

## **PROTOTYPING VS TRACER BULLET**

Prototyping is like intelligence gathering that takes place before a single tracer bullet is fired.

For instance, we can make a simple user interface to develop factory management system to show customer (prototyping). After that we make an app covering the entire system including database, simple ui, machines interaction logic like a skeleton. In later times, when we develop actual application, we use this skeleton and develop over it. But, the prototype is garbage for later times. We don't use it.

## **ORTHOGONALITY**

A and B orthogonal, if changing A does not change B. For example in real life,

- In television, changing the channel does not change the volume.
- Putting more water into pan does not change the water's boiling point.