Features	Waterfall model	Prototyping model	Incremental model	Spiral model
Approach	Use linear sequential approach	Use linear and evolutionary approaches	linear sequential approach + Prototyping model	linear sequential approach + Prototyping model
Requirement specification	use when the requirements are well understood and unlikely to change radically during system development	Use when the requirement are Frequently changed	When the requirement are well-defined and when limited set of software functionality needed quickly	requirement are Frequently changed
Documentation	Have documentation for each phase and this is good for long time maintenance	The prototype have less documentation and that not good for long time maintenance	have less documentation	have less documentation
Working software availability	Customer can see the working model of the project only **at the end of the life cycle** because there is no feed-back loop.	Customer can see in the prototype "quick design" what is called working model **At the end of every iteration**	Produce operational product with each increment **At the end of every iteration**	**At the end of every iteration**
Use of new technologies (flexibility)	Not flexible, No changes after specifications are set	Flexible, New changes can be added in anytime	Flexible	Flexible

Cost	Low for all project but it high when adding new requirement	It depend on the number of iteration and it became High because of continuous maintenance	It depend on the number of increments and its cost is Lower than prototype	low
Time	Take very long time for solving a problem	Take long time but it is less than waterfall for solving a problem	Long time	Long time
Meeting important requirements like (performance, security, robustness and reliability)	This requirement are tune	It may be impossible to tune the prototype to meet this requirement that were ignored during prototype development	It may be difficult to tune it	It may be difficult to tune it
Risk	High	High	Low	Medium to high
User involvement	Only at beginning	High	Intermediate	High
Maintenance	Least	High	high	high
Team size	Large Team	Large Team	Not Large Team	Large Team