

Step Academy official

Model Town Grw PH: 03016652757

STUDENT NAME	
PAPER CODE	70608
TIME ALLOWED	40
Paper Date	02-02-2026



CLASS	New 1st Year (FSC/ICS)
SUBJECT	Computer
TOTAL MARKS	25
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 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 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.