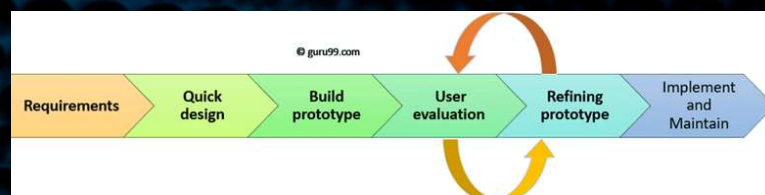# PROTOTYPING

Prototyping Model is a software development model in which prototype is built, tested, and reworked until an acceptable prototype is achieved. It also creates base to produce the final system or software. It works best in scenarios where the project's requirements are not known in detail. It is an iterative, trial and error method which takes place between developer and client.

Prototyping Model has following six SDLC phases

ADVANTAGES OF THE PROTOTYPING MODEL

- Users are actively involved in development. Therefore, errors can be detected in the initial stage of the software development process.
- ·Users would try it out and provide feedback to the systems analyst.
- Prototypes can be changed and even discarded.
- The prototype helps to gain a better understanding of the customer's needs.

DISADVANTAGES OF THE PROTOTYPING MODEL

- Prototyping is a slow and time taking process.
- Prototyping may encourage excessive change requests.
- The cost of developing a prototype is a total waste as the prototype is ultimately thrown away.