Waterflow Model?

Online ticket booking system.

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┌──────────────┐
│ Communication │
└──────┬───────┘
       └──▶┌──────────┐
           │ Planning │
           └────┬─────┘
                └──▶┌──────────┐
                    │ Modeling │
                    └─────┬────┘
                          └──▶┌──────────────┐
                              │ Construction │
                              └──────┬───────┘
                                     └──▶┌────────────┐
                                         │ deployment │
                                         └────────────┘
```
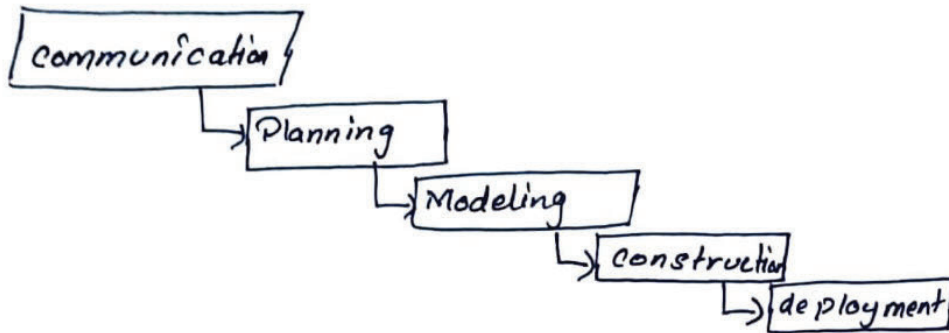
Communication.
* Getting details about the target audience through surveys
* Researching about transport companies to get a better idea

Planning
* Estimating the total budget of the model.
* Having a rough deadline for the prototype completion.

Modeling
* Decide upon the technology stack to be used for the proposed software.
* Work closely with designers to design a UI

construction
* According to the model, get started with the actual code part
* Test, debug and improve/optimumize the code.

Deployment
* Get feedback from numerous source to have multiple perspective
* Finally release the model and make it reach the masses through extensive marketing.

STUDENT MANAGEMENT SYSTEM.

① **Communication :-**

→ Gathering information like number of students, institutes, student details, faculty and mass details, grades, curriculum and other necessary requirements

② **Planning :-**

→ Predicting and analysing, what the system will do. and be used for, different requirements / needs of students, number of people required for project, etc.

③ **Modelling :-**

→ Structure of the system, deciding the tech stack for front-end and back-end, etc.

④ **Coding :-**

→ Coding frontend and backend followed by unit testing.

→ Integrating both of them properly and complete system testing.

→ Fixing bugs, debugging errors and testing an large scale.

⑤ **Deployment :-**

→ Making if available publically to students and asking for constant feedback to improve user experience.