***An ontology is a representation, formal naming, and definition of the categories, properties, and relations between the concepts, data, and entities***

***The software engineering ontology defines common sharable software engineering knowledge including particular project information.***

**Phases**

1. **Analysis phase** determines what has to be done in a software system.
   1. requirements phase: this is what we did in the tasks before this one; but This is usually done in collaboration with end-users and domain experts.
2. **Design:** defines detailed designs for application domain, architecture, software components, interfaces, and data.
3. **Implementation:** creates a software product from the design documentation and models. This phase also debugs and documents the software product. This phase assumes the use of programming languages to encode specified designs, and testing techniques
4. **Integration**: combining software components, hardware components, or both, into an overall system. This phase is usually done in parallel with the implementation phase.
5. **Maintenance:** modifying a software system or component after delivery to correct faults, improve performance or other attributes
6. **Retirement phase:** software life cycle during which support for a software product is stopped

**Types**

* **Static ontologies**: Describe things that exist, their attributes and the relationships existing between them.
* **Dynamic ontologies:** Describe the aspects of the modeled world which can change with time.
* **Intentional ontologies:** Describe the aspects of the world of motivations, intentions and goals,
* **Social ontologies:** Describe social aspects such as organizational structures,

***OUR ONTOLOGY***

* Static
* integration and implementation part of our app

**Eldor** - Software quality