

Water fall:

- No evolution
- separate phases
- when requirements well known and stable

exploratory:

- specification and development interleaved
- explore customer requirements
- start well understand requirements

Throw away:

- specification and development interleaved
- poorly understood requirements

Reuse-based (Component-based):

- systems integrated from existing components

Incremental:

- design and implementation broken into series
- well understood at start
- poor structure, difficult to maintain
- hybrid of waterfall and evolutionary

Spiral:

- start by developing a small prototype
- = there is risk analysis
- sequence of activities with backtracking
- each loop is phase

Concurrent engineering:

- divide and conquer principle
- each team works on its own component
- initial planning
- periodic integration