

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

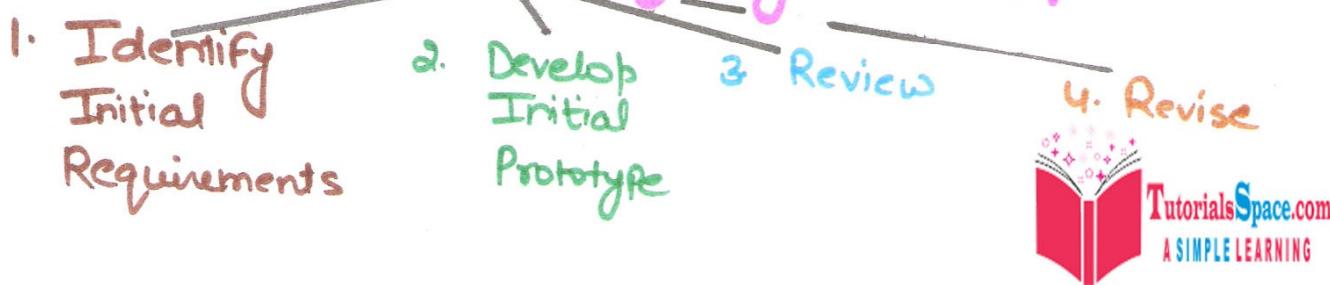
Prototyping is a process that enables developer to create a small model of Software.

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

The Software Prototyping Process :



• Identify Initial Requirements :

- Software Publisher Decides
- What Software will be able to do
- Who will be exact users
- 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 ^{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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