METHODOLOGY

Following methodology will be followed during PhD course.

1. Gather adequate and representative evidence of phenomena
2. Develop appropriate ways to analyze collected data
3. Demonstrate the validity or reasonableness of the findings or conclusions
4. Methodology & Validity
   a. Construct validity
   b. Internal validity
   c. External validity
   d. Reliability
5. Methodologies for Data Collection, Collation & Analysis
   a. Research paper Data
   b. Historical Data
   c. Internet Data
6. Archival Analysis
7. Literature Review/analysis
8. Design/Implementation
9. Contribution
10. Limitation
11. Conclusion

Software engineering is the practice of using selected process techniques to improve the quality of a software development effort. This is based on the assumption, subject to
endless debate and supported by patient experience, that a methodical approach to software development results in fewer defects and, therefore, ultimately provides shorter delivery times and better value. The documented collection of policies, processes and procedures used by a development team or organization to practice software engineering is called its software development methodology (SDM) or system development life cycle (SDLC).

**Waterfall Methodology**

All projects can be managed better when segmented into a hierarchy of chunks such as phases, stages, activities, tasks and steps. In system development projects, the simplest rendition of this is called the "waterfall" methodology.