J. Preece, Y. Rogers, and H. Sharp, "*Interaction Design : beyond human-computer interaction*". Phoenix Color Corp. pp 191-192.

This paper introduced the development process of an internet appliance, which illustrating the RAD approach. By tracing the whole process and reading the details during implementation, the author provided us a specific understanding for what is the lifecycle model design.

After declaring who is the user, the author proposed some specific requirements for the design based on the user's characteristics. I think this is the need identification step, which inspired iteration during design.

Describing some details on the developing process, the author demonstrated that his design is user-centered. User, developer and stakeholders are involved during the develop process – this is JAD (Joint Application Development) workshop, one feature of the RAD (Rapid Application Development).

The author claimed in the first paragraph that he selected user-centered RAD, while in figure6.11, which illustrates the design, it shows a spiral development cycle. These two modes, even share with several common prosperities, shouldn't be treated as one approach. Actually, this project is an example of spiral idea being used to interactive device. In the last two paragraphs of this article, the interactive idea was displayed explicitly. The control risk, as one of the feature of spiral model, fails to be demonstrated in this article. The author needs to provide more explanation about risk analysis to convince us he implemented the design by using spiral lifecycle model as he claimed.