

- Type Prototyping: -

- 1- Throw away prototype

- The Requirement which should be prototyped are those which cause most difficulties to customer and hard to understand
      - Use to help elicit and developed system requirements
- الرسومات صفحة 10

- 2- Evolutionary prototype

- The Requirement which should be supported are those which understandable and can deliver useful end-user functionality
    - To deliver a workable system quickly to customer

- Approaches to prototyping: -

- 1- Paper prototype

- Very cheap, Fast, and effective
    - Paper has More Visual Bandwidth
    - No Excitable Software Is Needed
    - Can Be done by non-technical people

- 2- Wizard of Oz prototype

- Ex1: Vending Machine without creating the mechanics and use hidden person to deliver the selected purchase
    - Ex2: ChatBot Which simulate the Conversation, AI response can be replaced by human

- 3- Excitable prototype

- Expansive option
    - There is written software

- **Prototype Advantages: -**
  - Good chance for stakeholders to be involved in the requirements
  - Used with another elicitation technique to gather requirements
  - provide details information
- **Prototype Disadvantages: -**
  - Expansive In term time and cost
  - User Confusion
- **The Problems Which Agile Solve it?**
  - 1- Too Much documentation
  - 2- Inflexible plans
  - 3- Late, over budget, and buggy software
  - 4- Too many artifacts
- **Agile Values: -**
  - 1- Individuals and interaction over processes and tools
  - 2- Working software over documentation
  - 3- Customer collaboration over content negotiation
  - 4- Responding to change over following plan
- **Agile Manifesto (Principles): -**
  - 1- Our highest priority is to satisfy the customer by rapid delivery of useful software.
  - 2- Welcome changing requirements, even late in development
  - 3- Working software is delivered frequently
  - 4- Working software is the principal measure of progress
  - 5- Sustainable development, able to maintain a constant pace
  - 6- Close, daily co-operation between business people and developers
  - 7- Face to face conversation is the best form of communication
  - 8- Projects are built around motivated individuals who are trusted

9- Continuous attention to technical excellence and good design

10- Simplicity Is essential

11- Self organized

12- Regular adaptation to changing circumstance

- User Stories

As a user I want to upload photos so that I can share photos with others

- Features Describe what your software do, user stories describe what user want to do

- Senario

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- Senario With BDD

Given Then When

انيشيال , بعمل هيك , بيصير هيك

- User Story Have Three Parts

1- Card : A Written Description of the user story for planning purposes

2- Conversation: a section for capturing further information about the user

story and details of any  
conversations

3- Confirmation : a section to convey  
what tests will be carried out to  
confirm the user story is complete

