

Software Prototyping

Prototyping Methods And Tools

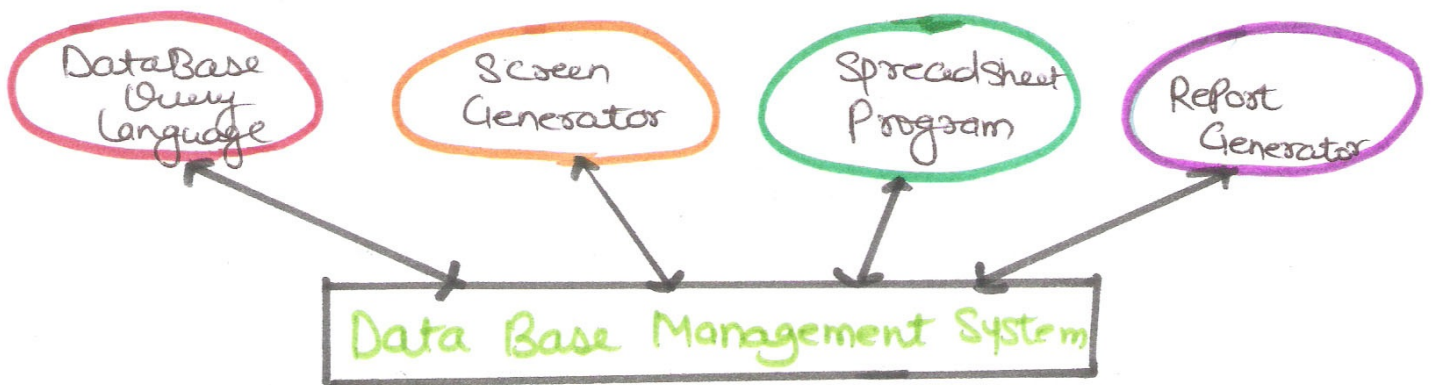
For Software prototyping to be effective, a prototype must be developed rapidly so that the Customer may assess results and recommend changes.

Three generic classes of methods and Tools

- Fourth Generation Technique:
 - Broad Array of DB query and reporting languages
 - Program and application generators
 - Very high level Non procedural languages.

4GIT

encompasses



Because 4GIT enables the Software engineers to generate executable code quickly, they are ideal for Rapid prototyping.

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• Reusable Software Components :

Another approach to rapid prototyping is to **assemble, rather than build**, the prototype by using a set of existing Software Components.

It should be noted that an existing software product can be used as a prototype for a **new improved** "Competitive product".

In a way, this is a form of Reusability for Software prototyping.

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• Formal Specification and prototyping Environments:-

A number of **formal specification languages** and tools for replacing the **natural language specification** techniques.

Today developers of these formal languages are in the process of developing **Interactive Environments** that

- 1.) Enable an **Analyst** to interactively create language-based specifications of a system or software.
- 2.) Invoke **automated tools** that translate the language-based specifications into executable code and
- 3.) Enable the customer to use the prototype executable code to refine formal requirements.