Welcome to the Class

Department of Computing and Information System

Software Processes Model

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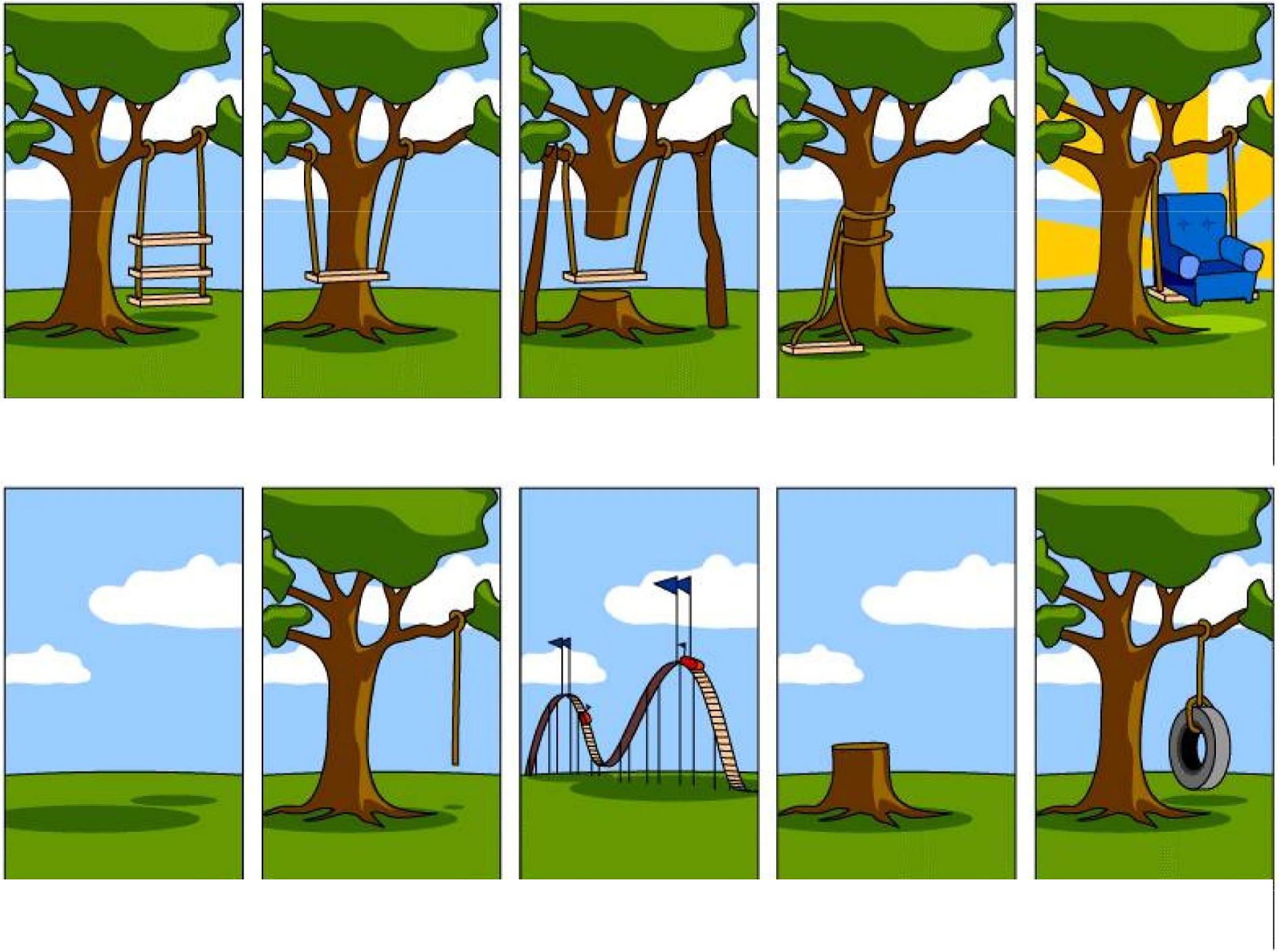
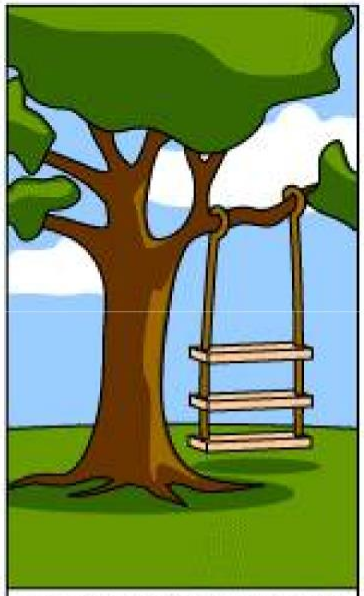
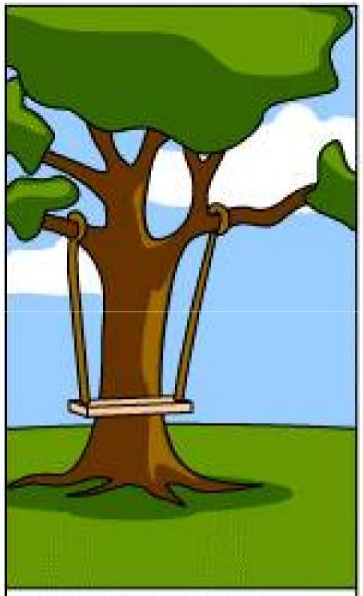


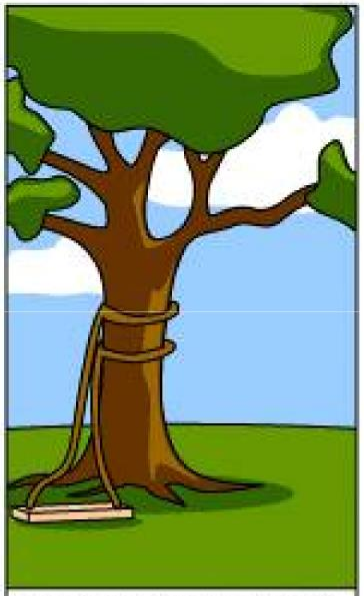


How the customer explained it



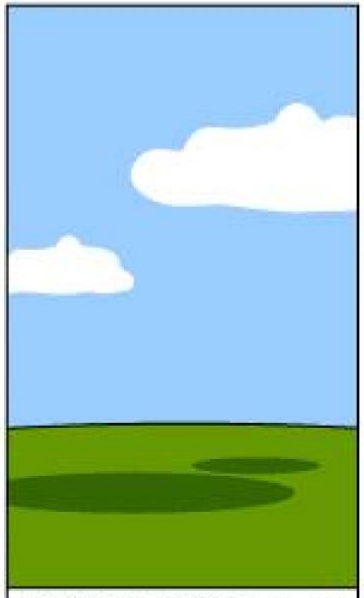
How the Project Leader understood it

How the Analyst designed it

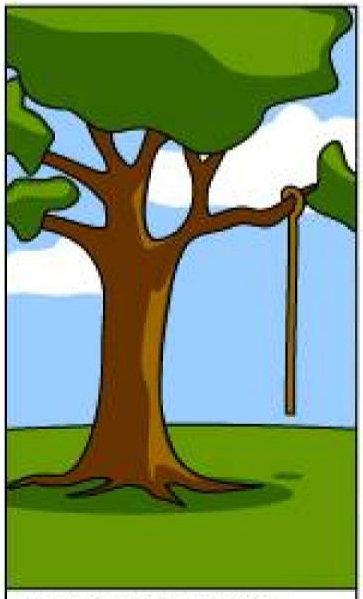


How the Programmer wrote it

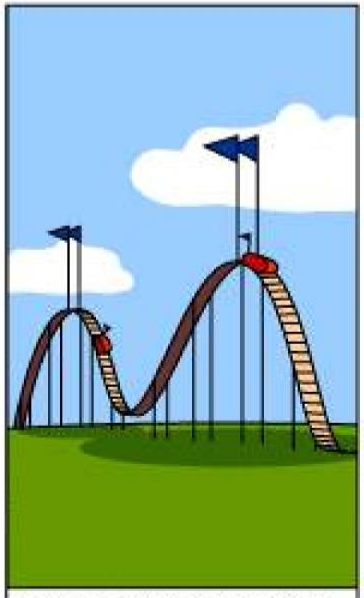
How the Business Consultant described it



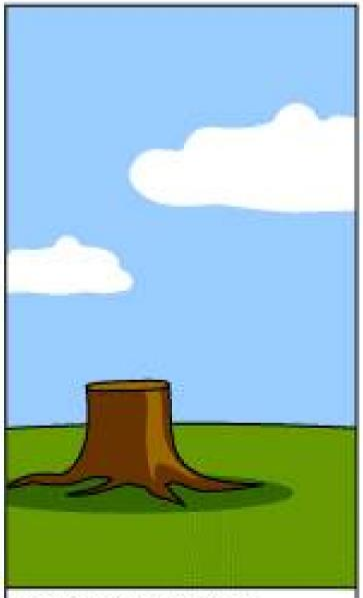
How the project was documented



What operations installed



How the customer was billed



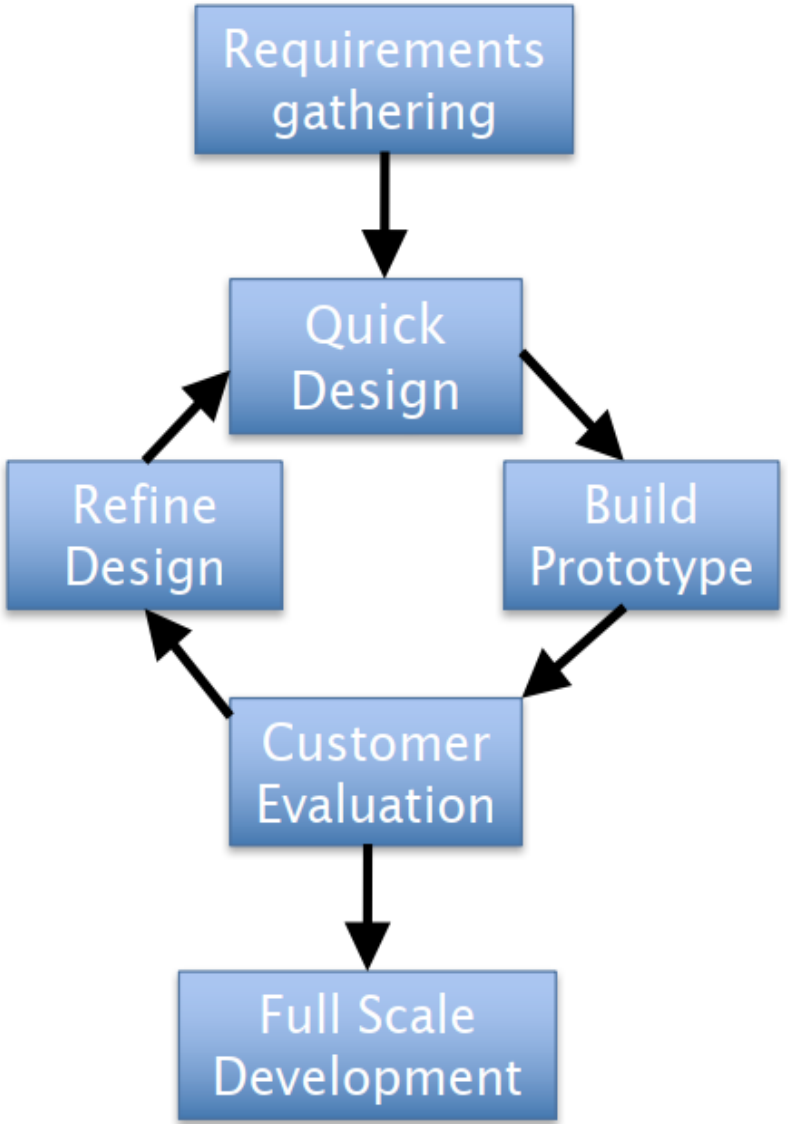
How it was supported

What the customer really needed

The Prototype Model

Prototyping Model

- Extend requirements phase to include a sequence of prototypes
- Improve requirements and design as prototypes refined
- When users and developers both satisfied, move on to real development



The Prototype Model

(4) Customer Evaluation

- Users validate prototype, report inadequacies
- Quality control – acceptance testing and evaluation (inspection)

(5) Design Refinement

- Refine design in response to user feedback from prototype
- Quality control – design reviews (inspection)

(6) Full Scale Development

- Remaining stages of traditional waterfall model

Advantages of using Prototype Model :

1.This model is flexible in design.

2.It is easy to detect errors.

3.We can find missing functionality easily.

4.There is scope of refinement, it means new requirements can be easily accommodated.

5.It can be reused by the developer for more complicated projects in the future.

6.It ensures a greater level of customer satisfaction and comfort.

7.It is ideal for online system.

8.It helps developers and users both understand the system better.

9.Integration requirements are very well understood and deployment channels are decided at a very early stage.

10.It can actively involve users in the development phase.

Disadvantages of using Prototype Model :

1.This model is costly.

2.It has poor documentation because of continuously changing customer requirements.

3.There may be too much variation in requirements.

4.Customers sometimes demand the actual product to be delivered soon after seeing an early prototype.

5.There may be sub-optimal solutions because of developers in a hurry to build prototypes.

6.Customers may not be satisfied or interested in the product after seeing the initial prototype.

7.There is certainty in determining the number of iterations.

8.There may be incomplete or inadequate problem analysis.

9.There may increase the complexity of the system.

Thanks to All