or even gaming consoles Programming – Not just the programming language, but including methods of solving problems and performing tasks in the application Communications – Defines the methods that the application can communicate with other assets, such as a central server or other instances of the application Security – Defines the measures taken to secure the application, and may include SSL traffic encryption, password protection, and secure storage of user credentials
11. Software development : This is the actual writing of the program. A small project might be written by a single developer, while a large project might be broken up and worked by several teams. Use an Access Control or Source Code Management application in this phase. These systems help developers track changes to the code. They also help ensure compatibility between different team projects and to make sure target goals are being met.
12. Testing : It’s critical to test an application before making it available to users. Other testing can only be done in a specific environment consider creating a simulated production environment for complex deployments.
13. Deployment : In the deployment phase, the application is made available to users. Many companies prefer to automate the deployment phase. This can be as simple as a payment portal and download link on the company website. It could also be downloading an application on a smartphone.

7. Maintain : At this point, the development cycle is almost finished. The application is done and being used in the field. The Operation and Maintenance phase is still important, though. In this phase, users discover bugs that weren’t found during testing. These errors need to be resolved, which can spawn new development cycles.

B4. What is Design Pattern?

Ans. A well defined solution to a common problem

Industry standard approach

Template, not a solution

Language independen

**Intermediate**

1. What is the difference between Application software and system software?

|  |  |
| --- | --- |
| System software | Application software |
| 1. System software is used for oprating computer hardware. 2. System software are installed on the computer when oprating system is installed. 3. It provides platform for running application software. 4. System software can work run independently. | 1. Application software is used by user to perform specific task. 2. Application software are installed according to users requirement. 3. Application software can not run without the presence of system software. 4. While Application software can not run or work independently. |

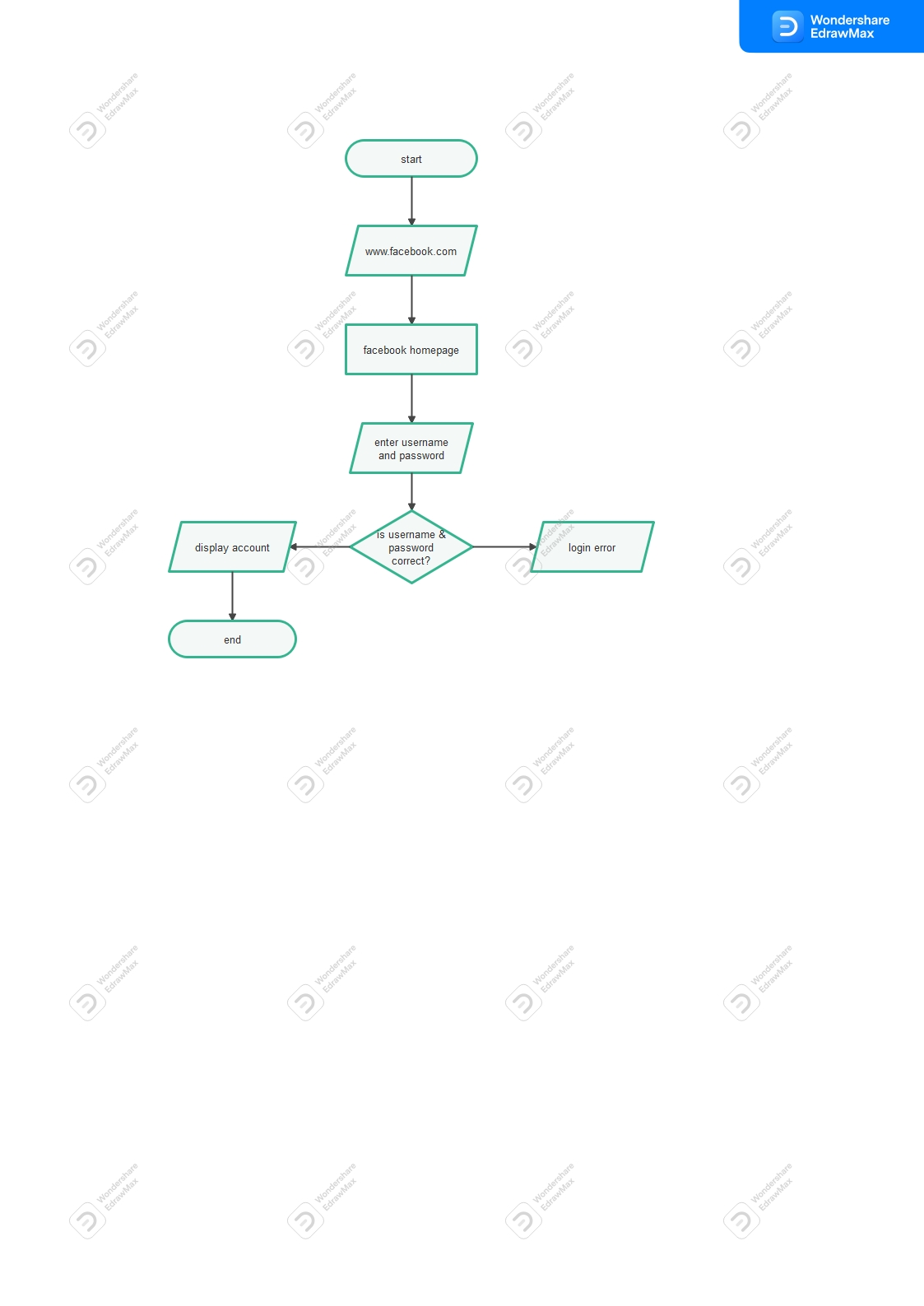
2 Explain the SDLC Each face Process

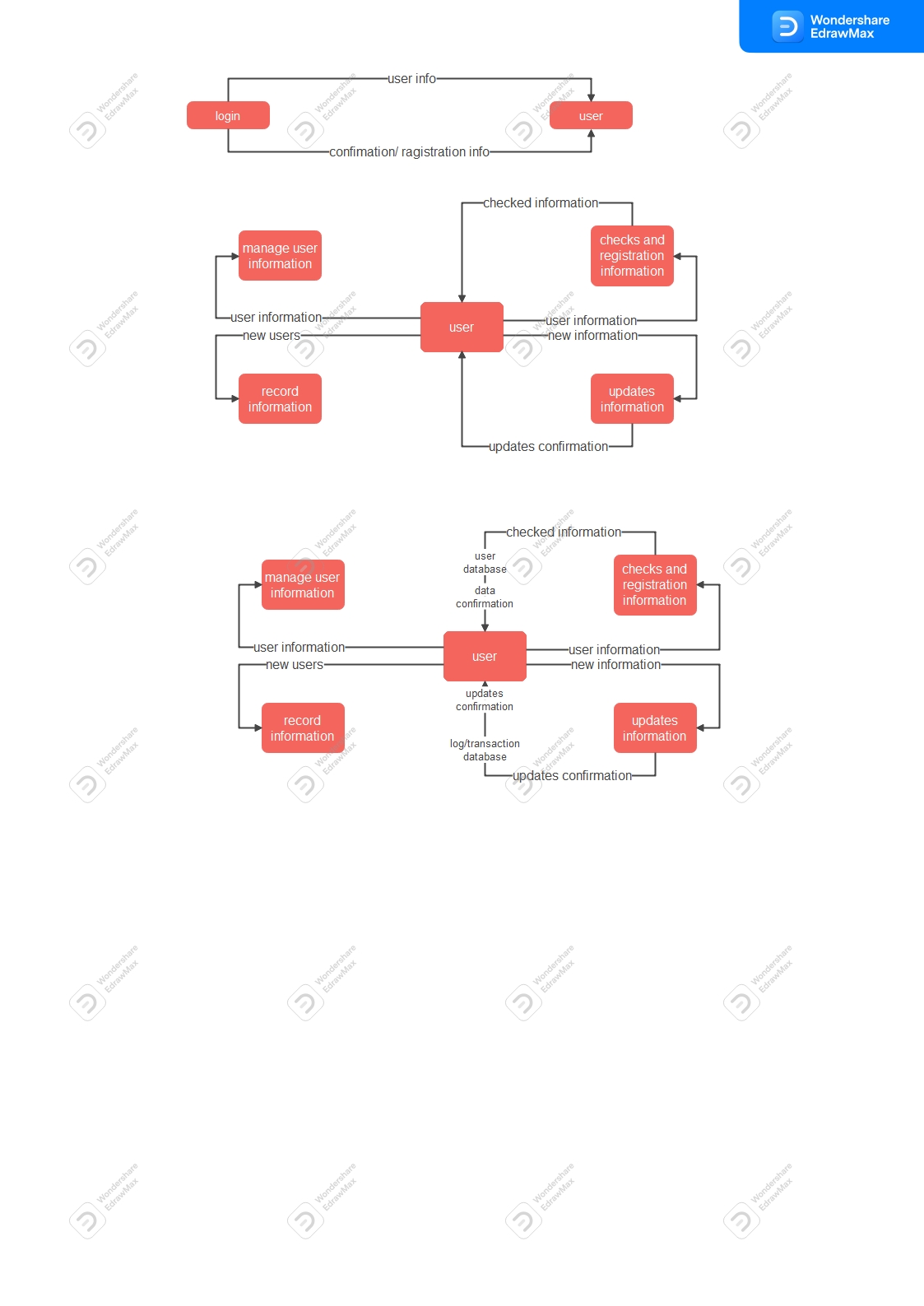
Ans. SDLC : “software development life cycle”

PROCESS :

1. Conception stage
2. Implementation stage
3. Maintenance.

3. Create the DFD, Flow Chart of Login Process of facebook.com?



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