



## FACULTY OF ENGINEERING & TECHNOLOGY

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**Program Design**

**Software Design Methodology**



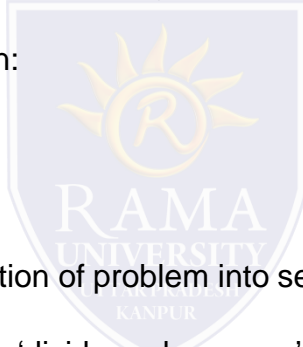
- **Computers are controlled by the set of instructions called program**
- **The paradigm of writing program is termed as programming**
- **Program Design involves many steps including:**
  - General Overview
  - Program Design Methodology
  - Assembler Language
  - Assembler Directives



- Software design is a process to conceptualize the software requirements into software implementation
- Software design takes the user requirements as challenges and tries to find optimum solution.
- There are multiple variants of software design:

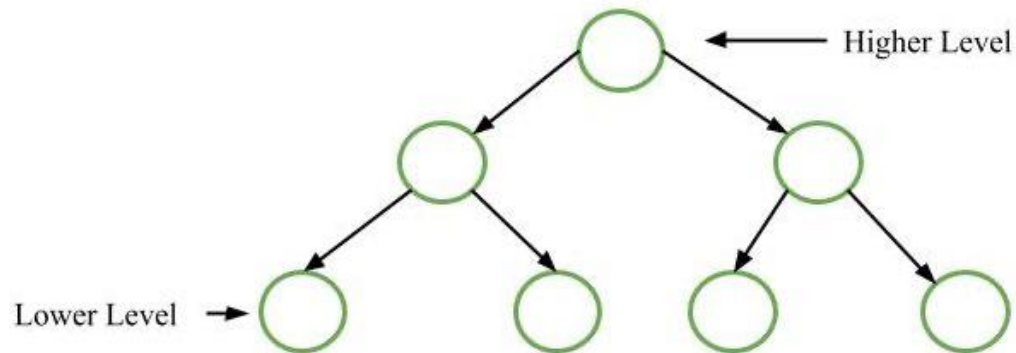
## – Structured Design

- Structured design is a conceptualization of problem into several well-organized elements of solution
- Structured design is mostly based on 'divide and conquer' strategy where a problem is broken into several small problems and each small problem is individually solved until the whole problem is solved



## •Function Oriented Design

- In function-oriented design, the system is comprised of many smaller sub-systems known as functions
- This design mechanism divides the whole system into smaller functions, which provides means of abstraction by concealing the information and their operation



1. C preprocessors can have compiler specific features.

- a) TRUE
- b) FALSE
- c) depends on the standard
- d) depends on the platform

2. #include are \_\_\_\_\_ files and #include "somefile.h" \_\_\_\_\_ files.

- a) Library, Library
- b) Library, user-created header
- c) User-created header, library
- d) They can include all types of file

3. A preprocessor is a program.

- a) That processes its input data to produce output that is used as input
- b) That is nothing but a loader
- c) That links various source files
- d) All of the mentioned

4. Which of the following are C preprocessors?

- a) #ifdef
- b) #define
- c) #endif
- d) All of the mentioned.

5. Which of the following is not a valid variable name declaration?

- a) int \_\_a3;
- b) int \_\_3a;
- c) int \_\_A3;
- d) None of the mentioned.

