Model Curriculum

QP Name: SOFTWARE DEVELOPER-PRODUCT DEVELOPMENT

QP Code: SSC/Q6702

QP Version: 3.0

NSQF Level: 5

Model Curriculum Version: 3.0

IT-ITeS Sector Skills Council NASSCOM | Plot No – 7, 8, 9 & 10, Sector 126, Noida, UP. Pin Code: 201303

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Training Parameters

Sector	IT-ITeS
Sub-Sector	Software Products
Occupation	Product Development and Delivery
Country	India
NSQF Level	5
Aligned to NCO/ISCO/ISIC Code	NCO-2015/2512.0301
Minimum Educational Qualification and Experience	*Relevant Experience: Software Development The relevant experience would include work, internship, and apprenticeship after completing relevant educational qualifications. ** UG or diploma with courses related to Engg./ Science/Computers Completed 2nd year of 3-year/ 4-year UG** OR Completed 3-Year Diploma** after 10th with 1 year of relevant experience* OR Previous Relevant qualification of NSQF level 4 with 3 years of relevant experience*
Pre-Requisite License or Training	Software Development Certifications in C++, Embedded, C#, C, Java, etc.
Minimum Job Entry Age	18 Years
Last Reviewed On	27-01-2022
Next Review Date	27-01-2025
NSQC Approval Date	27-01-2022
QP Version	3.0
Model Curriculum Creation Date	27-01-2022
Model Curriculum Valid Up to Date	27-01-2025
Model Curriculum Version	3.0
Minimum Duration of the Course	420 hours

Maximum Duration of the Course	420 hours

Program Overview

This section summarizes the end objectives of the program along with its duration.

Training Outcomes

At the end of the program, the learner should have acquired the listed knowledge and skills.

- Analyse users' needs to design, test, and develop software as per requirement.
- Evaluate various steps to design models and approaches to facilitate software development process.
- Use proper application of scripting language to automate tasks and write simple programs.
- Analyse the use of a decision table based on number of conditions that may affect a decision.
- Discuss about manual and automated testing process.
- Examine the conversion process of specifications into code to meet the requirements.
- Implement appropriate standards to assist in performing software construction as per specifications.
- Identify software development needs and changes.
- Analyse software designs for already built products or services.
- Build data base skills including DBMS, data design for predevelopment process.
- Demonstrate application of source coding standards, ticketing tools and other IT related technologies.
- Demonstrate effective communication and collaboration with colleagues.
- Apply measures to maintain standards of health and safety at the workplace.
- Use different approaches to effectively manage and share data and information
- Develop strong relationships at the workplace through effective communication and conflict management.
- Identify best practices to maintain an inclusive, environmentally sustainable workplace.

Compulsory Modules

The table lists the modules and their duration corresponding to the Compulsory NOS of the QP.

NOS and Module Details	Theory Duration (In Hours)	Practical Duration (In Hours)	On-the-Job Training Duration (Mandatory)	On-the-Job Training Duration (Recommended)	Total Duration (In Hours)

SSC/N0502 Develop software code to specification NOS Version No. 2 NSQF Level 5	**87:00**	**153:00**	**00:00**	**00:00**	**240:00**
Module 1: Process of Software Development	15:00	19:00	00:00	00:00	34:00
Module 2: Process of Application Development	16:00	24:00	00:00	00:00	40:00
Module 3: Concept of Re-usable Code Development -	15:00	30:00	00:00	00:00	45:00
Module 4: Programming and Algorithms for software development	16:00	30:00	00:00	00:00	46:00
Module 5: Design of Software Applications - SSC/N0502	15:00	30:00	00:00	00:00	45:00
Module 6: Work Requirement and Tools for the Job Role	10:00	20:00	00:00	00:00	30:00
SSC/N9014 Implement & Improve the Gender Sensitivity, PWD (Person/People with Disability) Sensitivity and Greening NOS Version No. 1 NSQF Level 5	**10:00**	**20:00**	**00:00**	**00:00**	**30:00**
Module 7: Inclusive and Environmentally Sustainable Workplaces	10:00	20:00	00:00	00:00	30:00
Employability Skill 60 Hours	**24:00**	**36:00**	**00:00**	**00:00**	**60:00**
Module 8: Introduction to Employability Skills	00:30	01:00	00:00	00:00	01:30
Module 9: Constitutional values - Citizenship	00:30	01:00	00:00	00:00	01:30
Module 10: Becoming a Professional in the 21st Century	01:00	01:30	00:00	00:00	02:30
Module 11: Basic English Skills	04:00	06:00	00:00	00:00	10:00
Module 12: Career Development & Goal Setting	01:00	01:00	00:00	00:00	02:00
Module 13: Communication Skills	02:00	03:00	00:00	00:00	05:00
Module 14: Diversity & Inclusion	01:00	01:30	00:00	00:00	02:30
Module 15: Financial and Legal Literacy	02:00	03:00	00:00	00:00	05:00
Module 16: Essential Digital	04:00	06:00	00:00	00:00	10:00

Skills					
Module 17: Entrepreneurship	03:00	04:00	00:00	00:00	07:00
Module 18: Customer Service	02:00	03:00	00:00	00:00	05:00
Module 19: Getting ready for apprenticeship & Jobs	03:00	05:00	00:00	00:00	08:00
OJT	**00:00**	**00:00**	**90:00**	**00:00**	**90:00**
Total Duration	**121:00**	**209:00**	**90:00**	**00:00**	**420:00**

Module Details

Module 1: Process of Software Development

Mapped to SSC/N0502, v2.0

Terminal Outcomes:

- Analyse users' needs to design, test, and develop software as per requirement.
- Evaluate various steps to design models and approaches to facilitate software development process.

Duration: *15:00(In Hours)*	**Duration:** *19:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• List the phases of the software development lifecycle. • Discuss the differences between top down and bottom-up design approaches.	• Evaluate various steps to construct the framework using an algorithm for a software application. • Categorize each piece of an application or system and plan how the pieces will work together. • Test a variety of models and diagrams that show customers, the software code needed for an application. • Examine the use of a roadmap for every aspect of an application or system as a reference for future maintenance and upgrades. • Use appropriate tools for building, debugging, testing, tuning, and maintaining programs.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser. HTML5, Javascript, CSS, SQL, Web Builder, Word Press, Joomla and modelling tools such as Visio, UML	

Module 2: Process of Application Development

Mapped to SSC/N0502, v2.0

Terminal Outcomes:

- Use proper application of scripting language to automate tasks and write simple programs.
- List software quality attributes and characteristics of a good SRS.

Duration: *16:00(In Hours)*	**Duration:** *24:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• Identify different techniques used for requirements analysis. • Discuss the primary differences between custom application development and rapid application development.	• Utilize the tools used for structured analysis namely Data Flow Diagrams (DFD), Structure Charts, HIPO, etc. • Analyse the use of a decision table based on number of conditions that may affect a decision. • Categorize between UML and Object-Oriented Design. • Evaluate the use of various UML diagrams i.e. Class, Object, Use Case Sequence, Collaboration, etc.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser. HTML5, Javascript, CSS, SQL, Web Builder, Word Press, Joomla and modelling tools such as Visio, UML	

Module 3: Concept of Re-usable Code Development

Mapped to SSC/N0502, v2.0

Terminal Outcomes:

- Discuss about manual and automated testing process.
- Examine the conversion process of specifications into code to meet the requirements.

Duration: *15:00(In Hours)*	**Duration:** *30:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• Identify the validation and verification components covered under software testing. • List the components of a test plan.	• Utilize reusable components, code generation tools and unit testing tools. • Plan a logical analysis and pseudo code for software development. • Use appropriate Unit Test Cases (UTCs) to review codes. • Execute UTCs and document the results. • Test and re-develop the code and UTCs to fix identified defects.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser, HTML5, Javascript, CSS, SQL, Web Builder, Word Press, Joomla and modelling tools such as Visio, UML	

Module 4: Programming and Algorithm for Software Development

Mapped to SSC/N0502, v2.0

Training Outcomes:

- Implement appropriate standards to assist in performing software construction as per specifications.
- Identify software development needs and changes.

Duration: *16:00(In Hours)*	**Duration:** *30:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• List the steps involved in solving computational problems. • List the disadvantages of data flow diagrams. • Identify the process of algorithm development for software programming.	• Evaluate various steps to construct the framework using an algorithm for a software application. • Execute simple programs, showing how input data is processed, output data is produced, and how the values of internal variables change. • Analyse the error messages of the compiler to identify and correct mistakes in program syntax while developing programs.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools, Equipment and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser, Outlook / Any other Email Client, and chat tools Social networking tool / LMS tool to enable blog posts or discussion board, Instant messenger, chat, and email tools to enable mock exercises.	

Module5: Design of Software Applications

Mapped to SSC/N0502, v2.0

Training Outcomes:

- Evaluate various software testing methodology and identify the correct one to deploy.
- Analyse software designs for already built products or services.

Duration: *15:00(In Hours)*	**Duration:** *30:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• Define the Software Development Life Cycle encompassing Business Requirements Specification (BRS), Software Requirements Specification (SRS), High Level Design (HLD) and Low-Level Design (LLD). • Classify elements for measuring various aspects of software development process.	• Analyse program inputs to identify, resolve and record design process. • Examine the correct software programming procedure or prototyping paradigms using principles of code and design quality. • Review software development designs to identify any bugs, like Arithmetic, Logical, Syntax, Multithreading, etc.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools, Equipment and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser, Outlook / Any other Email Client, and chat tools Access to sample filled documents (MRD, PRD, BRS, URS, SRS, HLD) Access to IDE platforms for C, C++, Dot NET and Java / Eclipse	

Module 6: Work requirement and Tools for the Job Role

Mapped to SSC/N0502, v2.0

Training Outcomes:

- Build data base skills including DBMS, data design for predevelopment process.
- Demonstrate application of source coding standards, ticketing tools and other IT related technologies.

Duration: *10:00(In Hours)*	**Duration:** *20:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• Discuss methods to read a detailed program specification and implement it using a programming language. • Identify various software engineering approaches to develop applications and the key processes.	• Create software requirement list for the following developmental process, including testing, maintenance, enhancement, development, etc. • Develop a logical analysis and pseudo code for software development. • Construct a documented resolution of statistical analysis accurately using documentation tools.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools, Equipment and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities Computer Lab with 1:1 PC: trainee ratio and having internet connection, MS Office / Open office, Browser, Outlook / Any other Email Client, and chat tools Access to sample filled documents (MRD, PRD, BRS, URS, SRS, HLD) Access to IDE platforms for C, C++, Dot NET and Java / Eclipse	

Module 7: Inclusive and Environmentally Sustainable Workplaces

Mapped to SSC/N9014, v1.0

Terminal Outcomes:

- Illustrate sustainable practices at workplace for energy efficiency and waste management.
- Apply different approaches to maintain gender equality and increase inclusiveness for PwD.

Duration: *10:00(In Hours)*	**Duration:** *20:00(In Hours)*
Theory – Key Learning Outcomes	**Practical – Key Learning Outcomes**
• Describe different approaches for efficient energy resource utilisation and waste management. • Describe the importance of following the diversity policies. • Identify stereotypes and prejudices associated with people with disabilities and the negative consequences of prejudice and stereotypes. • Discuss the importance of promoting, sharing, and implementing gender equality and PwD sensitivity guidelines at organization level.	• Practice the segregation of recyclable, non-recyclable and hazardous waste generated. • Demonstrate different methods of energy resource use optimization and conservation. • Demonstrate essential communication methods in line with gender inclusiveness and PwD sensitivity.
Classroom Aids:	
Whiteboard and Markers Chart paper and sketch pens LCD Projector and Laptop for presentations	
Tools and Other Requirements:	
Labs equipped with the following: PCs/Laptops Internet with Wi-Fi (Min 2 Mbps Dedicated) Microphone / voice system for lecture and class activities	

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Module 8: Introduction to Employability Skills

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Discuss the Employability Skills required for jobs in various industries
- List different learning and employability related GOI and private portals and their usage

Duration:1.5 Hours (0.5 Theory + 1 Practical)

Module 9: Constitutional values - Citizenship

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Explain the constitutional values, including civic rights and duties, citizenship, responsibility towards society and personal values and ethics such as honesty, integrity, caring and respecting others that are required to become a responsible citizen
- Show how to practice different environmentally sustainable practices

Duration:1.5 Hours (0.5 Theory + 1 Practical)

Module 10: Becoming a Professional in the 21st Century

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Discuss importance of relevant 21st century skills.
- Exhibit 21st century skills like Self-Awareness, Behaviour Skills, time management, critical and adaptive thinking, problem-solving, creative thinking, social and cultural awareness, emotional awareness, learning to learn etc. in personal or professional life.
- Describe the benefits of continuous learning

Duration:2.5 Hours (1 Theory + 1.5 Practical)

Module 11: Basic English Skills

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Show how to use basic English sentences for everyday conversation in different contexts, in person and over the telephone
- Read and interpret text written in basic English
- Write a short note/paragraph / letter/e -mail using basic English

Duration: 10 Hours (4 Theory + 6 Practical)

Module 12: Career Development and Goal Setting

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Create a career development plan with well-defined short- and long-term goals

Duration: 2 Hours (1 Theory + 1 Practical)

Module 13: Communication skills

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Demonstrate how to communicate effectively using verbal and nonverbal communication etiquette.
- Explain the importance of active listening for effective communication
- Discuss the significance of working collaboratively with others in a team

Duration: 5 Hours (2 Theory + 3 Practical)

Module 14: Diversity and Inclusion

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Demonstrate how to behave, communicate, and conduct oneself appropriately with all genders and PwD
- Discuss the significance of escalating sexual harassment issues as per POSH

Duration: 2.5 Hours (1 Theory+ 1.5 Practical)

Module 15: Financial and Digital Literacy

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Outline the importance of selecting the right financial institution, product, and service
- Demonstrate how to carry out offline and online financial transactions, safely and securely

Duration: 5 Hours (2 Theory+ 3 Practical)

Module 16: Essential Digital Skills

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Describe the role of digital technology in today's life
- Demonstrate how to operate digital devices and use the associated applications and features, safely and securely
- Discuss the significance of displaying responsible online behaviour while browsing, using various social media platforms, e-mails, etc., safely and securely
- Create sample word documents, excel sheets and presentations using basic features
- utilize virtual collaboration tools to work effectively

Duration: 10 Hours (4 Theory+ 6 Practical)

Module 17: Entrepreneurship

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Explain the types of entrepreneurship and enterprises

- Discuss how to identify opportunities for potential business, sources of funding and associated financial and legal risks with its mitigation plan
- Describe the 4Ps of Marketing-Product, Price, Place and Promotion and apply them as per requirement
- Create a sample business plan, for the selected business opportunity

Duration: 7 Hours (3 Theory+ 4 Practical)

Module 18: Customer Service

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Describe the significance of analysing different types and needs of customers
- Explain the significance of identifying customer needs and responding to them in a professional manner.
- Discuss the significance of maintaining hygiene and dressing appropriately

Duration: 5 Hours (2 Theory+ 3 Practical)

Module 19: Getting Ready for Apprenticeship and Jobs

Mapped to NOS 60 Hours (Version No. 1)

Key Learning Outcomes:

- Create a professional Curriculum Vitae (CV)
- Use various offline and online job search sources such as employment exchanges, recruitment agencies, and job portals respectively
- Discuss the significance of maintaining hygiene and confidence during an interview
- Perform a mock interview
- List the steps for searching and registering for apprenticeship opportunities

Duration:
8 Hours (3 Theory+ 5 Practical)

Annexure

Trainer Requirements

1.	**Trainer's Qualification and experience in the relevant sector (in years)** *(as per NCVET guidelines)*	**Educational Qualification**: Minimum bachelor's degree in engineering/science/computer science. **Industry experience**: Minimum 2 years' experience in IT Job roles/Software Development **Training experience**: Minimum 1-year experience **Certification:** "Trainer" mapped to the Qualification Pack "MEP/Q2601, V2.0" Minimum accepted score is 80% aggregate.
2.	**Master Trainer's Qualification and experience in the relevant sector (in years)** *(as per NCVET guidelines)*	**Educational Qualification**: Minimum bachelor's degree in engineering/science/computer science. **Industry experience**: Minimum 2 years' experience in IT Job roles/Software

		Development **Training experience**: Minimum 1-year experience **Certification**: "Master Trainer" mapped to the Qualification Pack "MEP/Q2602" Minimum accepted score is 90% aggregate.
3.	**Tools and Equipment Required for the Training**	☒Yes ☐No *(If "Yes", details to be provided in Annexure)*
4.	**In Case of Revised Qualification, details of Any Upskilling Required for Trainer**	NA

Assessor Requirements

1.	**Assessor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines)*	**Educational Qualification:** Graduate in any discipline **Industry experience:** 2 years of experience in IT Job roles/Software Development **Training experience:** 2 years **Certification**: Job role "Assessor (VET and SKILLS)" mapped to the Qualification Pack "MEP/Q2701, V2.0" with a minimum score of 80%
2.	**Proctor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines), (wherever applicable)*	**Educational Qualification:** Graduate in any discipline **Industry experience:** 2 years of experience in IT Job roles/Software Development **Training experience:** 2 years **Certification**: Job role "Assessor (VET and SKILLS)" mapped to the Qualification Pack "MEP/Q2701, V2.0" with a minimum score of 80%
3.	**Lead Assessor's/Proctor's Qualification and experience in relevant sector (in years)** *(as per NCVET guidelines)*	**Educational Qualification:** Graduate in any discipline **Industry experience:** 2 years of experience in IT Job roles/Software Development **Training experience:** 2 years **Certification**: Job role "Assessor (VET and SKILLS)" mapped to the Qualification Pack "MEP/Q2701, V2.0" with a minimum score of 80%
4.	**Assessment Mode** *(Specify the assessment mode)*	Can be either in the classroom or online
5.	**Tools and Equipment Required for Assessment**	☒ Same as for training ☐ Yes ☐ No *(details to be provided in Annexure-if it is different for Assessment)*

Assessment Strategy

This section includes the processes involved in identifying, gathering, and interpreting information to evaluate the learner on the required competencies of the program.

Assessment System Overview

A uniform assessment of job candidates as per industry standards facilitates progress of the industry by filtering employable individuals while simultaneously providing candidates with an analysis of personal strengths and weaknesses.

Assessment Criteria

Criteria for assessment for each Qualification Pack will be created by the Sector Skill Council. Each Performance Criteria (PC) will be assigned marks proportional to its importance in NOS. SSC will also lay down the proportion of marks for Theory and Skills Practical for each PC.

The assessment for the theory part will be based on a knowledge bank of questions created by the SSC. Assessment will be conducted for all compulsory NOS, and where applicable, on the selected elective/option NOS/set of NOS.

Guidelines for Assessment			
Testing Environment	**Tasks and Functions**	**Productivity**	**Teamwork**
• Carry out assessments under realistic work pressures that are found in the normal industry workplace (or simulated workplace). • Ensure that the range of materials, equipment, and tools that learners use are current and of the type routinely found in the normal industry workplace (or simulated workplace) environments.	• Assess that all tasks and functions are completed in a way, and to a timescale, that is acceptable in the normal industry workplace. • Assign workplace (or simulated workplace) responsibilities that enable learners to meet the requirements of the NOS.	• Productivity levels must be checked to ensure that it reflects those that are found in the work situation being replicated.	• Provide situations that allow learners to interact with the range of personnel and contractors found in the normal industry workplace (or simulated workplace).

Assessment Quality Assurance framework

NASSCOM provides two assessment frameworks NAC and NAC-Tech.

NAC (NASSCOM Assessment of Competence)

NAC follows a test matrix to assess Speaking & Listening, Analytical, Quantitative, Writing, and Keyboard skills of candidates appearing for assessment.

NAC-Tech

NAC-Tech test matrix includes assessment of Communication, Reading, Analytical, Logical Reasoning, Work Management, Computer Fundamentals, Operating Systems, RDBMS, SDLC, Algorithms & Programming Fundamentals, and System Architecture skills.

Methods of Validation

To pass a QF, a trainee should score a minimum aggregate of 70% across qualification. In case of unsuccessful completion, the trainee may seek reassessment on the Qualification Pack.

Method of assessment documentation and access

The assessment agency will upload the result of assessment in the portal. The data will not be accessible for change by the assessment agency after the upload. The assessment data will be validated by SSC assessment team. After upload, only SSC can access this data.

References

Glossary

Term	Description
Key Learning Outcome	Key learning outcome is the statement of what the learner needs to know, understand and be able to do in order to achieve the terminal outcomes. A set of key learning outcomes will make up the training outcomes. Training outcomes is specified in terms of knowledge, understanding (theory) and skills (practical application).
Training Outcome	Training outcome is a statement of what a learner will know, understand and be able to do upon the completion of the training.
Terminal Outcome	Training outcome is a statement of what a learner will know, understand and be able to do upon the completion of a module. A set of terminal outcomes help to achieve the training outcome.
National Occupational Standards	National Occupational Standard specify the standard of performance an individual must achieve when carrying out a function in the workplace.
Persons with Disability	Persons with Disability are those who have long-term physical, mental, intellectual, or sensory impairments which in interaction with various barriers may hinder their full and effective participation in society on equal basis with others.
Integrated Development Environment	An integrated development environment is a software application that provides comprehensive facilities to computer programmers for software development.

Acronyms and Abbreviations

Term	Description
QP	Qualification Pack
NSQF	National Skill Qualification Framework
NSQC	National Skill Qualification Committee
NOS	National Occupational Standards
SSC	Skill Sectors Council
NASSCOM	National Association of Software & Service Companies
PWD	Persons with Disability
IDE	Integrated Development Environment