

## Assignment 1

1. Prototyping should be the best-suited software development methodology that can be used for the following situation. The system prototype is a quick and easy version of the system and provides minimal features, as there are less detailed requirements due to lack of technical person. Also, prototyping is useful for a short time schedule as the company needs to build the system in a short time. Following reaction and comments from the users, the developers reanalyze, redesign, and reimplement a second prototype that corrects deficiencies and adds more features.

2. In system prototyping there are performances of analysis, design, and implementation phases at the same time in order to quickly develop a simplified version of the proposed system and give it to the users for evaluation and feedback. System prototyping quickly provides a system for users to evaluate and reassures users that progress is being made. When the users have difficulty expressing requirements for the system, the approach is really useful.

But in throwaway prototyping includes the development of prototypes, but uses the prototypes primarily to explore design alternatives rather than as the actual new system. Throwaway prototyping has a fairly thorough analysis phase that is used to gather requirements and to develop ideas for the system concept. Many of the features suggested by the users may not be well understood, however, and there may be challenging technical issues to be solved whereas in prototyping the technical issues to be solved are quite simple.

3. We should use Throwaway Prototyping . It would be useful for new information systems due to its unclear user requirements. The requirements must be beneficial for the analysis of the starting of the project. As the data would be communicated from each store and would exchange the data with the mainframe computer using excellent complex system, there would be great unfamiliar technology. The technical area would be clear enough due to throwaway prototyping so that the main system works when the implementation is done. Along with that the project completion would be quicker which would allow the early detection of the issues.

4 .At first I would like to mention about the major changes of the initial designs which becomes poor when prototype is used, which causes complications to the systems as basic problems are not found until it would be fit in the development process. Usually, after few months there can be problems with the new technology as older prototypes are made only a small part of the new technology. Also, in waterfall development things are performed in detail from Planning to Implementation step by step whereas in prototyping it becomes difficult to perform complex operations and also for performing large projects. Also, prototyping is a fast approach so there are many detailed steps which are left behind.