PROTOTYPE-TRACE BULLET

Prototyping is a superficial application from a bird's eye view of a system.

During the development phase, all necessary processes for the system pass through the prototype.

When we think in terms of bullet tracking philosophy, all the information obtained before the firing of the first bullet is included in prototyping.

For example, suppose we include the user interface, the database containing all student data, and all processes in interaction between the student and the system, to develop a student information system at school.

Later, when we download this application we developed to the real area, we continue to go over this general structure, but after a while, the prototype may be insufficient and it may be necessary to elaborate.

Therefore, it is not used by developers or becomes less used over time.

ORTHOGONALİTY

In general, orthogonality is a relationship between two things in such a way that they have the least effect on each other.

The term comes from mathematics where two vectors are orthogonal if they intersect at right angles.

With our phone, only the photo archive is affected in a camera, but if we want to use a calculator, there will be no change.

For example, if an airplane is fitted with extra wheels or painted on its exterior design, it will not affect the flight speed.