EECS 448 Team 11 Project 4 Integration Strategy

Our team used a sandwich code integration strategy for both project three and project four. Sandwich integration is a combination of both top-down and bottom-up integration. We chose this strategy because we wanted to be able to isolate faults when they came up instead of at the end like we see with all-at-once integration. This was very useful because we were able to test our code and fix these faults as we were developing the project. The sandwich integration strategy probably saved us countless person hours because we had a pretty good idea of where the errors were coming from when they popped up. I also think the sandwich integration strategy was useful because we did not have any major design faults. A major design fault could have happened if we used one of the other integration strategies which would have made us rework the entire project from square one. Another benefit of using the sandwich integration strategy is that we were able to test our functions and classes at many stages of the development process.

We assigned different programming jobs to each member of the programming team. Each member then worked on their part individually. Once someone was done with their task, they pushed their piece to the repository, and the changes reviewed by other team members. If someone presented a fault, they first tried to resolve it on their own. If they could not resolve it on their own, they talked to the rest of the team, and we worked together until we were able to resolve the fault.