

# Software Requirements

## Project Name

Company:

Created By:

## 1. Introduction

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### 1.1 Purpose

Set the expectations for the outcome of the product.

### 1.2 Intended Audience

Who is the software for (end-user)?

### 1.3 Intended Use

What is the software for? What problem is it solving?

### 1.4 Scope

Explain the scope of the software. What are the main goals and objectives?

### 1.5 Definitions and Acronyms

Provide definitions the reader should understand before reading on.

## 2. Overall Description

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Describe what you are building and for who.

### 2.1 User Needs

Explain why the user needs this software.

### 2.2 Assumptions and Dependencies

What assumptions are you making that could cause an error? Is the project reliant on any other factors that could affect the development of the software?

## 3. System Features and Requirements

# Sample Web Application Requirements Document

**Manish Soni**



## **Sample Web Application Requirements Document:**

*MySQL and JSP Web Applications* James Turner, 2002 JSP developers encounter unique problems when building web applications that require intense database connectivity MySQL and JSP Web Applications addresses the challenges of building data driven applications based on the JavaServer Pages development model MySQL and JSP Web Applications begins with an overview of the core technologies required for JSP database development JavaServer Pages JDBC and the database schema The book then outlines and presents an Internet commerce application that demonstrates concepts such as receiving and processing user input designing and implementing business rules and balancing the user load on the server Through the JDBC Java DataBase Connector the developer can communicate with most commercial databases such as Oracle The solutions presented in MySQL and JSP Web Applications center on the open source tools MySQL and Tomcat allowing the reader an affordable way to test applications and experiment with the book's examples

*Progressive Web Application Development by Example* Chris Love, 2018-07-24 Leverage the full potential of the web to make your web sites better than native applications for every platform Key Features Explore different models and patterns required to develop progressive web applications Create applications requiring shorter runtime for attracting more users Study different projects to understand the fundamentals of progressive web applications Book Description Are you a developer that wants to create truly cross platform user experiences with a minimal footprint free of store restrictions and features customers want Then you need to get to grips with Progressive Web Applications PWAs a perfect amalgamation of web and mobile applications with a blazing fast response time Progressive Web Application Development by Example helps you explore concepts of the PWA development by enabling you to develop three projects starting with a 2048 game In this game you will review parts of a web manifest file and understand how a browser uses properties to define the home screen experience You will then move on to learning how to develop and use a podcast client and be introduced to service workers The application will demonstrate how service workers are registered and updated In addition to this you will review a caching API so that you have a firm understanding of how to use the cache within a service worker and you'll discover core caching strategies and how to code them within a service worker Finally you will study how to build a tickets application wherein you'll apply advanced service worker techniques such as cache invalidation Also you'll learn about tools you can use to validate your applications and scaffold them for quality and consistency By the end of the book you will have walked through browser developer tools node modules and online tools for creating high quality PWAs What you will learn Explore the core principles of PWAs Study the three main technical requirements of PWAs Discover enhancing requirements to make PWAs transcend native apps and traditional websites Create and install PWAs on common websites with a given HTTPS as the core requirement Get acquainted with the service worker life cycle Define service worker caching patterns Apply caching strategies to three different website scenarios Implement best practices for web performance Who this book is for Progressive Web Application

Development by Example is for you if you're a web developer or front end designer who wants to ensure improved user experiences. If you are an application developer with knowledge of HTML, CSS, and JavaScript, this book will help you enhance your skills in order to develop progressive web applications, the future of app development. *The Definitive Guide to Quality Application Delivery* Don Jones, 2008. Pro Web Project Management Justin Emond, Chris Steins, 2012-01-13. Pro Web Project Management is a collection of hard won lessons the authors have learned managing modern web projects with small and medium budgets in a consulting environment. This isn't a book about project management theory. Pro Web Project Management tells how to create real deliverables, get answers from indecisive clients, manage wayward programmers, and use checklists to wow clients. This book is made up of real examples, real lessons, real documents, and real tips woven together into a step by step walkthrough of a project's life cycle. Pro Web Project Management is written for both the full time project manager and the aspiring project manager who might have a role that blends client support, web development, and project management. The project budget sweet spot for this book is 50,000 to 500,000. If you manage a project in this space, reading this book will make you a better project manager. Learn how to manage a modern web project with a budget of 50,000 to 500,000. Get actionable tips on dealing with real project management challenges. Learn the simple defined process refined over the years to take simple and complex projects from proposal to successful launch. **How to Become an IT Architect** Cristian Bojinca, 2016-11. Defining the various types of IT architecture in the industry, this one of a kind resource highlights the rewards of becoming an architect and explores the details of the deliverables, project structure, and how to approach their creation. Practical SharePoint 2013 Enterprise Content Management Steve Goodyear, 2013-11-25. Practical SharePoint 2013 Enterprise Content Management is the first book to guide you through planning and designing each phase of your information life cycle with SharePoint 2013. Author and SharePoint expert Steve Goodyear walks you through how to analyze and plan enterprise content management (ECM) solutions for an effective and end-to-end information design based on your organization's needs and business requirements. Inside, you will develop a full understanding of how SharePoint 2013 manages content, including identifying and understanding your organization's information within SharePoint, collaborating on transitory content, and capturing and controlling your records. You'll get practical advice and best practice instruction for each phase of the information life cycle to guide you on designing your ECM strategy and implementing your own ECM solution. You learn how to apply a content life cycle model to analyze and understand your organization's information. Design your file plan with content routing rules for your SharePoint records repository. Plan and configure your eDiscovery portal and manage discovery cases. Design solutions to interface and integrate with external records management systems. Identify your organization's information security requirements. Design content types and implement an enterprise content type hub to organize your information. Practical SharePoint 2013 Enterprise Content Management is for you if you are a SharePoint architect, administrator, consultant, or project manager, and you implement SharePoint solutions that relate to one or more

aspects of the information life cycle involved with ECM What you ll learn Apply a content life cycle model to analyze and understand your organization s information Plan and configure your SharePoint 2013 enterprise eDiscovery portal and manage discovery cases Design your file plan with content routing rules for your SharePoint records repository Design solutions to interface and integrate with external records management systems Design content types and implement an enterprise content type hub to categorize and organize your information Identify your organization s information security requirements Who this book is for Practical SharePoint 2013 Enterprise Content Management is for you if you are a SharePoint architect administrator consultant or project manager and you implement SharePoint solutions that relate to one or more aspects of the information life cycle involved with ECM This book is also for you if you are an enterprise architect or a records manager and you want to learn how ECM fits in SharePoint This book is definitely for you if you want to learn how to analyze design and implement an ECM solution on SharePoint 2013 Table of ContentsIntroduction Part I Planning and Analyzing Your Information Lifecycle Chapter 1 Overview of Enterprise Content Management Chapter 2 SharePoint 2013 ECM Features Chapter 3 Analyzing Your Information Life Cycle Chapter 4 Designing Your Information Architecture Part II Managing Your Transitory Content Chapter 5 Configuring SharePoint for Your Collaboration Content Chapter 6 Classifying and Organizing Your Content Chapter 7 Publishing Your Web Content Chapter 8 Designing Your Electronic Form Processes Part III Designing Your Information Discovery Chapter 9 Implementing Enterprise Search Chapter 10 Planning Social Computing Chapter 11 Managing eDiscovery and Discovery Cases Chapter 12 Securing Your Content Part IV Designating and Managing Your Records Chapter 13 Designing Your File Plan Chapter 14 Implementing Your Records Repository Chapter 15 Managing Content Retention and Disposition Chapter 16 Integrating with Other Records Repositories

*JavaServer Faces: Introduction by Example* Josh Juneau,2014-12-09 This book is about using JavaServer Faces to create and deploy interactive applications delivered to end users via a browser interface JavaServer Faces is the component based technology enabling easy development of such applications especially applications of the type commonly needed in enterprise environments JavaServerFaces Introduction by Example is a to the point 250 page introduction to an important technology that every Java Enterprise Edition programmer should know and be able to use JavaServer Faces Introduction by Example takes you through building and deploying servlet based web pages built around JavaServer Faces Facelets managed Java Beans and prebuilt user interface components You ll learn to build user interfaces that run in the browser to display data drawn from corporate databases accept user input deal with errors and exceptions and more JavaServer Faces is an important user interface technology for any Java developer to learn who works in an enterprise environment JavaServer Faces Introduction by Example is your no nonsense guide to getting started right away in taking advantage of the technology s component driven approach Introduces servlets which are the basis for JavaServer Faces applications Covers development and deployment of user interfaces in the browser Demonstrates advanced techniques such as the use of AJAX Perl

Template Toolkit Darren Chamberlain, Dave Cross, Andy Wardley, 2003-12-23 Among the many different approaches to templating with Perl such as Embperl Mason HTML Template and hundreds of other lesser known systems the Template Toolkit is widely recognized as one of the most versatile Like other templating systems the Template Toolkit allows programmers to embed Perl code and custom macros into HTML documents in order to create customized documents on the fly But unlike the others the Template Toolkit is as facile at producing HTML as it is at producing XML PDF or any other output format And because it has its own simple templating language templates can be written and edited by people who don't know Perl In short the Template Toolkit combines the best features of its competitors with ease of use and flexibility resulting in a technology that's fast powerful and extensible and ideally suited to the production and maintenance of web content and other dynamic document systems In Perl Template Toolkit you'll find detailed coverage of this increasingly popular technology Written by core members of the technology's development team the book guides you through the entire process of installing configuring using and extending the Template Toolkit It begins with a fast paced but thorough tutorial on building web content with the Template Toolkit and then walks you through generating and using data files particularly with XML It also provides detailed information on the Template Toolkit's modules libraries and tools in addition to a complete reference manual Topics in the book include Getting started with the template toolkit The Template language Template directives Filters Plugins Extending the Template Toolkit Accessing databases XML Advanced static web page techniques Dynamic web content and web applications The only book to cover this important tool Perl Template Toolkit is essential reading for any Perl programmer who wants to create dynamic web content that is remarkably easy to maintain This book is your surefire guide to implementing this fast flexible and powerful templating system

*TypeScript 2.x By Example* Sachin Ohri, 2017-12-20 Leverage the power of Typescript 2.0 using real world examples About This Book Begin with the fundamentals of TypeScript and learn how to write better JavaScript code Build three amazing applications throughout the book Leverage the power of tools such as Angular 2 and NativeScript to build for the web as well as for mobile Who This Book Is For Web developers who would like to learn how to use TypeScript to build amazing applications will benefit from this book What You Will Learn Design your first project in Visual Studio Learn about the different data types in TypeScript Create web applications in an object oriented fashion using TypeScript Build a Trello application using TypeScript's complex features Explore the tools available in a web application ecosystem to write unit test cases Deploy web applications to cloud and assign resources to the application In Detail The TypeScript language compiler and open source development toolset brings JavaScript development up to the enterprise level It allows you to use ES5 ES6 and ES7 JavaScript language features today including classes interfaces generics modules and more Its simple typing syntax enables building large robust applications using object oriented techniques and industry standard design principles This book aims at teaching you how to get up and running with TypeScript development in the most practical way possible Taking you through two exciting projects

built from scratch you will learn the basics of TypeScript before progressing to functions generics promises and callbacks Then you ll get to implement object oriented programming as well as optimize your applications with effective memory management You ll also learn to test and secure your applications before deploying them Starting with a basic SPA built using Angular you will progress on to building maybe a Chat application or a cool application You ll also learn how to use NativeScript to build a cool mobile application Each of these applications will be explained in detail allowing you to grasp the concepts fast By the end of this book you will have not only built two amazing projects but you will also have the skills necessary to take your development to the next level

**Style and approach** Example based approach to get you quickly started with Typescript

**Yii2 By Example** Fabrizio Caldarelli, 2015-09-29 Develop complete web applications from scratch through practical examples and tips for beginners and more advanced users About This Book Improve your programming experience and become a full stack developer Master real life web applications and create and manage four different projects Step by step guidance to develop real world web applications smoothly Who This Book Is For This book is for anyone who wants to discover and explore Yii Framework Basic programming experience with PHP and object oriented programming is assumed What You Will Learn Understand basic concepts along with the installation and customization of Yii Discover models controllers and views concepts applied in a web context and how they are employed in Yii Use ActiveRecord to manipulate a database Add access control to your web application through authentication and authorization Install and customize an advanced template for multiple applications in the same project Create a RESTful Web Service to allow remote access to data Develop a console application to launch a command in the console as an automated task cron job Make code reusable through widgets and components and localize text messages to make a multilanguage web app In Detail Yii is a high performance PHP framework best for developing Web 2 0 applications It provides fast secure and professional features to create robust projects however this rapid development requires the ability to organize common tasks together to build a complete application It s all too easy to get confused this is where this book comes in This book contains a series of practical project examples for developers starting from scratch Each section contains the most relevant theories for every topic as you walk through developing each project focusing on key aspects that commonly confuse users The book starts with all the framework s basic concepts such as controllers and views to introduce you to Yii and creating your first application a simple news reader You will be learn to configure URL rules to make a pretty URL essential for search engine optimization Next you will walk through Model and ActiveRecord key concepts in database interaction The second application you will develop is a reservation system that allows you to manage rooms customers and reservations For this you will use database connection through SQL and ActiveRecord More complex than the first one this application will introduce you to the advanced template of Yii 2 splitting the app into two parts a frontend for all visitors and a backend for the admin Finally you will move on to the last two applications one that allows connections from remote clients through RESTful components of Yii 2 and another that

creates and organizes automatic tasks using the console application structure of Yii 2 Style and approach This is a step by step guide with each topic introduced in the context of real world applications highlighting common cases where users may encounter difficulties

**Android Sensor Programming By Example** Varun Nagpal, 2016-04-29 Take your Android applications to the next level of interactivity by exploring the wide variety of Android sensors About This Book Get a thorough understanding of the fundamentals and framework of Android sensors Acquire knowledge of advance sensor programming and learn how to connect and use sensors in external devices such as the Android Watch Polar heart rate monitors Adidas speed cells and so on Learn from real world sensor based applications such as the Pedometer app to detect daily steps the Driving app to detect driving events and the Professional Fitness tracker app to track heart rate weight daily steps calories burned and so on Who This Book Is For This book is targeted at Android developers who want to get a good understanding of sensors and write sensor based applications or who want to enhance their existing applications with additional sensor functionality A basic knowledge of Android development is required What You Will Learn Learn about sensor fundamentals different types of sensors and the sensor co ordinate system Understand the various classes callbacks and APIs of the Android Sensor framework Check all the available sensors on an Android device and know their individual capabilities for example their range of values power consumption and so on Implement sensor fusion using two or more sensors together and learn to compensate for the weakness of one sensor by using the strength of another Build a variety of sensor based real world applications such as Weather Pedometer Compass Driving Events Detection Fitness Tracker and so on Get to know about wake up and non wake up sensors wake locks and how to use sensor batch processing along with the sensor hardware FIFO queue Develop efficient battery and processor algorithms using raw sensor data to solve real world problems Connect to a variety of remote sensors such as body weight measurement and body fat percentage measurement using the Google Fit platform from your Android app In Detail Android phones available in today s market have a wide variety of powerful and highly precise sensors Interesting applications can be built with them such as a local weather app using weather sensors analyzing risky driving behavior using motion sensors a fitness tracker using step counter sensors and so on Sensors in external devices such as Android Watch Body Analyzer Weight Machine Running Speed Cell and so on can also be connected and used from your Android app running on your phone Moving further this book will provide the skills required to use sensors in your Android applications It will walk you through all the fundamentals of sensors and will provide a thorough understanding of the Android Sensor Framework You will also get to learn how to write code for the supportive infrastructure such as background services scheduled and long running background threads and databases for saving sensor data Additionally you will learn how to connect and use sensors in external devices from your Android app using the Google Fit platform By the end of the book you will be well versed in the use of Android sensors and programming to build interactive applications Style and approach A step by step and easy to follow guide that focuses on utilizing sensors to



perform certain tasks After covering the fundamentals in the first chapter the book develops the concepts by building a real world sensor based application in subsequent chapters

**IGNOU Software Engineering Previous 10 Years Solved Papers** Manish Soni,2024-11-13 Welcome to the world of software engineering at the Indira Gandhi National Open University IGNOU This book presents a valuable collection of solved papers from the past 10 years offering students and learners a comprehensive resource to aid in their journey of mastering software engineering concepts and techniques Software engineering is a dynamic field that continually evolves reflecting the rapid advancements in technology and the growing demands of industry and society At IGNOU we are committed to providing accessible high quality education in this discipline ensuring that our students are well prepared for the challenges of the software industry This book is a testament to our dedication to excellence in software engineering education It includes a wide range of solved papers covering topics such as software development methodologies software design software testing and project management Each solved paper is accompanied by detailed explanations and insights helping you understand the problem solving process and the underlying concepts We believe that by studying these past papers you will not only be better equipped to succeed in your examinations but will also gain a deeper understanding of the principles and practices that underpin software engineering Whether you are an IGNOU student a software professional looking to enhance your skills or anyone interested in software engineering this book is a valuable resource We encourage you to approach these papers with curiosity dedication and a passion for learning By doing so you will be better prepared to face the challenges and opportunities of the software engineering world We wish you the best of success in your academic and professional pursuits

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*JavaScript by Example* Dani Akash S,2017-08-30 A project based

guide to help you get started with web development by building real world and modern web applications About This Book Learn JavaScript from scratch by building clones of popular web applications Understand the core concepts and techniques surrounding JavaScript with this power packed hands on guide Explore modern JavaScript frameworks and libraries such as Node React and Webpack Who This Book Is For The target audience for this book is developers with little or basic knowledge of working with JavaScript If you are an emerging web developer with experience in building static web pages using HTML and CSS this book will teach you to add JavaScript elements to make your website interactive and dynamic What You Will Learn A strong understanding of web application development with JavaScript and ES6 A firm foundation on which to master other JavaScript frameworks and libraries Write maintainable and scalable code by organizing functions into modules Importance of tools such as Node NPM Babel and Webpack in Front end development Work with real time data such as incoming video streams texts and so on Integrate React with JavaScript to build large scale applications Utilize Redux to manage data across React components and greatly speed up the development process In Detail JavaScript is the programming language that all web developers need to learn The first item on our JavaScript to do list is building a To do list app which you ll have done by the end of the first chapter You ll explore DOM manipulation with JavaScript and work with event listeners You ll work with images and text to build a Meme creator You will also learn about ES ECMAScript classes and will be introduced to layouts using the CSS3 Flexbox You ll also develop a responsive Event Registration form that allows users to register for your upcoming event and use charts and graphics to display registration data You will then build a weather application which will show you different ways perform AJAX requests and work with dynamic external data WebRTC enables real time communication in a web browser you ll learn how to use it when you build a real time video call and chat application later in the book Towards the end of the book you will meet React Facebook s JavaScript library for building user interfaces You ll throw together a blog with React and get a feel for why this kind of JavaScript framework is used to build large scale applications To make your blog more maintainable and scalable you ll use Redux to manage data across React components Style and approach This project based guide will teach you all the facets of JavaScript through real world app examples

**Learning Microsoft Power Apps** Arpit Shrivastava,2024-07-17 In today s fast paced world more and more organizations require rapid application development with reduced development costs and increased productivity This practical guide shows application developers how to use PowerApps Microsoft s no code low code application framework that helps developers speed up development modernize business processes and solve tough challenges Author Arpit Shrivastava provides a comprehensive overview of designing and building cost effective applications with Microsoft Power Apps You ll learn fundamental concepts behind low code and no code development how to build applications using pre built and blank templates how to design an app using Copilot AI and drag and drop PowerPoint like controls use Excel like expressions to write business logic for an app and integrate apps with external data sources With this book you ll Learn the

importance of no code low code application development Design mobile tablet canvas apps applications using pre built and blank templates Design web applications model driven apps using low code no code and pro code components Integrate PowerApps with external applications Learn basic coding concepts like JavaScript Power Fx and C Apply best practices to customize Dynamics 365 CE applications Dive into Azure DevOps and ALM concepts to automate application deployment

**Software Quality: Methods and Tools for Better Software and Systems** Dietmar Winkler, Stefan Biffl, Johannes Bergsmann, 2018-01-08 This book constitutes the refereed proceedings of the 10th Software Quality Days Conference SWQD 2018 held in Vienna Austria in January 2018 The Software Quality Days SWQD conference started in 2009 and has grown to the biggest conferences on software quality in Europe with a strong community The program of the SWQD conference is designed to encompass a stimulating mixture of practical presentations and new research topics in scientific presentations The guiding conference topic of the SWQD 2018 is Software Quality 4 0 Methods and Tools for better Software and Systems as novel technologies include new challenges and might require new and adapted methods and tools to support quality assurance activities early The 6 full papers and 2 short papers presented in this volume were carefully reviewed and selected from 16 submissions The volume also contains 2 invited talks The contributions were organized in topical sections named safety and security requirements engineering and requirements based testing crowdsourcing in software engineering software and systems architecture experimentation in software engineering and smart environments

**Usability for the Web** Tom Brinck, Darren Gergle, Scott D. Wood, 2001-10-20 Every stage in the design of a new web site is an opportunity to meet or miss deadlines and budgetary goals Every stage is an opportunity to boost or undercut the site s usability Usability for the Web tells you how to design usable web sites in a systematic process applicable to almost any business need You get practical advice on managing the project and incorporating usability principles from the project s inception This systematic usability process for web design has been developed by the authors and proven again and again in their own successful businesses A beacon in a sea of web design titles this book treats web site usability as a preeminent practical and realizable business goal not a buzzword or abstraction The book is written for web designers and web project managers seeking a balance between usability goals and business concerns Examines the entire spectrum of usability issues including architecture navigation graphical presentation and page structure Explains clearly the steps relevant to incorporating usability into every stage of the web development process from requirements to tasks analysis prototyping and mockups to user testing revision and even postlaunch evaluations

**New Trends in Software Process Modeling** Silvia T. Acuna, Maria Isabel S nchez-Segura, 2006 Over the years a variety of software process models have been designed to structure describe and prescribe the software systems construction process More recently software process modelling is increasingly dealing with new challenges raised by the tests that the software industry has to face This book addresses these new trends in software process modeling related to Processes for open source software Systems dynamics to model and

simulate the software process Peopleware the importance of people in the software development and by extension in the software process One new software development trend is the development of open source projects As such projects are a recent creation the process model governing this type of developments is unfamiliar This book deals with process modeling for open source software It also deals with software process simulation applied to the management of software projects and improves the software development process capability according to CMM Capability Maturity Model Software development is a conjunction of the organizational environment the social environment and the technological environment The inclusion of these environments will make it possible to output software process models that meet the specified organizational cultural and technological requirements providing an exhaustive analysis of the people in the software process as well as supporting people oriented software development This book deals with the development of software by means of people oriented process models that have proven to be very beneficial

**KnockoutJS by Example** Adnan Jaswal, 2015-09-30 Develop rich interactive and real world web applications using knockout js About This Book Master the full range of features provided by knockout js such as declarative binding automatic refresh dependency tracking and templating using this project based guide Tackle real world problems such as page navigation forms composite UI components maps integration server interaction for CRUD operations and application security Discover the power of knockout js as you build applications with complexity ranging from beginner to advanced Extend and customize knockout js to harness its full potential Integrate with third party libraries and APIs to build fully featured applications Who This Book Is For This book is intended for designers and developers who want to learn how to use Knockout to develop rich interactive and modular web applications The book assumes no prior knowledge of the Knockout library but basic familiarity with HTML CSS and JavaScript would be helpful What You Will Learn Explore the basic concept behind the Model View View Model MVVM design pattern and how it is implemented by knockout js Develop a modular application skeleton based on the Module Pattern that can be used as a template for your projects Use knockout js with other libraries and APIs such as JQuery Bootstrap and the Google Maps API to give your users a richer experience Create real world dynamic web forms to capture user information and learn how knockout js makes it easier to capture validate and submit form data Develop and use dynamic UI components such as grids tabs master details view and wizards Extend knockout js to add custom extenders binding handlers subscribers and observables Secure your single page application using token based authentication In Detail KnockoutJS By Example is a project based guide that introduces the key features and concepts of knockout js It helps you create an application skeleton and a Hello World application You will develop a To Do list application that aims to show the basic features of knockout js in action such as data binding and observables following which you will develop a dynamic online customer registration form that captures and validates customer information This book will further walk you through developing a customer banking portal which demonstrates the use of knockout js with components such as navigation bars tabs carousels master details view

panels forms and wizards You will also discover how to use token based authentication and authorization to secure the customer banking portal and move on to creating an editable products grid with CRUD operations Finally you will explore how to use the Google Maps API with knockout js KnockoutJS By Example will not only leave you with a basic understanding of knockout js fundamentals but also take you through some of the advanced features It will help you get a web application up and ready instantly

**IGNOU BCA System Analysis and Design Previous Year Solved Papers MCS 014** Manish Soni,2024-11-13 System Analysis and Design is a cornerstone in the field of information systems serving as the blueprint for building reliable efficient and scalable software solutions As organizations increasingly adopt complex systems to streamline their operations the need for professionals proficient in analyzing requirements and designing structured solutions has become more crucial than ever The Indira Gandhi National Open University IGNOU has recognized the significance of this domain by incorporating it as a core subject in the BCA curriculum enabling students to gain both theoretical insight and practical competence In alignment with this academic vision we present IGNOU BCA System Analysis and Design Previous Year Solved Papers MCS 014 a comprehensive collection of solved question papers designed to assist students in mastering this essential subject This book aims to offer a valuable resource for exam preparation by enabling learners to practice with real past papers Solving previous years papers allows students to familiarize themselves with the exam pattern question types and difficulty levels while also encouraging them to apply theoretical concepts to practical scenarios Each solution in this book has been crafted with clarity and accuracy to support students in enhancing their understanding and analytical abilities Covering critical areas such as the System Development Life Cycle SDLC requirement gathering system modeling design methodologies implementation strategies and system maintenance this book ensures thorough syllabus coverage It not only prepares students for their exams but also builds a solid foundation for future roles in software development and IT project management We sincerely thank the students educators and contributors who helped shape this volume with their invaluable insights and feedback We hope this book will serve as a trusted guide in your academic journey and a stepping stone to a successful career in system analysis and design

**Microservices by Example** Biswa Pujarini Mohapatra,Baishakhi Banerjee,Gaurav Aroraa,2019-01-24 A book with lot of practical and architectural styles for Microservices using NET Core DESCRIPTION This book predominately covers Microservices architecture with real world example which can help professionals on case adoption of this technology Following the trend of modularity in real world the idea behind Microservice by Examples is to allow developers to build their applications from various independent components which can be easily changed removed or upgraded Also it is relevant now because of enterprises are moving towards DevOps Modernisation this book will emphasise on containers and Dockers as well KEY FEATURES Understand core concept of Microservices Understand various Microservices design patterns Build microservices application using real world examples Deployment of microservices using Docker Microservices Orchestration using Azure Service Fabric Azure DevOps

CI CD using MSBuild Understand the concept of API Management Authentication Authorization using JWT token for Microservices Integrating Microservices in Angular 6 0 Single Page Application Dos and don ts during integration Ensuring End to end testing WHAT WILL YOU LEARN Microservices and its Architecture Designing the microservice application layer Hands on Micro services development of Online Hotel Booking App Deployment of Microservices for App Modernization at Scale with Docker Service Orchestration of Microservices using Azure Service Fabric Integrating various components Hands on Integration with API Management Testing Microservices WHO THIS BOOK IS FOR This book is for NET Core developers who are new to microservices and want to learn understand the microservices architecture Table of Contents 1 An introduction to Microservices 2 Micro services Architecture 3 Designing the microservice application layer 4 Hands on Micro services development of Online Hotel Booking App 5 Deployment of Microservices for App Modernization at Scale with Docker 6 Service Orchestration of Microservices using Azure Service Fabric 7 Integrating various components 8 Hands on Integration with API Management 9 Testing Microservices 10 Extending application with logging 11 What is next

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