

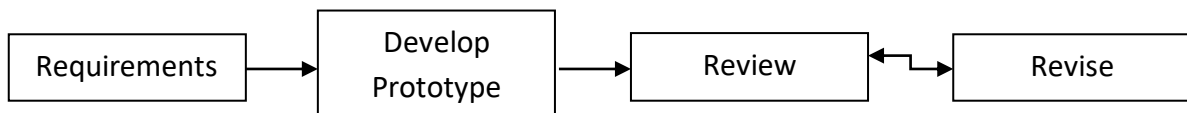
Software Prototyping

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Software prototyping is the process in which developers create a model of the actual software. The intention behind creating this model is to get the actual requirements more deeply from user. Prototyping helps a lot in getting the feedback from the user/customer.

Software Prototyping Process

- Identify the initial requirements: In this step, the software publisher decides what the software will be able to do. The publisher considers who the user will likely be and what the user will want from the product, then the publisher sends the project and specifications to a software designer or developer.
- Develop initial prototype: The developer will consider the requirements as proposed by the publisher and begin to put together a model of what the finished product might look like. An initial prototype may be as simple as a drawing on a whiteboard, or it may consist of sticky notes on a wall, or it may be a more elaborate working model. Prototype may be a map/design/abstract view/summery of the actual software.
- Review: Once the prototype is developed, the publisher has a chance to see what the product might look like; how the developer has envisioned the publisher's specifications. In more advanced prototypes, the end consumer may have an opportunity to try out the product and offer suggestions for improvement. This is what we know of as beta testing.
- Revise: The final step in the process is to make revisions to the prototype based on the feedback of the publisher and/or beta testers.



Types of Prototyping

- Rapid/Throwaway Prototyping: In this type we build a prototype with very little efforts to get the requirements from the customer. After getting the requirements we throwaway the prototype and start building the actual software.
- Evolutionary Prototyping: The prototype on the top of which we can build the whole actual system.