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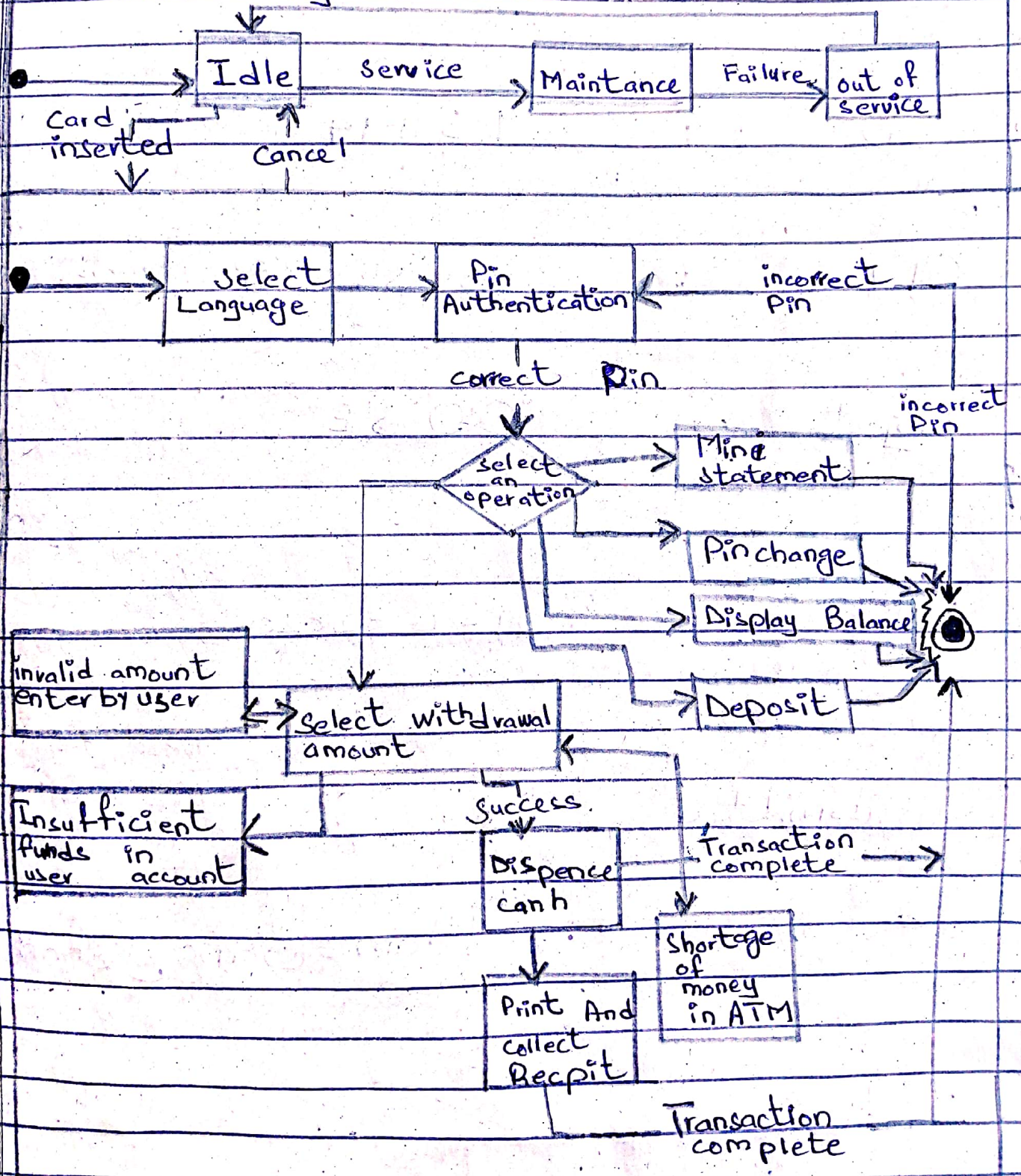
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Submitted to

"Mam - Sana Jehan"

Q1:- An ATM Machine can be used for money withdrawal and getting Mini Account statement. Make a State Machine Diagram for these two cases.

Ans:- State Diagram of ATM:-



Q2:- You have to make personalized software for a consultancy firm, ? what problem you might face and how will you overcome those problem.

Ans:- what can you expect during this whole process?

What I thing is, at first we have to understand and get all requirement for client. After that we will do a proper research that can we make it, I have a 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 clients so it's easy for us but those codes which we get it from internet and connecting or adjusting with customer requirement effectively will be a bit difficult.

- what problem you might face and how will you overcome those problems?

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

Q3:-

1- What is diff b/w a Task and a work product. Explain

Ans:-

Task:-

A Task consumes resources a work Product - A task represent an atomic unit of work that can be managed. Task is a basic unit of programming that an Operated system controls.

Depending on how operating system defines a task in its design, the unit of programming may be entire programme or each successive invocation of a program.

Example:- An example of task is when you assign Joe the Job of taking out the garbage.

Work Product:-

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 development such as document or piece of a software for other developers or for the client - They are the lowest level of project work that are individual estimated, budgeted, assigned, executed, measured and controlled.

work product include both tangible things such as infrastructure installations and intangible things such as presentation.

Example: work products include an object model, a class diagram, a piece of source code, a document or parts of documents.

Q3:-

2- You are working on coding of a software which a lot of calculation are involved or Fault detection technique in the Testing Phase? Explain

Ans. I will use fault avoidance technique because the system is not executed 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 execution of any system models, in particular the code model.

- Faults:-

avoidance tries to prevent the insertion of faults into the system before it is released.

Fault avoidance includes development methodologies, configuration management and verification. The fault detection

technique is used for debugging and testing are uncontrolled and controlled experience respectively used during the developing process to identify erroneous states and find the underlying faults before releasing the system.

Fault detection technique assist in finding faults in system but do not try to recover from the failure caused by them in general fault detection

techniques are applied during development but in some case they are also used after the release of the system.

The blackboxes in airplane to log the last few minutes of a ~~system~~ flight an example of fault detection technique.

Q3:-

3:- There are different types of testing state which techniques are performed by the client

Ans:- Technique that are performed by the client are:-

Performance testing: checks the

nonfunctional requirements and additional design goals from the SDD. Functional and Performance test are by developers.

Unit testing:-

It is a testing process usually executed by the developer responsible for coding the software is general or some particular features. Some times the customer may requires to put execute unit test and include them into the document as a part of general software development life cycle.

Acceptance testing:-

An Acceptance test is performed by the client and verifies whether the end to end the flow of the system is as per the business requirements or not and if it is as per the needs of end-user. Clients accept the software only when all the features and functionality work as expected.

Installation testing:-

Check the system against the project agreement and done by the client, if necessary with help by the developers.