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QUESTION #2

A: Obtaining codes from the internet is known as code reuse. Using ready-made codes reduces the development time, resources and fewer development team. However, code reuse might bring some licensing concerns. Duplicate bugs from the borrowed code. Software development is a field where one can choose to reuse codes from developers. These codes might be readily available on internet. However, the open code might not be able to accomplish all your needs and hence you will need to code some parts to your needs.

BENEFITS

The development time will be shortened.

The process of development will require fewer people.

Software will be developed at lower costs.

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and libraries forwardness problem which you have to create in order to build a relation with existing code.

In such software problem are like different types of errors, library issues, building a relationship, control bugs and errors, compilation etc.

We have to overcome these problems by giving code instructions step by step, taking care that we have built a relationship with each line of code.

QUESTION #3.

1.

A: TASK:

A task can be said to be any activity that is done with a particular purpose. A task can also be called an assignment which someone has been assigned to do. A smallest unit of work to management accountability.

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A project manager assigns task,
for e.g: A group of developers
making a large system for company
and they have divided a work, so
one developer has given work of,
coding and testing so it is a task
to be done by developer.
Development, Deployment, maintenance etc.

WORK PRODUCT:

A work product includes the
beginning stages of project,
may begin as an analysis, creating
type of proposal for project
that a company cannot deliver
until project has received
approval. Companies use work-
product to provide information to
current stakeholders and
potential investors.

for e.g: prototypes, presentations,
recorded discussions, diagrams and
status reports.

requirements, Market research,
Design etc.

It is output of a project.

They include tangible things.

lowest level of project work.

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2.

A1. In the testing phase when there is inconsistency in the calculations because of some inner problem with software so we go for Fault Avoidance technique because when faults come during system construction fault avoidance technique tries to reduce the capability or probability of faults occurrence, they prevent faults from being introduced into the software.

The main objective of this technique is to give a fault free software. Having common objective of reducing the number of latent defects in software programs. Be carefully designing and manufacturing systems, faults can be avoided.

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3.

1- ACCEPTANCE TESTING: (Client)

An acceptance testing is performed by the client and verifies point to point the flow of the system. Client accept when all functionalities work as expected.

2- BETA TESTING: (Client)

It is formal type of software testing which is carried out by the customer. It is carried out to ensure that there is no problem in software and satisfies business requirement.

3- INTEGRATION TESTING: (Client)

Testing of all integrated modules to verify combined functionality and is especially relevant to client and distributed systems.

4- SANITY TESTING: (Developer)

It is done to determine if a new software version is performing well enough to accept it for testing. It is performed by developer.

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5 - SMOKE TESTING. (Developer)

They check that no show stopper defects exist in the build which will prevent the application and is performed by developer.

6 - SYSTEM TESTING. (Developer)

During this, the entire system is tested as per requirements and is performed by developer.

7 - UNIT TESTING. (Developer)

Testing of an individual software component or module, and is performed by developer, compare the design with object.

8 - REGRESSION TESTING: (Developer)

Testing an application as whole for modification in any module or functionality. Performed by developer.