

Rapid Prototyping for Parallel and Distributed Systems

Verification – the goal is to prove that certain properties hold or do not hold, i.e. description of properties is checked against the specification

Validation – the goal is to confirm that the specification meets the original requirements, i.e. a process of checking whether a system behaves as user expects

Testing – concept related to validation; testing is a post mortem approach, i.e. after system development has been completed

Prototyping – modeling and validation using operations of refinement and replacement; three types of prototyping:

- Throw-away prototyping
- Incremental prototyping
- Evolutionary prototyping.