**Assignment # 3**

Due Date: April 14, 2019 till 11:59 pm (no further extension)

**Software Product Validation Technique; Prototyping as a Validation Technique**

**Guidelines:**

1. First of all you need to discuss about the concept of Software Validation which is being practiced in Software industry at different levels of software development. In other words, you need to identify and explain different validation techniques used/developed by Software industry in Software Product Development.

2. You can also talk about the effectiveness of developing Prototypes and usefulness of Prototyping as a Validation Techniquein Software Product Development.

3. For description you may use text (off course), and you may also use images to support your text but with proper references.

4. Power Point slide(s) is/are also being uploaded to support this assignment in **CST 2234-300/ Assignment Folder/ Assignment # 3**. Moreover, you are also highly recommended to take extra assistance from books, academic websites and research papers as well.

**Rubric for Evaluation:**

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
| **Task +-** | **90% - 100 % (+&-)** | **80 %-89 % (+&-)** | **70 % - 79 % (+&-)** | **60 %- 69 % (+&-)** | **50% - 59% (+&-)** | **0 %- 49%** |
| **Relevant Theory and Diagram** | Fully covers the concepts, contents (as far as theory and diagrams are concerned) | Close to full coverage of the concepts, contents (as far as theory and diagrams are concerned) | Partial coverage of the concepts, contents (as far as theory and diagrams are concerned) | Half coverage of the concepts, contents (as far as theory and diagrams are concerned) | Very little coverage of the concepts, contents (as far as theory and diagrams are concerned) | Failed to understand the concepts given in the examination |

**Note:**  (+ & -) means that the grade may fall in sub-grades accordingly.