PROTOTYPING MODEL







• WHAT IS SOFTWARE PROTOTYPING

• TYPE OF STAGES

ADVANTAGES OF PROTOTYPING MODEL

• DISADVANTAGES OF PROTOTYPING

• EXAMPLE USAGES

• OUR TEAM

WHAT-IS-SOFTWARE PROTOTYPING?



• The prototype does not always contain the exact logic used in the specific software application and is an additional effort to be considered when estimating effort.

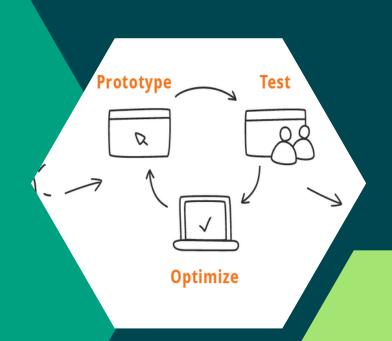
Idea

Optimize

Successful implementation

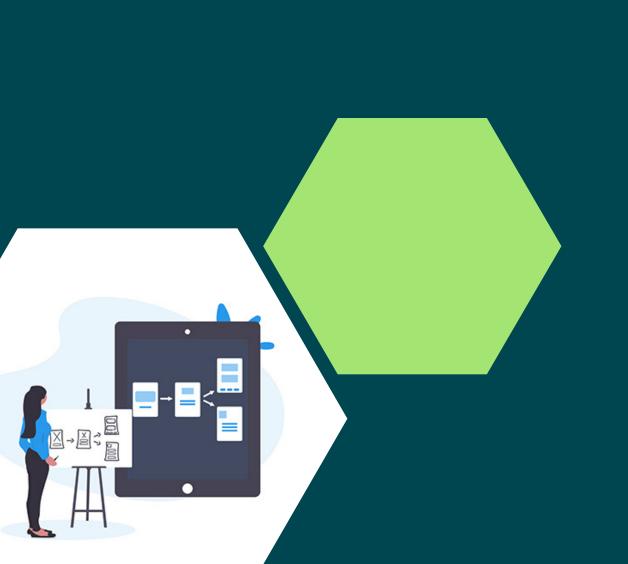
• Prototyping is used to allow users to evaluate and test developer proposals before they are implemented.

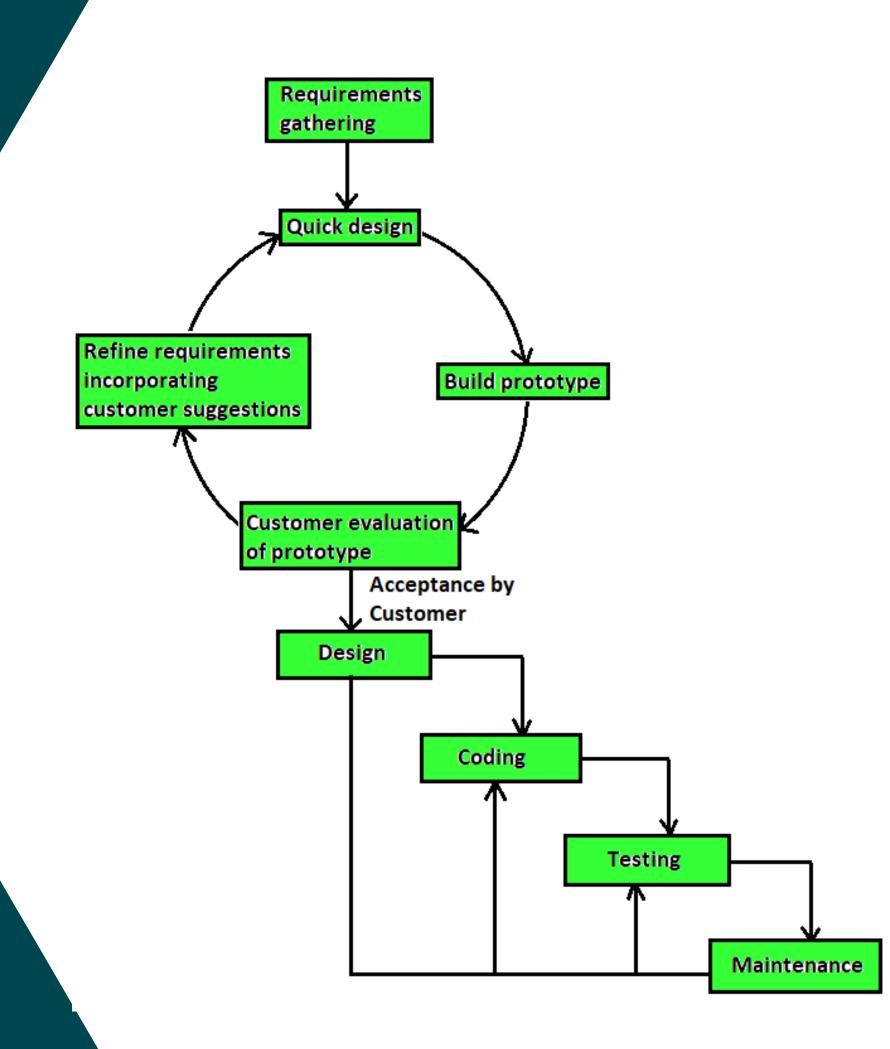
 It also aids in understanding the user-specific requirements that will not be considered by the developer during product design.



TYPE OF STAGES

- 1. Requirements gathering analysis
- 2. Quick design
- 3. Build a Prototype

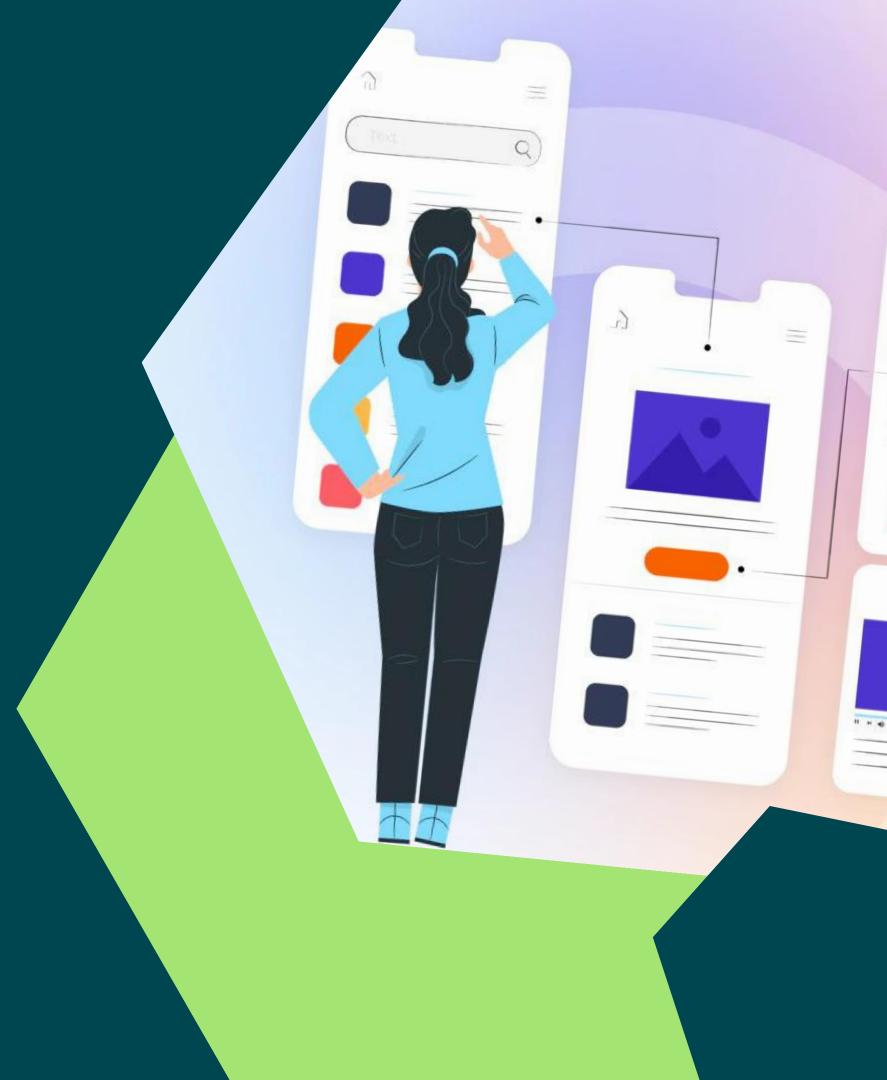


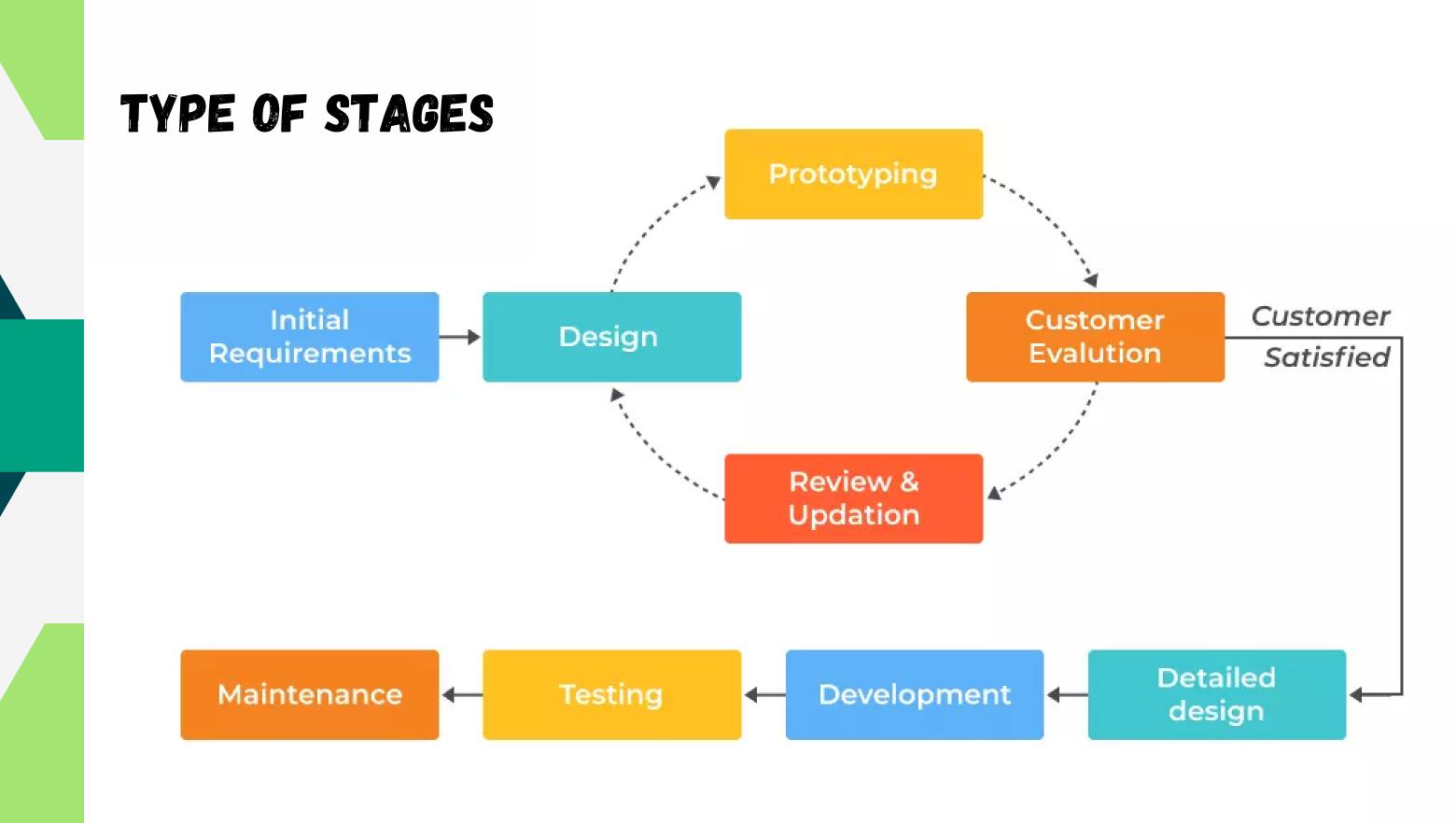


4. Initial user evaluation

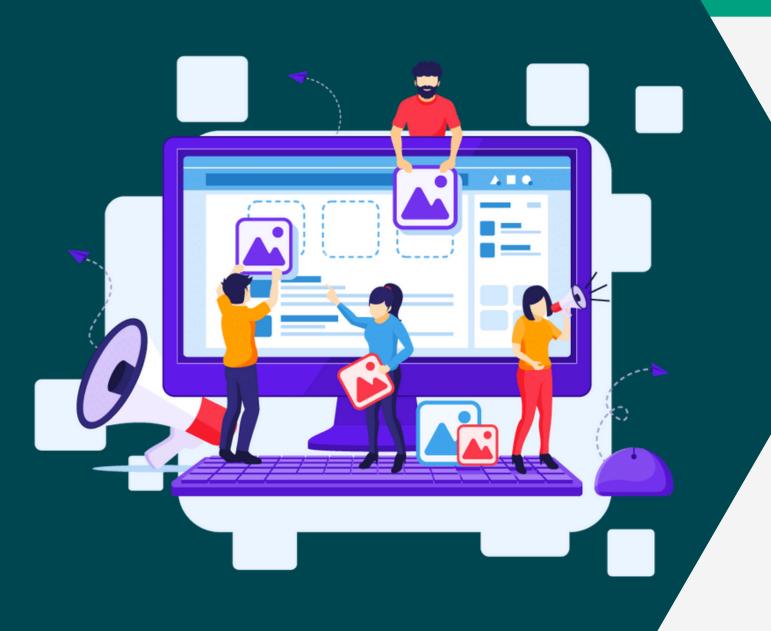
5. Refining prototype

6. Implement Product and Maintain





ADVANTAGES OF PROTOTYPING MODEL



- Flexible in design
- Easy to detect errors
- Find missing functionality easily
- Reduced time and costs.

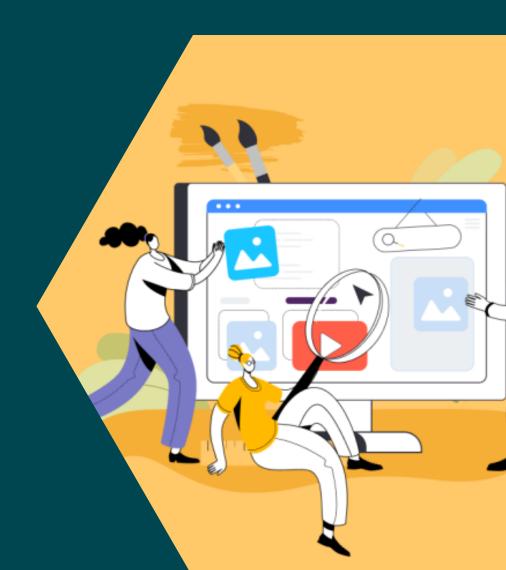
ADVANTAGES OF PROTOTYPING MODEL(CONT'D)

- Users are actively involved in the development
- Ideal for online system
- Helps developers and users both understand the system better



DISADVANTAGES

- Time and cost considerations.
- Variation in requirements.
- Poor documentation.





- Difficulty in accommodating changes.
- Uncertainty in iteration count.
- Customer demands for early product.
- Potential for suboptimal solutions.

USAGES



Requirements Gathering

Refining software requirements through user feedback.



Identifying usability and functionality issues early.



Risk Reduction

Minimizing the chance of a mismatched end product.

EXAMPLE

USAGES



Faster Development

Speeding up the designfeedback-refinement cycle.

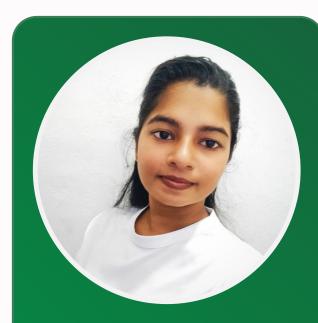


Cost Efficiency

Reducing overall development expenses.



Supun Herath Introduction



Senuri Prasansa Type of stages



Harshika
AOP Model



DOP Model

