1.Limitations of waterfall model

* Lack of iteration – Limited iteration between phases is possible
* Software requirements tested late in life cycle – Throw-away Prototyping Life Cycle
* Operational system available late in life cycle – Incremental (evolutionary) Development Life Cycle

2.why uses throw-away prototyping ?

3.what is incremental development ?

4.difference B/w plan- driven and agile process.

* Plan-driven processes
  + Process activities planned in advance
  + Progress measured against this plan
* Agile processes
  + Incremental planning
  + Change the process to reflect changing customer requirements
* In practice – Most practical processes including both plan-driven and agile approaches

5.relationships b/w functional requirements and non functional requirements.?

6.case study: development of use case model like class practice 1

7. difference b/w include and extended relationships in uc model

Include relationship

* Identify common patterns (sequences) of interactions in several use cases
* Extract common pattern into inclusion use case
* Base use cases include inclusion use case
* Inclusion use case might not have a specific actor

• Extend relationship

* Model alternative paths that a basic use case may take
* A use case B extends a use case A at an extension point if the appropriate conditions hold
* Base use case and extension use case
* Extension point
  + The location in the base use case at which an extension can be added
  + Designated in description for the base use
* Same use case can be extended in different ways
* Notation

8. Object/class structuring criteria - what ? And why?

9. Aggregation and composition hierarchies - difference?

10. Case study: Develop software system context model.

11. Coordinator and state dependent control objects/classes - difference?

12. Business logic and algorithm objects/classes - difference?