**Spiral**

The **spiral** model is a risk-driven process model generator for software projects. Based on the unique risk patterns of a given project, the spiral model guides a team to adopt elements of one or more process models, such as incremental, waterfall, or evolutionary prototyping. This model was first described by **Barry Boehm** in his **1986** paper "A Spiral Model of Software Development and Enhancement".

**Pros**

* Changing requirements can be accommodated.
* Allows extensive use of prototypes.
* Requirements can be captured more accurately.
* Users see the system early.
* Development can be divided into smaller parts and the risky parts can be developed earlier which helps in better risk management.

**Cons**

* Management is more complex.
* End of the project may not be known early.
* Not suitable for small or low risk projects and could be expensive for small projects.
* Process is complex
* Spiral may go on indefinitely.
* Large number of intermediate stages requires excessive documentation.

<https://en.wikipedia.org/wiki/Spiral_model>

<https://www.tutorialspoint.com/sdlc/sdlc_spiral_model.htm>

<http://istqbexamcertification.com/what-is-spiral-model-advantages-disadvantages-and-when-to-use-it/>

<http://www.students.science.uu.nl/~5766877/me/Final%20paper.pdf>