Step Academy official

STUDENT NAME		CLASS	New 1st Year (FSC/ICS)
PAPER CODE	70608	SUBJECT	Computer
TIME ALLOWED	40	TOTAL MARKS	25
Paper Date	02-02-2026	Paper Type	

Q1. **Choose the correct answer.** 5X1=5

I What is the goal of requirement gathering in SDLC?

(A) To test the final product **(B)** To understand user needs **(C)** To design the system interface **(D)** To write code

II What is done during document review in the requirement gathering phase?

(A) Creating flowcharts **(B)** Reading existing reports and manuals **(C)** Drawing system diagrams **(D)** Writing new code

III What is the purpose of writing code in software development?

(A) To decorate the software **(B)** To test the software **(C)** To give the computer instructions **(D)** To create user manuals

IV What is a limitation of the Waterfall Model?

(A) Too flexibleToo flexible **(B)** Doesn't require planning **(C)** Difficult to go back to previous phases **(D)** No testing is done

V What is the Singleton Pattern primarily used for?

(A) Creating multiple instances of a class **(B)** Ensuring only one instance of a class exists **(C)** Creating a family of objects **(D)** Notifying observers about changes

Q2. **Write short answers of the following questions.** 5X2=10

I . In which fields can Systems be applied?

II . How do software process models help in managing software projects?

III . Name any two phases of the Waterfall Model.

IV . Describe the Factory Pattern and explain how it differs from directly creating directly cr objects, with an example.

V . How do design patterns contribute to code reusability?

Q3. **Write detailed answers of the following questions.** 1X10=10

I . Imagine you are managing a project to develop a simple mobile application. Describe how you would use the Agile Methodology to handle this project.