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1. Ans:

"Agile model is better than waterfall model".
I agree with this statement. Agile model is iterative and incremental, on the otherside waterfall is linear. Means that agile model will start from small scale features and with ~~ea~~ iteration will add feature ~~and~~ on will add changes in requirement, on the other-hand waterfall will go with it's each step one by one and there's no scope ~~of~~ of adding features after requirement analysis. I will explain this using project scheduling time frame below.

Consider there's two team A & B. Team A uses waterfall model and B uses agile model to develop ~~a~~ a new ~~mobile~~ mobile. A team A will go linearly so it will not ~~all the person~~ need all the person at same time. ~~So~~ At only will need persons related to each step. Like when doing requirement analysis ~~it will just~~ they'll just need analyst not developer. ~~B~~ B will use all the persons related to each step at the same time as it is iterative and incremental.

Now let's assume A takes 1.5 months just to do requirement analysis and after that A needs 2 months to design the system. So in the 1st process it will only call analyst and after analysis is done A won't need analyst so they leave then A will call system designers.

B broke the project in several iterations. Each iteration are done within the same time frame let's say that is 2.5 months.

Now the customer comes to A and ask to modify a feature after 3 months A won't be able to do that cause the requirement analyst team left and modifying features isn't possible in waterfall. The customer wants to see some demo codes; but A also won't be able to do that cause its in design phase.

Now customer goto B. And tell them to modify a feature, B can do that as it has all the person related to each phase. Then customer wants to see demo code, B can also show that as it only takes 2.5 months per iteration and customer came after 3 months so 1 iteration is done.

This is why agile model is better than waterfall model.

2.)

In prototyping model prototypes are made, tested and evaluated before starting the project. It is used for large scale project where all the requirements are not clear, or requirements are changing frequently. By using this model we can also do a feasibility check of the project. A real life example of this model is Podd Shetu. Explanation given in next page:

Before podda sheta went into the making the requirements of it wasn't clear. Like who much concrete does it needs to secure the base and so on. So a team of CSE, CE and EEE engineers came and developed a prototype of the podda sheta and evaluated it for real life scenarios and disasters. They did it cause it's a big project and error won't be tolerated. Before hand they didn't knew full requirements and how the soil will react to the pillars. But after building the model and evaluating it they got the neccessary data and requirements to build the actual project.

So this is the important real life exampl that explains prototype model.