

## Tutorial 3: SAD: Questions based on Unit 4

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1. Define prototype. List any three purposes of it. OR List any three advantages of prototype.
2. Define prototype. Draw steps of prototype. Give any two situations (candidate applications) where prototyping should be used.
3. List any four tools of prototyping.
4. List all and explain any one strategy of prototyping.
5. What are the misconceptions about prototype?
6. Give definition of tool. Explain benefits of using tool.
7. What are the additional benefits that a computerized tool can offer?
8. List three categories of tools. Describe each in brief.
9. Define front end tool. What activities / functionalities they support? Why are they known as high end tool?
10. Give two examples of backend tool. Are they high level tool or low level tool? Why?
11. Differentiate front end and back end tools.
12. Give full form and definition of CASE. Draw CASE diagram showing all components. Describe each component in one line.
13. What DD is kept centrally in a typical CASE tool? What advantages does it offer?
14. List some advantages of using CASE.
15. List weakness of CASE.

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