

SWINBURNE
UNIVERSITY OF
TECHNOLOGY

SWE20001 Managing Software Projects

Lecture 5c

Estimating Part 1



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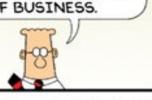








THE ONLY WAY TO DO IT IN A MONTH IS TO ACCEPT MASSIVE DESIGN FLAWS THAT WILL DESTROY A BILLION DOLLAR LINE OF BUSINESS.









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Planning



- Split project into *tasks* or *activities* using the chosen SDLC as an anchor
- Create a Work-Breakdown-Structure (WBS)
 - □ breaks the project down into a set of well-defined, discrete tasks
- For each task or subtask, **estimate** the time for completion and assess resources required

What to estimate?

Ultimate goal

Assign a duration (usually, time expressed in working days or hours) to each problem / task / outcome identified in a work breakdown structure (WBS)



What to estimate?



Normal approach:

- First estimate size and complexity of a given problem, task, or outcome
- 2. Then use this to estimate the effort / time required for the task
- Note that duration depends also on number of people available to do the work
- Also note that estimation is hard, and generally, for software development, is not done very effectively!

The meaning of Time and Effort

- People cannot work 100% productively, 100% of their available time:
 - □ Need to consider interruptions, socializing, email etc.







- □ Rule of thumb: productivity of IT people ~70%
 - eg, for a 40-hour work week, assume 28 hours of productive work
 - Varies from person to person
 - FACT (borne out by serious research): productivity decreases as total hours worked per week increases above about 40

The meaning of Time and Effort – Definitions 3

- Ideal Time
 - ☐ fully productive time on given task without interruptions
- Ideal Effort
 - □ amount of ideal time it takes to complete a task
- Real Effort
 - ☐ Amount of real time taken to complete a task

The meaning of Time and Effort : Example

■ If it would take 20 hours of **ideal time** to write a user manual*, then assume it will take ??? of real time

*How do we obtain the ideal time estimate?

The meaning of Time and Effort : Example

■ If it would take 20 hours of **ideal time** to write a user manual*, then assume it will take ??? of real time

- *How do we obtain the ideal time estimate?
 - ☐ Past experience
 - ☐ Measurement of actual time on a small task, multiplied to give estimate for full task
 - ☐ Measurement of task according to a reasonable size estimate
 - □ Magic??!!

Example

- I can mark 1 exam paper in 10 minutes
- I have 100 papers to mark
- How long will it take?



Example



- I can mark 1 exam paper in 10 minutes, on average
- I have 100 papers to mark
- How long will it take?

- Simple answer is 1000 mins = 16 hrs and 40 mins
- But I can't keep up the rate of 1 paper every 10 mins
- Although I will probably only ever take 10 mins to mark a paper,
 over a day's work I will have time spent away from the direct task
 probably 30% of my time {estimated from past experience}
- So, in reality, it will take me approx. 24 hrs (= 1000 / 0.7 / 60) to complete the task