

Software Prototyping

It is the process of **implementing** the presumed Software requirements with an intention to learn more about the actual requirements or alternative design that satisfies the set of actual requirements.

OR

Prototyping is a process that enables developer to create a Small model of Software.

OR

Prototyping gives the slw publishers the opportunity to evaluate the product, **ensure it's doing what's intended**, and determine if improvements needs to be made.

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The Software Prototyping Process :

1. Identify Initial Requirements
2. Develop Initial Prototype
3. Review
4. Revise



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• Identify Initial Requirements :

- Software — What Software will be able to do
- Publisher — Who will be exact users
- Decides — User expectations from product

• Develop Initial Prototype:

In this developer will consider the requirements as proposed by the publisher and begin to put together a model of what the finished product might look like.

Some Initial prototypes ~~can~~ ^{may} be as simple as a drawing on a whiteboard.

• Review :-

Once the prototype is developed, the publisher has a chance to see what the product might look like.

In more advanced prototypes, the end consumer may have an opportunity to try out the product and offer **Suggestions** for improvement. **This is also called Beta Testing.**

• Revise:

The final step in the process is to make revisions to the **prototype based** on the feedback of the publisher and/or beta testers.



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