

## RAD Model

It is an incremental model that emphasizes on exterently short development Cycle (60 to 90 days)

1 Requirements & Specification

2 Planning bussines modeling

3 Modeling mindles Data modeling

Prous modeling

Note: Any of the those modelling can be include or all there of the modellings are included based on the requirements of the Costumer,

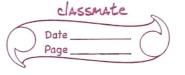
bursiness modeling and Dota modeling is just like the data objects that your war going to use in the data.

In prous modelling to the data objects are transformed to implement a business functions.

1 Implementation [Coding Stage]

5 deployement.

Tram3 Team 2 Team 1 modeling Modeling data modeling data Modeling Trous modeling rous modling Application generation Application generation Tustings Testinga turn own It was component based Construction. 2) uses multiple teams on Scalable project ig Team 1, Team 2, Team 3 At regulares heavy Intoligate resource requires developors & austomers who are 2) heavily committed committed Performance Can be a problem 2) difficult to me with new technologies,



## Comparison of different life Cycle

D Water fall Model

The Classical waterfall model can be considered as the basic model and all other life and models as are derivative of this model. But Cleanical Waterfall model Cannot be used in doublopment practical development projects. Since this model supports no new mechanism to convect the envire that are Committed during any of the phases best detected at a later phase. This problem is our come by the iterative waterfall model.

2) Iterative waterfall model,

This for The problems in the water fall model are owncome by the iterative waterfull model is probably the provision of feedback paths. The iterative waterfall model is probably the most usidely used software development model so far. This model is Simple to understand and use. However this model is switable only for well-understool problems, and is not switable for development of very large projects and projects that suffer from large number of risks

3) The proto 3) Prototyping Model The prototyping model is suitable for projects for which either the user requirements on the underlying technical asperts are not well understood, however all the rish Can be identified before the project stants This model is especially propular for development the user interface part of projects, 4) Spiral Model The Spiral model is considered as a mety model and en encompanies all other life Cycle models. Flexibility and risk handling are inherently built into this model. The Spiral marlel is suitable for development of technically challenging and large software that are prone to sewed kinds of rish that are difficult to anticipate of the start of the project. However this model is much more complex shan the other models - this to probably a factor deterring it use in ordinary projects