To test MusicPitch out, we’ve chosen the Descending – Depth Integration strategy because it fits us the best with our working style. That is, we decided that we would code our mashup incrementally and by sections. We like to see results as fast as we can, so we chose a random resource to start with and built all its related classes and views in order to see how it worked. That allowed us to test that specific ‘branch’ of the project and debug it so that no error would arise when we started with the next resource. Of course, that also meant that we had to build stubs for the unimplemented components, but they were replaced later on when they were finished and tested.