

Tracer Bullet, we are creating code that works in the same environment and constraints as the real code but with minimized external effects. Tracer code is not disposable: you write it for keeps. Tracer bullets are used for "Skeleton Applications which are a framework for your application.

Prototyping generates disposable code. you're aiming to explore specific aspects of the final system. For example, you're producing an application. Users need to know how the user login interface is. So your code, only makes the interface responsive to user login actions. Once your interface is accepted, you might throw it away and recode it.

Orthogonality

If we add two numbers together, it doesn't matter which order we do it in.

The speed of the car doesn't depend on the direction.

if we change the watchband, it doesn't affect the time function.