NAME : Ibrahim Jan

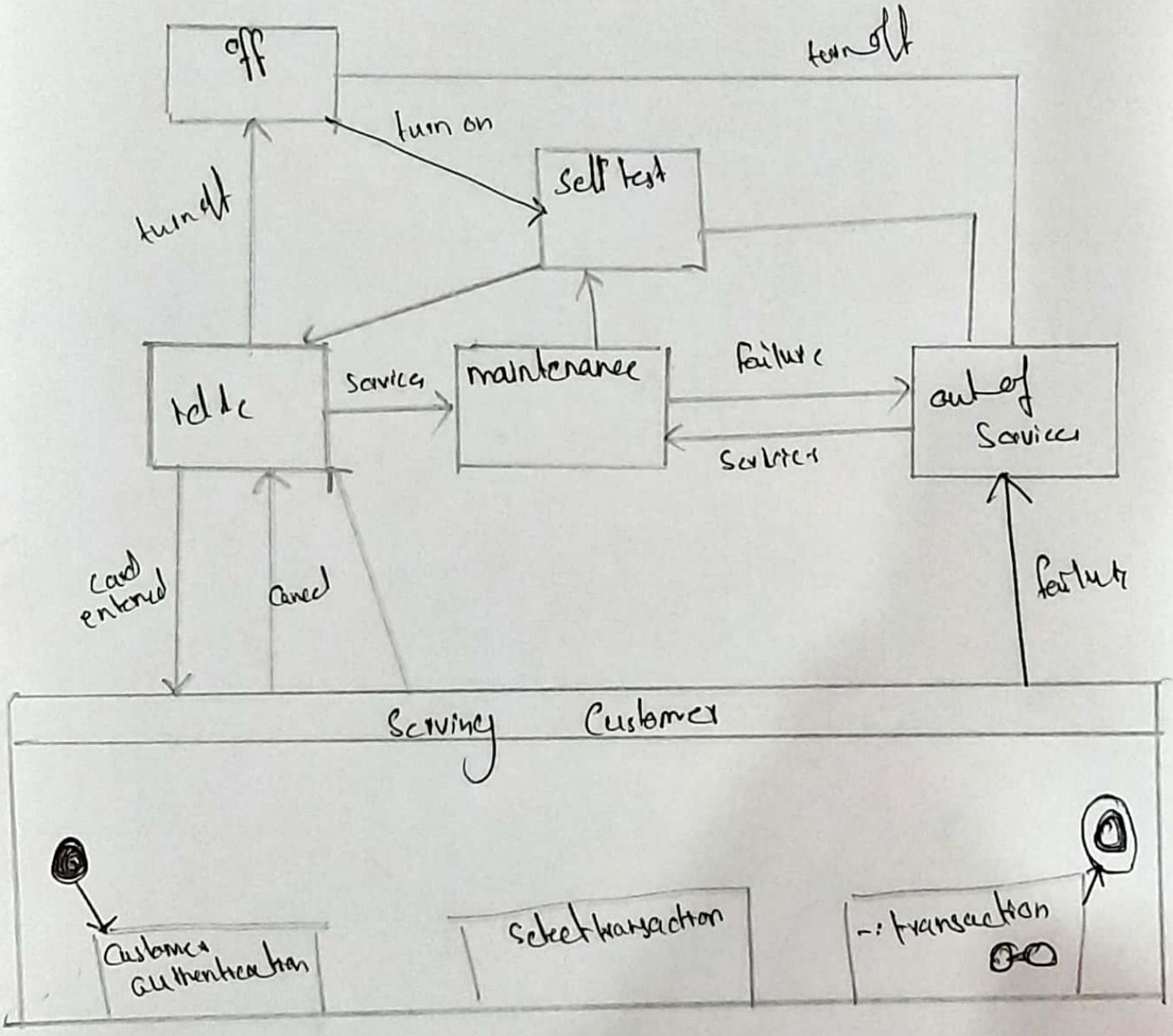
I.D = 6838

Section - B

Program - BS (SE)

Subject : Object oriented
Software Engineering

= No 1



(2)

Q2: You ~~make~~ have to make a personalized Software for a Consultancy firm. Some Components of the Software are those for which you already have Code ------?

=> what can you expect during the process.

I think is, At first we have to understand, and get all the requirement from client. After that we will do a proper reserch that can we make it, I have the codes or I will get it from the internet.

=> will it be easy or hard?

we will have some codes to fulfil the requirement of the client so its easy for us but those codes which we get it from internet and connecting or adjusting with Custome requirement effectively will be a bit difficult.

⇒ what problems you might face & how will you overcome those problems.

A person who is expert couldn't face any problem. If he/she face he/she will get help from internet & developer.

(=) No 3

(1) What is the difference blw a Task & work Product? - - - - ?

Ans, Task: A task consumes Resources & Produce a workproduct. A task represent an atomic unit of work that can be managed. task is a basic unit of Programming that an operation System Controls. Depending on how the operation System defines a task in its design, the unit of Programming may be an entire program or each successive invocation of a program.

For example: An example of task is when you assign joe the job of taking out the garbage.

Work product: Can be either a system, a model, or a Document.

Resources are either participants, Time or equipment. It is an artefact that is produced during the developed, such as a document or a piece of software for other developers or for the client. They are the lowest level of project work that are individually estimated, budgeted, assigned, executed, measured and controlled. work products include both tangible things such as infrastructure installation & intangible things such as presentations.

For example: work product include an object model, a class diagram, a piece of source code, a documents, or part of documents.

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(2) You are working on coding of a software---? I will use fault avoidence technique because the system is not ecected yet so for expecting some inner problems we will use this technique because fault avoidance

techniques try to detect faults statically, that is, without relying on the execution of any of the system models, in particular the code model. fault abbordance tries to prevent the insertion of faults into the system before it is released. fault avoidance includes development methodologies, configuration management, & verification. The faults detection techniques is used for techniques, such as debugging and testing, are uncontrolled and controlled experiments, respectively, used during the development process. To identify erroneous states and find the underlying faults in systems, but do not try to recover from the failures caused by them. In general, fault detection techniques are applied during development, but in some cases they are also used after the release of the system. The black boxes on an airplane to log the last few minutes of a minutes of a flight an example of a fault detection technique.

(3) There are different types of testing?----?

Techniques performed by Clients and developers are:

-> Performance Testing: checks the nonfunctional requirements & additional design goals from the SSD. functional & performance testing are done by developers.

-> Unit Testing: Is the testing process usually executed by the the developers responsible for coding the software in general or some particular features. Sometimes the Customer may require to put execute unit tests & include them into the documentation as a part of general Software development life cycle.

-> Acceptance Testing: Test is performed by the Client and verifies whether the end to end the flow of the System is a per the business requirements or not and if it is a per the need of the end-user. Client accept the software only when all the features and functionalities work as

expected. ~~installation tests~~

=> Installation testing: Check the system against the project agreement and is done by the clients, if necessary, with help by the developers.