

## Unit-4

### Software Metrics and Project Estimations

→ Metric:- quantitative measure of the degree, <sup>to</sup> which a given system, component or a process possess a given attribute. Ex- no. of errors per review.

→ Indicator: a metric or a group of metric that provide useful insight to the software project, process or product only.

↓  
Provides insight to the product manager so that they can adjust the process and make things better.

Ex- formal review methods provide a high return on time investment.

Process Indicators :- enable a Software Engineering organization to gain insight into the efficacy of the existing process (tasks, paradigm, milestones) to know what works and what doesn't to provide long-term software process improvement.

Project Indicators enable the software project manager to assess the work tasks and status of project.

→ Uncover the areas which can become critical.

→ track potential risks.

→ adjust the work flows.

→ evaluate the project team's ability to control quality software.

### Metrics for Requirement Model

→ These metrics evaluate the entire requirement model with intent of predicting the size of resultant system.

Size:- Size is sometimes the indicator of design complexity but always it is an indicator of increased coding integration and testing effort.

Function Based Metric:- or function point metric can be used effectively measuring the functionality delivered by the system.

It can be used to

→ determine the cost to code, integrate or design, testing.

→ predicting the number of errors that will be encountered during the testing.

→ predict the number of component or source line in the implemented system.

→ FPs are derived using a relationship based on software's direct information domain and qualitative assessment of software complexity.

### Function points

1) No. of Input (External)

2) No. of external output (reports, screens, environments)

3) No. of external queries online input that results in immediate software response.

4) No. of internal logical file

5) No. of external interface files

	<u>Count</u>	<u>Simple</u>	<u>Average</u>	<u>Complex</u>
No. of user inputs	<input type="checkbox"/>	X	4	
No. of user outputs	<input type="checkbox"/>	X	5	
No. of external inputs	<input type="checkbox"/>	X	19	
No. of logical files	<input type="checkbox"/>	X	10	
No. of external interfaces	<input type="checkbox"/>	X	7	

→ Count total

$$FP = \text{Count total} \times [0.65 + \sum f_i (0.01)]$$

↓  
Complexity adjustment  
values.

## Metric for Requirement Specification Quality

RSQ metric include the lack of ambiguity, correctness, verifiability, modifiability, completeness, understandability, consistency, traceability and reusability.

$$\underline{\underline{HR}} = nf + n_{nf}$$

↓      ↳ non functional  
functional      requirements.  
requirements

## Three Software Specification Quality metrics

① Q1: Specificity (lack of ambiguity)  $\Rightarrow \frac{Hu}{nR}$   
no. of requirements having identical interpretations.

② Q2: Completeness.

$$Q2 = \frac{Hu - \text{no. of unique functional requirements}}{nixns} \rightarrow (\text{no. of input stimuli})^{1/n} \text{ and no. of states of system}$$

Q3:- Correctness ( $\frac{nc}{nc + nv}$ )

$nc$  = no. of correct requirements

$nvv$  = no. of non validated requirements.

### Metric for Software Quality:-

① Correctness :- it is a degree to which the software performs its required function. Common measure is defects per kLOC.

② Maintainability :- is the ease with which the system can correct if error is encountered, adapt to new changes.

MTTC = Mean time to change is the time taken to analyze the change, design, implement the change, test and distribute the change to all users.

③ Integrity : is a system's ability to withstand attack to its security.

Threat: probability that attack will occur.

Susceptibility: probability with which attack will be exploited.

$$\text{Integrity} = \sum [(1 - \text{threat}) \times (1 - \text{Susceptibility})]$$

④ Usability :- quantifies the ease of use.

Measuring it :-

1) Physical or intellectual system skill required to learn the system.

2) Time required to become moderately efficient.

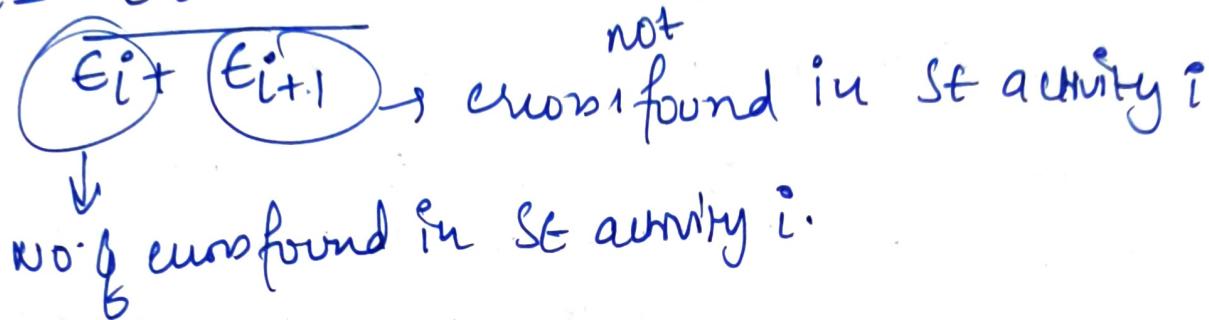
3) net increase in productivity.

DRE :- a quality metric that provides benefit at project and process levels.

DRE: It is a measure of filtering ability of quality assurance and control actions as they are applied throughout all process framework activities.

$$DRE = \frac{E}{(E+D)}$$

$$DRE_i = E_i$$



## COCOMO Model

Cost constructive Model this model is used for estimation of size, effort and duration of project

COCOMO model is hierarchy of estimation models

Object pointer - indirect measure to measure the size of the system that is computed using

- (1) Screen :- form to take input (interface)
- (2) Report :- summary of data like the no of girls admission in college for this year
- (3) 3GL Components + modulus or system will be using or system will be built on them.

Object type	Simple	Medium	Complex
Screen	1	2	3
Report	2	5	8
SQL Components			10

$$NOP = Ob \times (100 - \% \text{ reuse}) / 100$$

Productivity:-  $NOP/\text{effort}$

effort =  $NOP/\text{prod}$

$\downarrow$   
No. of modules reused  
in this application.

$$\text{effort} = [LOC \times B^{0.353} / P^3] \times \frac{1}{14}$$

B = Skills factor

for small programs :- 5 to 15 KLOC = 0.16

for Big program greater than 70 kloc = 0.39

P=productivity parameter  $\rightarrow$  represents overall maturity of the development environment and level of programming used

P=2000 = for real time system

P=10,000 = for telecommunication

P=28,000 for Business applications

time

minimum

development time

$$\frac{B \cdot 14 \times LOC}{P^{0.4}})$$

$$(E = 180 \times B \times t^3)$$

# Risk Management.

## Reactive Risk Strategy

- It monitors the software project for likely risks.
- Resources are kept aside to deal with them when the problem occurs.
- Software team does not take any action till any problem occurs.
- As soon as a problem is discovered quick/ rapid actions are taken to correct the problem.
- This is also called as fire-fighting mode.

## Proactive Risk Strategy

- Begins long before when the technical work is initiated.
- Potential risks are identified, their impact and probability are analyzed and they are ranked by importance.
- The software team then develops a plan to tackle the risks.
- As all the risks cannot be avoided a plan is made to respond in a controlled and effective manner.

→ Risk characteristics: Uncertainty :- Risks are probable i.e. they might happen or not.

→ Loss of Risk becomes a really unwanted consequence or losses will occur.

→ Types of Risk that can occur when a Software is built.

1. Project Risk:- That threatens the project plan. That is if these risks becomes a reality then the planned schedule will slip and the cost will increase. Project risks identify potential budget, schedule, resources, personnel, dependencies and their impact on Software.

Technical Risk:- It threatens the quality and timelines if technical risk become a reality then the implementation may become difficult or impossible. Technical risk identify design, interface, implementation, verification.

Business Risk:- threatens the viability of the software project and even jeopardize the project or product.

↳ Market Risk: Building the excellent product that no body wants.

↳ Strategic Risk: Building a product that no buyer fits into the company's overall business strategy.

↳ Sales Risk: Building a project that sales team does not know how to sell.

↳ Management Risk: losing the support of senior management due to change in people or focus.

↳ Budget Risk: losing budgetary or personal commitment.

Known Risk:- are known after the evaluation of  
→ Project plan, business and technical environment, reliable information sources.

Predictable Risk:- extrapolated from past experiences

~~ex-~~ → lost will increase

→ poor communication with customer.  
→ dilution of staff effort.

Unpredictable Risk:- occur but difficult to identify in advance.

Risk Identification:- is a systematic attempt to specify threats to the project plan.

① Generic Risk:- That are common for all the software and they are identified by those who have a clear

Understanding of technology, the people and the environment

② Product Specific Risk:- Identify by looking into the project plan and Software Statement of Scope and by asking a question "What special characteristic of this product may threaten our project plan?"

One method to identify risk is risk item

checklist ① Productive ⑥ Technology to built  
② Business Impact ⑦ Staff size and turnover!  
③ Stakeholder characteristics

④ Process Definition

⑤ Development Environment-

# Components of Risk:-

① Performance Risk: The degree of uncertainty that the product meets requirements and fits into intended use.

② Cost Risk: The degree of uncertainty that the product budget will be maintained.

③ Support Risk: The degree of uncertainty that the developed software will be adapted, enhanced & com.

④ Schedule Risk: The degree of uncertainty the project schedule will be maintained.

→ Impact of Risk. It is divided into 4 categories:

- ① Catastrophic (1)
- ② Critical (2)
- ③ Marginal (3)
- ④ Negligible (4)

# Risk projection:- is an attempt to rate the risks in two ways:-

- ① The probability that the risk is real.
- ② The consequences associated with the risk, if it occurs.

# Software team, project Manager they perform 4 steps in risk projection.

- ① Establish a scale of likelihood of Risk.
- ② Deliniate the consequences of a Risk
- ③ Estimate the impact of Risk on the project & product
- ④ Writing down the overall accuracy of Risk projection so that there will be no misunderstanding.

Risk Table:- Risk Table is a technique for Risk projection.

↓  
Consist of 4 columns

Risk Summary	Risk Category	Probability	Impact	RMM
↓ description of risk	↓ one of the 7 categories			↓ Pointer to Paragraph Mitigation, Monitoring and Risk Management plan.

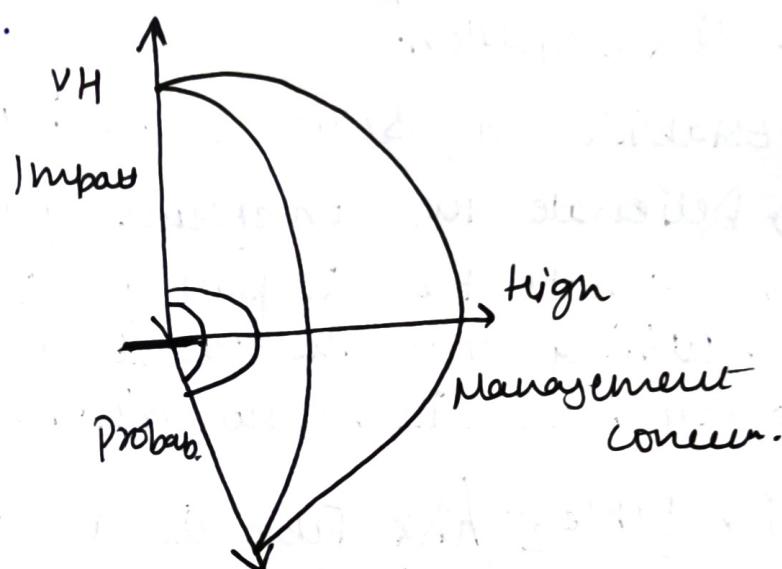
Rows are sorted by probability and impact independently order.

→ Drawing a horizontal cutting line indicating the risks that will given future attention.

# Risk Impact, Risk Probability, Management concern

The risk factor for which the impact is high but probability of occurs is low the time management will not devote a greater time to it.

But high impact risk that have moderate to high probability and low impact risks that have high probability should be carried forward to the risk analysis step.



## # Assessing the Risk Impact

Three factors that affect the consequences that are likely if a risk occurs

lb nature:- indicates the problem if risk occur.

Its scope:- how serious risk is, combines severity of risk with its overall distribution.

Its timing:- The time of impact.

$$\text{Risk exposure} = P \times C$$

Probability of occurrence of risk

Cost to the project the risk should occur

Risk refinement Risk may be identified at early stages of program (product) development and over the time when we learn the project, then we can divide the risk into the set of detailed risk for easy monitoring, mitigation and management.

Representing Risk in LTC format → Condition - transitory  
↓  
- consequence

Given that <condition> there is a concern that <probability>  
<consequence>.

RMM plan :-

① Risk Mitigation(Avoidance) → primary activity that can be achieved using a Plan.

② Risk Monitoring: Project Manager monitors the factor to provide indicators risks are becoming likely or not.

③ Risk Management and Contingency Planning

→ is to take the risk when they become a reality and mitigation strategies failed.

RMM steps incur additional project cost

Software Safety and Hazardous Analysis

The software quality assurance activity ensure that all the potential hazards have been identified.

Alternative to RMMM is RIS (Risk Information Sheet).  
RIS is managed using a database system so that  
creation, info. entry, priority searching and other  
analysis may be accomplished easily.