Difference B/W Prototype Model And Waterfall Model: SDLC (software development life cycle)

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- Waterfall model is used when all the information to build the software is collected at the beginning, and the need and requirement of the software is well understood.

- Prototype Model is used when we do not have complete knowledge about the software and we do not know much about its technical problems.

Difference B/W Prototype Model And Waterfall Model: SDLC (software development life cycle)

- In the waterfall model, the final product of the software is given to the customer in the end when all the work is completed.

- In the prototype model, the software is given to the customer in every phase from the testing purpose, which is tried and the customer gives their approval.

Difference B/W Prototype Model And Waterfall Model: SDLC (software development life cycle)

- Waterfall model is always used for small software systems.

- Prototype Model is used to build large systems.

Difference B/W Prototype Model And Waterfall Model: SDLC (software development life cycle)

- In the waterfall model, the developers are involved in the whole process of making the software, there is no role of the users till the software is created.

- In the prototype model, both the developers and the user are involved in creating the software system.

Difference B/W Prototype Model And Waterfall Model: SDLC (software development life cycle)

- There is no use of such components in the waterfall model which we can reuse.

- In Prototype Model, we can use such a component (reusable) to make a new prototype model.