ROUNAK KATIYAR THADOMAL SHAHANI Batch: T-13 Rollno. 47 Sub: SEPM ASSIGNMENT - 1 WATERFALL MODEL: The Waterfall Model, Sometimes called the classic life cycle, suggests a systematic, sequential approach to software development that begins with customer specifications of requirements and progresses through planning, modelling, Construction and deployment, & culminating in ongoing support of the completed software. Communication project initiation. oather no Planning estimating, Secheduling, Modelling andlyze, Construction design Code, test. Deployment delivery, support, feedback Disadvantages: Advantages: > Inflexible -> Simple & Easy to Understand > Late Testing > Easy to manage -> Not suitable for evolving projects Best for smaller projects > Lengthy development cycle. Individual processing

The Waterfall Model Should be used when the requirements

are well understood, very little changes are expected, for

Small to medium Sized projects, with limited resources.

	V-MODEL:		v. N.	
		in the representati	tion of the	Waterfall Model
	is called the V.	-model. It is also	referred to	as the verification
1	and validation	model. It depicts	the relation	ship of quality
	assurance actions	to the actions	associated wit	h Communication,
	modelling and	early construction	adivities. In	the V-model,
	as the team m	roves down the left	sido, require	ements are
	refined into de	tailed solutions. Or	ce the coding	is done, they
		ight side, performing		, ,
	development phase	ensuring quality	at every	Step.
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	Requirement			Acceptance
,	Modelling		*	lesting
	0 .00		C	
	Architectu			stem
	Design		1635	ting
		Component Design	Integration	
		Design	Testing	,
	au places	000		
		Code	Init	gerran i
		Greneration Te	sting	
		Executable	5	
	0.1	Software	10 ,	
	Advantages		Disadvantages:	
	> Easy to under	sistand 7	Rigid and L	Complex projects
	→ Avoids downwas	sd flow of >	No early proto	tunes of software
	abwillious	deflects	Ose beognag	types of software

	-ValueTTanaav Maaria				
	-VOLUTIONARY MODEL:				
7	Prototyping: is a Software development approach where a				
4	prototype is built, tested, and then refined based on				
0	User teedback. This process continues iteratively until the				
	prototype evolves into the final product. The goal is to classify				
	requirements and validate the system design through user				
	interaction before the final implementation.				
	Communication Quick Plan				
	Deployment delivery Model Quick				
	& Feedback Design				
	J eta Luci				
	Construction of				
	Prototype.				
J -	Advantages: Disadvantages:				
,-	> User Feedback > Incomplete Requirements				
	> Faster Development > User Confusion				
	> Flexible and Adaptable > Resource Intensive				
	> Reduced Risk of Misunderstanding > Lack of Documentation				
	Requirements				
	> Prototyping is useful when the requirements are not well				
2,1 415	understood or expected to evolve over time, also if application				
	depends on user interaction, feedback or preferences to				
	ensure the design alignment.				

Incremental Model: this approach divides the System into Smaller, manageable parts with a portion of functionality, which is developed, designed and tested independently. The System is built and delivered in stages, with each stage adding more functionality, until the Complete system is developed. This iterative process helps to minimize the risk of errors, deliver partial functionality to the client faster, and manage Complexity more effectively. Increment #n Increment #2 Increment #1 Advantages: Faster Delivery Disadvantages: -> Increased Complaxity -> Flexibility and Adaptability -> Possible Rework -> Reduced Risk > Managing Multiple Increments
> Potential for Misunderstanding -> Customer Feedback > Easier Maintenance of System Design -> Incremental Model is used when the requirements are well understood, but there may be changed over time. It is Useful for large systems or when feedback is essential.

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7	T-Su	Herative development and traditional waterfall models. It tocuses on risk management, making it particularly itable for large, Complex, or high-risk projects. The model emphasizes a Cyclical process where development proceeds through repeated iterations while continually retining the product based on feedback and risk analysis.
		Evaluation
		Objectives Identification
		Construction Design
		Construction
<u> </u>		
		Advantages: Disadvantages:
	7	Risk Management > High Complexity
		Flexibility > Costly and Time Consuming
	\rightarrow	Customer Involvement > Requires Expertise Improved Quality > Difficult to Estimate
	>	Improved Quality -> Difficult to Estimate
	→	Spiral Model is mostly used in large projects, where
		Useful in projects with high riche and which me is
		useful in projects with high risks and which require early deliverables for feedback and improvement.
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