Ans 1.

Evolutionary models are rigid and will ask you to follow what they suggest to the neck irrespective of whatever the problem you are in. Agile talks about empiricism, doing what is necessary and most of all using common sense which allows you to,

- 1. Inspect and adapt to what is working by eliminating what isn't
- 2. Being transparent to people, be it customers or your employees
- 3. Be flexible to changes as it helps you sustain in the business
- 4. Constant and continuous learning from your mistakes and new things

Ans 2.

Disadvantages of Agile Model can be:

- 1. Documentation tends to get sidetracked, which makes it harder for new members to get up to speed.
- 2. It's more difficult to measure progress than it is in Waterfall because progress happens across several cycles.
- 3. Agile demands more time and energy from everyone because developers and customers must constantly interact with each other.
- 4. Projects can become ever-lasting because there's no clear end.

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6. Features that are too big to fit into one or even several cycles are avoided because they don't fit in nicely into the philosophy.

Ans 3.

Prototyping model: Most suitable for projects where the final requirements/ scope of tech is not known. E.g.: Working on a VR app, which is about to undergo sudden breakthroughs. In this case, the developers cannot create a well defined long term plan as it might get outdated.

Evolutionary Model: Is commonly used when the customer wants to start using the core features instead of waiting for the full software. Evolutionary models are also used in object-oriented software development because the system can be easily portioned into units in terms of objects.

Spiral Model: The Spiral Model is widely used in the software industry as it is in sync with the natural development process of any product, i.e. learning with maturity which involves minimum risk for the customer as well as the development firms. When there is a budget constraint and risk evaluation is important.