**Waterfall Method**

The Waterfall Method is a pretty straightforward, structured and linear approach to software development. Each phase is sequential and uses a logical progression of the software development life cycle (SDLC) similar to an actual waterfall. It also sets endpoints or goals that once reached cannot be revisited after completion. Not only does it offer a structured and disciplined approach, it also simplifies understanding of tasks and clearly defines deadlines.

Though simple and effective, there still are downsides of utilizing waterfall. Waterfall design is not adaptive and in an event that a flaw is found, the entire process needs to be restarted. Once waterfall is initiated, it cannot handle requests for changes or updates. So, when an error or change needs to occur, the whole process needs to be restarted causing waterfall to be highly inefficient at times. Again, though the methodology allows for simplicity, waterfall is not ideal for complex projects.

**Iterative Model**

Another method is the Iterative Model. Unlike the Waterfall method, the system is not previously defined and can be easily combined with other methods. Software can be produced early which allows for customer evaluation and feedback. Unlike Waterfall, changing requirements are supported, which may allow for more efficiency. Progress can also be measured, and risks can be identified and fixed during iteration.

A few cons relating to the Iterative Model are as follows. Though very beneficial, the model relies on highly skilled resources to conduct risk analysis and overall, more resources are required to run the model. Whereas Waterfall is much simpler to run, this model is more resource-intensive in order to properly function. Due to being so resource-intensive, the model is not suitable for smaller projects. From an efficiency standpoint, it would behoove one to use a more simplistic, less resource-intensive model .