

Software engineering — Mock up and prototype — A categorization of software mock up and prototype models and their use

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Summary of pages

This document comprises a front cover, an inside front cover, the ISO/IEC TR title page, pages ii to v, a blank page, pages 1 to 12, an inside back cover and a back cover.

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Foreword

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Introduction

Mock up and prototypes are commonly confused. This stems from the English word "prototype" which covers the two French terms "maquette" (mock up) and "prototype" (prototype). An examination of the meaning given to the two words mock up and prototype in the aeronautical industry reveals that the first stipulates a version of the plane which cannot be piloted and the second a version which can be piloted. Using this analogy, a software mock up is defined as a provisional product that cannot be piloted by users, is not intended to evolve into a fully operational product and may be thrown away once its objective has been achieved. A software "prototype" is defined as something that can be piloted, is developed as a part of the target product and may evolve into an operational product.

Besides this first distinction between mock up and prototype, two additional distinctions have been introduced to address specific features of software issues:

- "illustrative" (related to realistic graphic representation, as in HCLs) versus "functional" (capable of performing computations) address the objective of the mock up and prototype development.
- "demonstrative" (serving to prove the relevance of a solution) versus "operational" (fit for proper functioning in real conditions of operations) address the level of refinement of the deliverable.