

**De La Salle University • College of Computer Studies**

**SystemScape**

**Integration Strategy**

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# Section 1 Integration Overview

This document is intended to be a guide for the Developers and Analysts of SystemScape in integrating the User Interface with the Model and Logical Code of the software.

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## Scope

Clients come to CAI-STA to order supplies, ranging from hardware to general items. CAI-STA then identifies suppliers for these items and chooses the best deal for their clients, taking into consideration their client’s requirements. Purchase orders are created and the company awaits the delivery of these items. The items are then added to the inventory and assigned to employees who handle the rest of the transaction with the customer. When supplies are ordered but are not part of any project, they are instead stored by the company.

The Software aims to provide an easier means in managing the purchase order, the inventory, as well as the generation of reports at the same time alleviating the inconsistencies that arises because of the separation of the purchase manager’s system and the technician’s system.

# Section 2 Integration Strategy

The DEV and ANA teams are responsible for integration since both subteams made Model and View Classes. We will be integrating per set of features. Once a set feature’s GUI and logic are done, they are then subject to integration. We assume that the new component will be having a few bugs since the ANA and DEV team tested their respective work, and having the QA team test all the work further.

**Feature-oriented incremental integration**

The DEV and ANA team will be working simultaneously on the same set of features. The logic is done by the DEV team while the GUI is for the ANA team. Once both teams are done designing each feature, the QA team will be testing the logic of the said features.

The model and the GUI are then integrated by the DEV and ANA teams. The two teams will be integrating the software per feature first before integrating all the features into one program. At this stage, the DEV and the ANA team will be constantly communicating with each other to share knowledge about each of their respective work. This way, the fusion of the model and the GUI will be easier and less time-consuming.

We chose this strategy to also allow key components to be completed first. This will allow the software to be usable even in its early stages with the other features being added in later updates to the software.

Both the subteams will make use of the FOMDD (Feature-Oriented Model Driven Design) which will serve as a guide in implementing this strategy with respect to the user stories.

**Top-down incremental integration**

Just in case the Dev and ANA team are way behind the schedule or if the previous strategy is taking up too much time, the strategy that the team will be implementing will change. Both the DEV and the ANA teams will do it in a TOP-DOWN manner instead of the Feature-oriented incremental integration. All of the independent classes will be integrated first before the most dependent ones.

**Testing**

Both the DEV and ANA teams will be testing the new component. Once both teams can’t find any major bugs, it is then put into the hands of the QA team who will be testing it more thoroughly. If bugs are found, the responsible team is informed.