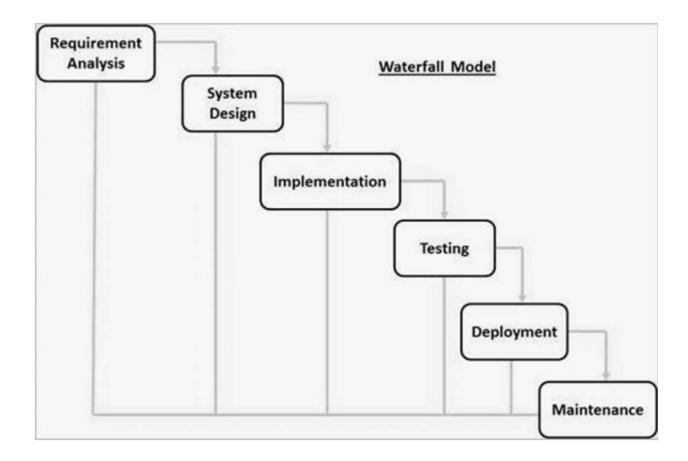
Waterfall model

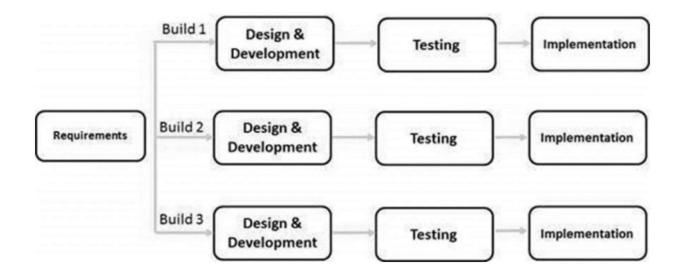


- · Simple and easy to understand and use
- Easy to manage due to the rigidity of the model. Each phase has specific deliverables and a review process.
- · Phases are processed and completed one at a time.
- · Works well for smaller projects where requirements are very well understood.
- · Clearly defined stages.
- Well understood milestones.

- Easy to arrange tasks.
- · Process and results are well documented.

- No working software is produced until late during the life cycle.
- High amounts of risk and uncertainty.
- Not a good model for complex and object-oriented projects.
- · Poor model for long and ongoing projects.
- Not suitable for the projects where requirements are at a moderate to high risk of changing. So, risk and uncertainty is high with this process model.
- It is difficult to measure progress within stages.
- Cannot accommodate changing requirements.
- · Adjusting scope during the life cycle can end a project.
- Integration is done as a "big-bang. at the very end, which doesn't allow identifying any technological or business bottleneck or challenges early.

Iterative/Incremental Model

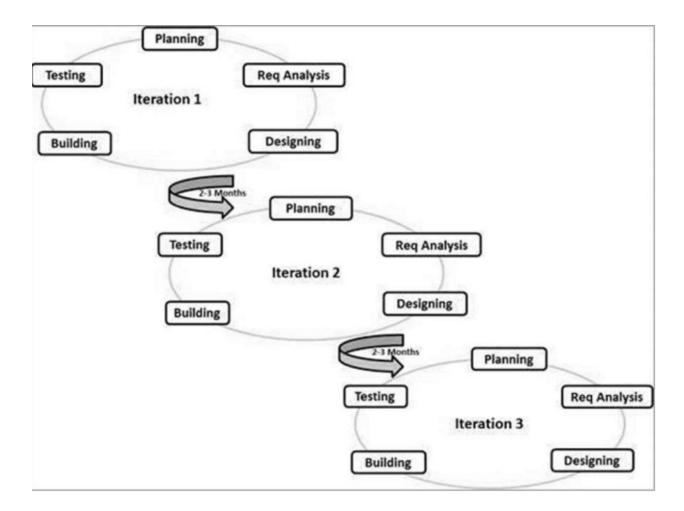


- Some working functionality can be developed quickly and early in the life cycle.
- · Results are obtained early and periodically.
- · Parallel development can be planned.
- · Progress can be measured.
- Less costly to change the scope/requirements.
- Testing and debugging during smaller iteration is easy.
- Risks are identified and resolved during iteration; and each iteration is an easily managed milestone.
- Easier to manage risk High risk part is done first.
- · With every increment, operational product is delivered.

- · Issues, challenges and risks identified from each increment can be utilized/applied to the next increment.
- · Risk analysis is better.
- It supports changing requirements.
- Initial Operating time is less.
- Better suited for large and mission-critical projects.
- During the life cycle, software is produced early which facilitates customer evaluation and feedback.

- · More resources may be required.
- · Although cost of change is lesser, but it is not very suitable for changing requirements.
- · More management attention is required.
- System architecture or design issues may arise because not all requirements are gathered in the beginning of the entire life cycle.
- Defining increments may require definition of the complete system.
- Not suitable for smaller projects.
- Management complexity is more.
- End of project may not be known which is a risk.
- · Highly skilled resources are required for risk analysis.
- Projects progress is highly dependent upon the risk analysis phase

Agile model

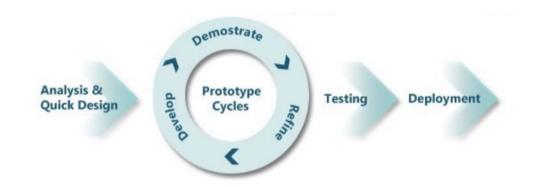


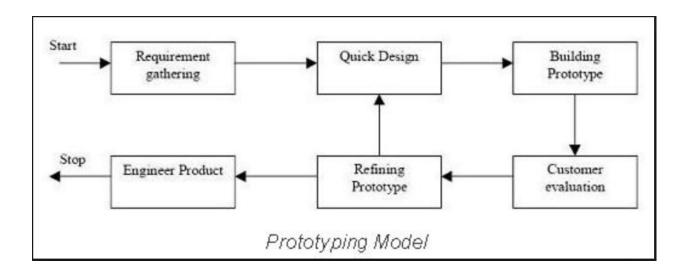
- Is a very realistic approach to software development.
- Promotes teamwork and cross training.
- · Functionality can be developed rapidly and demonstrated.
- · Resource requirements are minimum.
- · Suitable for fixed or changing requirements
- · Delivers early partial working solutions.

- Good model for environments that change steadily.
- · Minimal rules, documentation easily employed.
- Enables concurrent development and delivery within an overall planned context.
- · Little or no planning required.
- Easy to manage.
- · Gives flexibility to developers.

- Not suitable for handling complex dependencies.
- · More risk of sustainability, maintainability and extensibility.
- An overall plan, an agile leader and agile PM practice is a must without which it will not work.
- Strict delivery management dictates the scope, functionality to be delivered, and adjustments to meet the deadlines.
- Depends heavily on customer interaction, so if customer is not clear, team can be driven in the wrong direction.
- There is a very high individual dependency, since there is minimum documentation generated.
- Transfer of technology to new team members may be quite challenging due to lack of documentation.

Prototyping Model





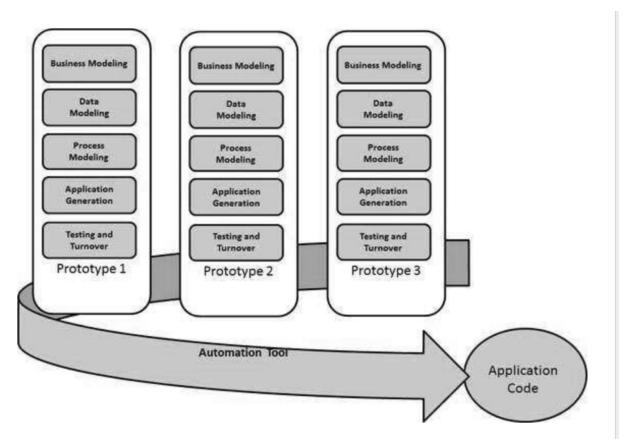
Advantages

· Increased user involvement in the product even before its implementation.

- Since a working model of the system is displayed, the users get a better understanding of the system being developed.
- Reduces time and cost as the defects can be detected much earlier.
- Quicker user feedback is available leading to better solutions.
- Missing functionality can be identified easily.
- Confusing or difficult functions can be identified.

- Risk of insufficient requirement analysis owing to too much dependency on the prototype.
- Users may get confused in the prototypes and actual systems.
- Practically, this methodology may increase the complexity of the system as scope of the system may expand beyond original plans.
- Developers may try to reuse the existing prototypes to build the actual system, even when it is not technically feasible.
- The effort invested in building prototypes may be too much if it is not monitored properly.

RAD Model

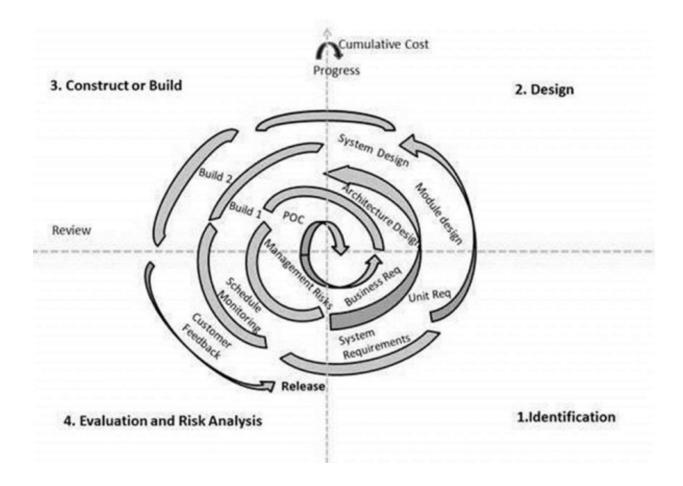


- · Changing requirements can be accommodated.
- · Progress can be measured.
- · Iteration time can be short with use of powerful RAD tools.
- · Productivity with fewer people in a short time.

- Reduced development time.
- · Increases reusability of components.
- · Quick initial reviews occur.
- Encourages customer feedback.
- Integration from very beginning solves a lot of integration issues.

- Dependency on technically strong team members for identifying business requirements.
- Only system that can be modularized can be built using RAD.
- Requires highly skilled developers/designers.
- · High dependency on modeling skills.
- Inapplicable to cheaper projects as cost of modeling and automated code generation is very high.
- · Management complexity is more.
- Suitable for systems that are component based and scalable.
- Requires user involvement throughout the life cycle.
- Suitable for project requiring shorter development times.

Spiral Model



Advantages

- · 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.

- 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.

Part 2

Identify the characteristics of good program design

Functionality

Reliability

Usability

Efficiency

Maintainability

Portability

Identify Functional and nonfunctional requirements.

Functional:

- Business Rules
- Transaction corrections, adjustments and cancellations
- Administrative functions
- Authentication
- Authorization levels
- Audit Tracking
- External Interfaces
- Certification Requirements
- Reporting Requirements

- Historical Data
- Legal or Regulatory Requirements

Nonfunctional:

- Performance for example Response Time, Throughput, Utilization, Static Volumetric
- Scalability
- Capacity
- Availability
- Reliability
- Recoverability
- Maintainability
- Serviceability
- Security
- Regulatory
- Manageability
- Environmental
- Data Integrity
- Usability
- Interoperability

Outcome 1: Describe the use of analysis and design in the software development process

| User Interface Design | A document that outlines your table designs, the data type for each column and a brief explanation of each field. |
|------------------------------|---|
| Data Design | A diagram showing objects and pieces of data and how they are linked |
| Data Dictionary | Making the user's interaction as simple and efficient as possible |
| Entity Relationship Model | Selecting logical representations of data objects identified during the requirements definition and specification phase |