Prototyping and rapid application development

Technology

The requirements planning phase merges elements of the system analysis and planning phases of SDLC – Systems Development Life Cycle. Under the user design phase, users develop prototypes and models, which signify all system processes, outputs, and inputs (Elliott, 2004). The construction phase centers on application and program development task akin to SDLC. Finally, the cutover phase is similar to the last tasks in the SDLC execution phase (Elliott, 2004).

Object-Oriented Analysis and Design

In object-oriented analysis and design, the processes include (1) planning, (2) testing implementation and documenting and (3) deployment and maintenance. This is best carried out in an incremental and iterative way (Elliott, 2004). Iteration through iteration, the outputs of OOAD proceedings, design models for OOD and analysis models for OOA evolve continuously and are refined and driven by key factors such as risks and business values (Elliott, 2004).

Business Process Engineering

Business process engineering begins with a high-level measurement of a firm's mission, goals and client needs (Ponzi & Koenig, 2002). Basic queries are asked, like " Does the mission require redefinition? Are the strategic goals focused on the mission? Who are the clients?" This is because a firm might find itself working on questionable assumptions. The summarized process of business process engineering is identifying processes, reviewing updates, designing and testing (Ponzi & Koenig, 2002).

With regards to these four, the one is would pick for technology management is prototyping because it reduces the time and costs and at the same time improves and increases user involvement.