Instructions for filling out the PSP 0.1.2 Spreadsheet:

**Current Program / Project**

In cell B2, fill in your name.

In cell F2, fill in the date you **begin** the program.

In cell B3, fill in the name of the program (title of the program).

In cell F3, fill in the program number (this can be the assignment number or exercise number if from a textbook).

In cell B4, fill in the instructor’s name.

In cell F4, fill in the programming language you used for the assignment.

In cell E7, fill in the base LOC1 (Lines Of Code) of your program. If it is a new program that is not a modification or enhancement of any existing program, put in zero; otherwise put in the number of LOC that you will be using from the program you are modifying or enhancing.

In cell E8, fill in the deleted LOC1 (Lines Of Code) of your program. If it is a new program that is not a modification or enhancement of any existing program, put in zero; otherwise put in the number of LOC that you deleted from the program you are modifying or enhancing.

In cell E9, fill in the modified LOC1 (Lines Of Code) of your program. If it is a new program that is not a modification or enhancement of any existing program, put in zero; otherwise put in the number of LOC that you modified in the program you are modifying or enhancing.

In cell E11, fill in the reused LOC1 (Lines Of Code) of your program. If it is a new program that is not a modification or enhancement of any existing program, put in zero; otherwise put in the number of LOC that you reused in the program you are modifying or enhancing.

In cell E13, fill in the LOC1 (Lines Of Code) of your program. This can be done by counting the LOC by hand or using a LOC Tool (there are quite a few out on the Internet).

**Previous Program / Project**

In cell F7, fill in the base LOC1 (Lines Of Code) from the ToDate column of your **previous program/project** (this is cell H7).

In cell F8, fill in the deleted LOC1 (Lines Of Code) from the ToDate column of your **previous program/project** (this is cell H8).

In cell F9, fill in the modified LOC1 (Lines Of Code) from the ToDate column of your **previous program/project** (this is cell H9).

In cell F11, fill in the reused LOC1 (Lines Of Code) from the ToDate column of your **previous program/project** (this is cell H11).

In cell F13, fill in the LOC1 (Lines Of Code) from the ToDate column of your **previous program/project** (this is cell H13).

**Time in Phase (minutes)**

Phases are: Planning2, Design3, Code4, Compile5, Test6, Postmortem7.

In cells D17 through D22, fill the respective cells with your **estimated** time you plan on spending in each phase.

In cells E17 through E22, fill the respective cells with your **actual** time you did spend in each phase.

In cells F17 through F22, fill the respective cells with your **ToDate** data from the **previous program/project**.

**Defects (Errors) Injected**

In cells E26 through E31, fill the respective cells with the count of the errors injected in each of the phases.

In cells F26 through F31, fill the respective cells with the count of the errors injected in each of the phases **ToDate** data from the **previous program/project**.

**Defects (Errors) Removed**

In cells E35 through E40, fill the respective cells with the count of the errors removed in each of the phases.

In cells F35 through F40, fill the respective cells with the count of the errors removed in each of the phases **ToDate** data from the **previous program/project**.

**Summary Section**

In the summary section (cell J31), summarize any additional documentation you think will be useful for your instructor or anyone reading through your program/project and related documentation.

**eSignature Box**

In cell J44, type in your name as your eSignature, certifying that the documentation of the program/project is done to the best of your knowledge, and that you acknowledge that any intended misinformation can be treated as an Academic Honesty violation.

**Glossary**

1. LOC – Lines of Code – this is any statement in the programming language that will generate machine code (executable code). Do not count lines containing only comments, or lines containing only whitespaces.
2. Planning – In this phase, you will be gathering the requirements of the program/project. In this phase, you will also plan the amount of time it will take to complete all of the phases in the development process.
3. Design – In this phase, you will design your program/project before writing actual code. This can be writing out pseudocode, creating flowcharts, UML class diagrams, etc.
4. Code – In this phase, this is your actual coding time.
5. Compile – In this phase, this is the compilation of your program/project (make sure to keep track of compile errors so you can enter them into cell E28 (Defects Injected – Code).
6. Test – Testing your program. In this phase, it is highly recommended to thoroughly test your program for any logic errors in the program. Any logic errors found, fix the code (make sure to add to your actual code time in cell E19, the time you are actually coding). More testing, the better!!!
7. Postmortem – This is the completion of **all** documentation of your program/project, **including** the filling out of your PSP Spreadsheet.