

# Software Project Management

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Mérési-technika és  
Információs Rendszerek  
Tanszék



**Critical Systems  
Research Group**

# Learning Outcomes

- At the end of the lecture the students are expected to be able to
- (K1) understand the use cases of software metrics,
- (K1) understand the basic concepts of project management,
- (K1) understand the basic concepts of project costs and their estimation.

# Further Topics of the Subject

## I. Software development practices

Steps of the development

Version controlling

Requirements management

Planning and architecture

High quality source code

Testing and test development

## II. Modelling

Why to model, what to model?

Unified Modeling Language

Modelling languages

## III. Processes and projects

Methods

Project management

Measurement and analysis

# What Is a Metric?



# What Is Meant by Quality?

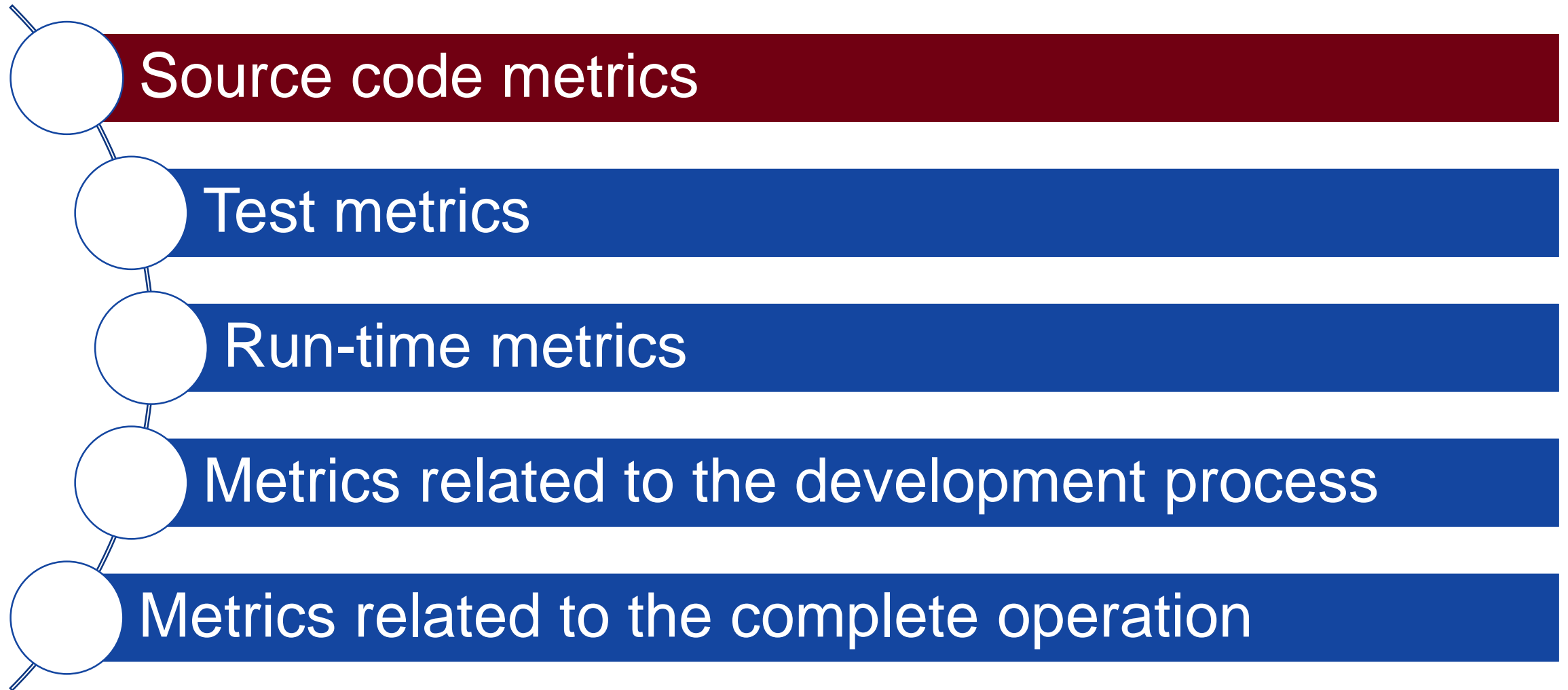
- ... and how it is measured?



# What Is a Metric?

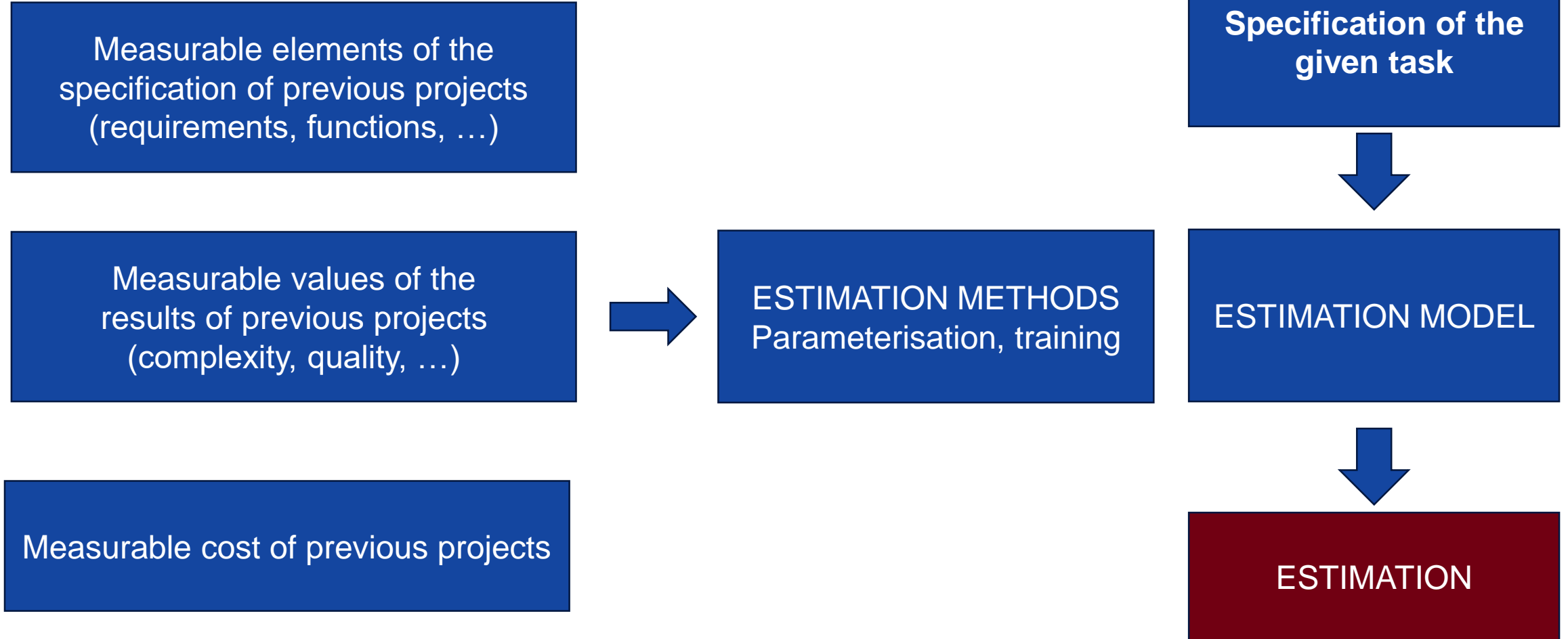
- Objectively measurable, quantifiable quantity
- Must be specified
  - Scale, unit of measurement
  - Measurement method
  - Interpretation
- Measurement and evaluation
  - Mostly static analysis  
(see to 6<sup>th</sup> lecture about “High Quality Source Code”)

# Metrics on Different Levels



# Application of Metrics

- Supporting the estimation





# Application of Metrics – Evaluation

## Quality

- Where an error can be in the software?
- Which parts would be worth of refactoring?
- How maintainable will it be?
- Relative comparison, NOT an absolute measure

## Targeted checking

- Based on automatically calculated values
- e.g. support for code verification

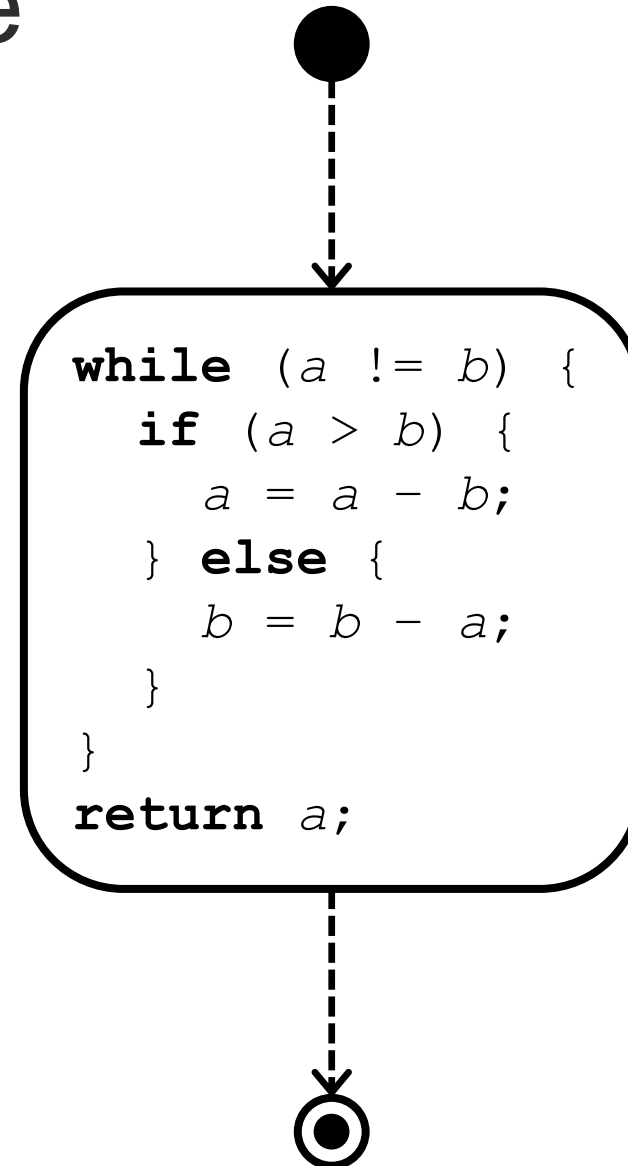
The left side of the slide features a dark background with a complex, glowing blue network of lines and nodes, resembling a graph or a neural network structure.

# Structural Metrics

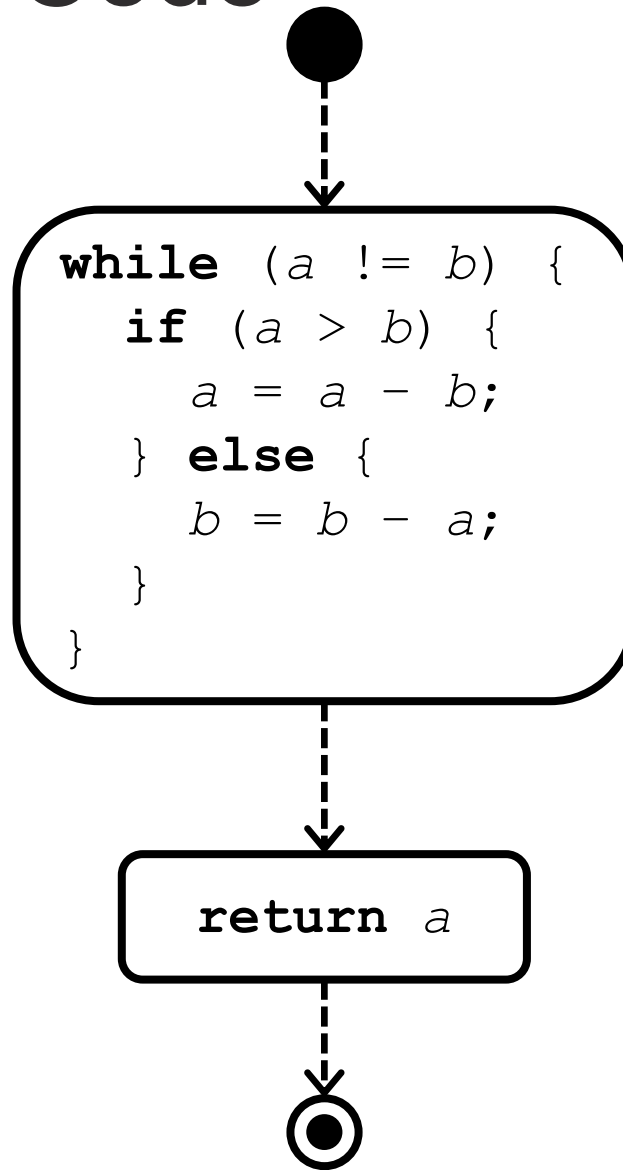
CFG, cyclomatic complexity

# Control Flow of a Code

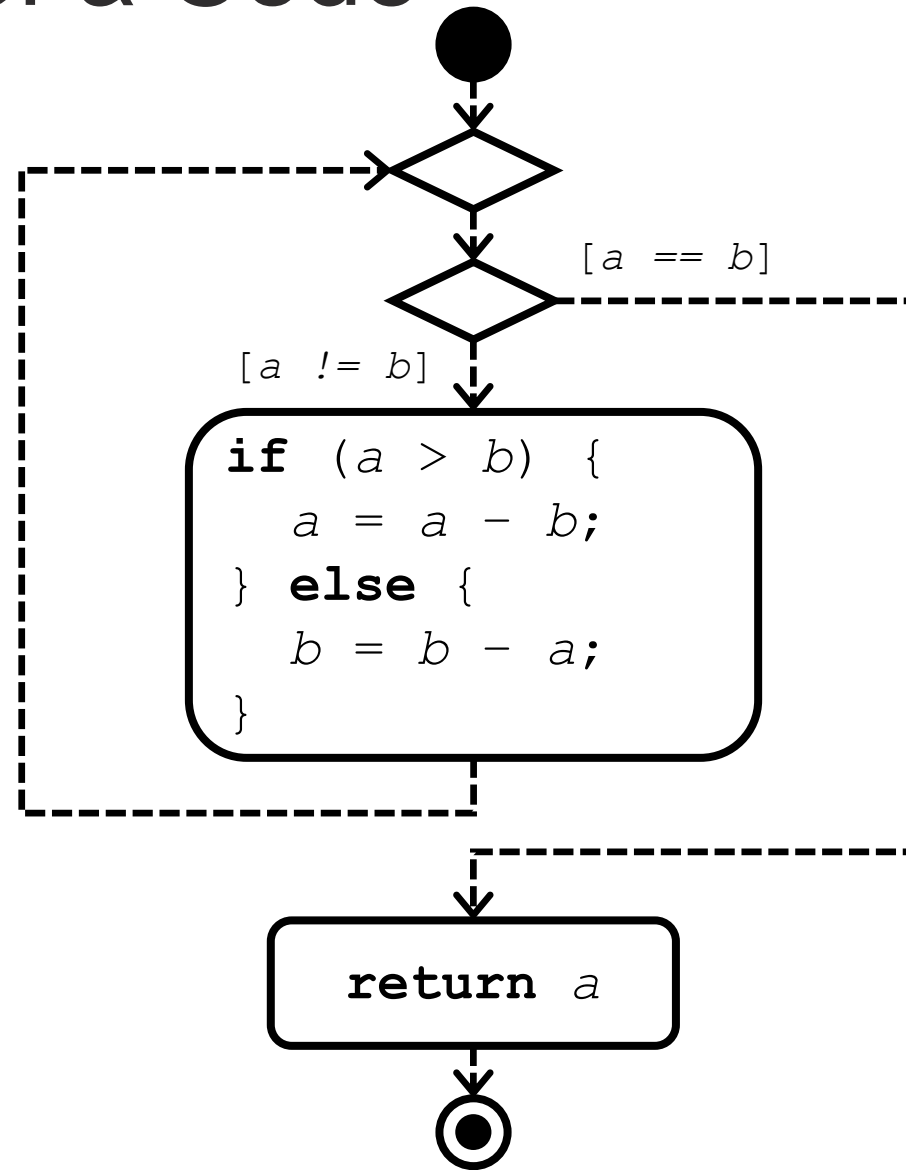
- Directed graph
  - nodes: instructions
  - edges: dependencies
- See: static code analysis
- Example:



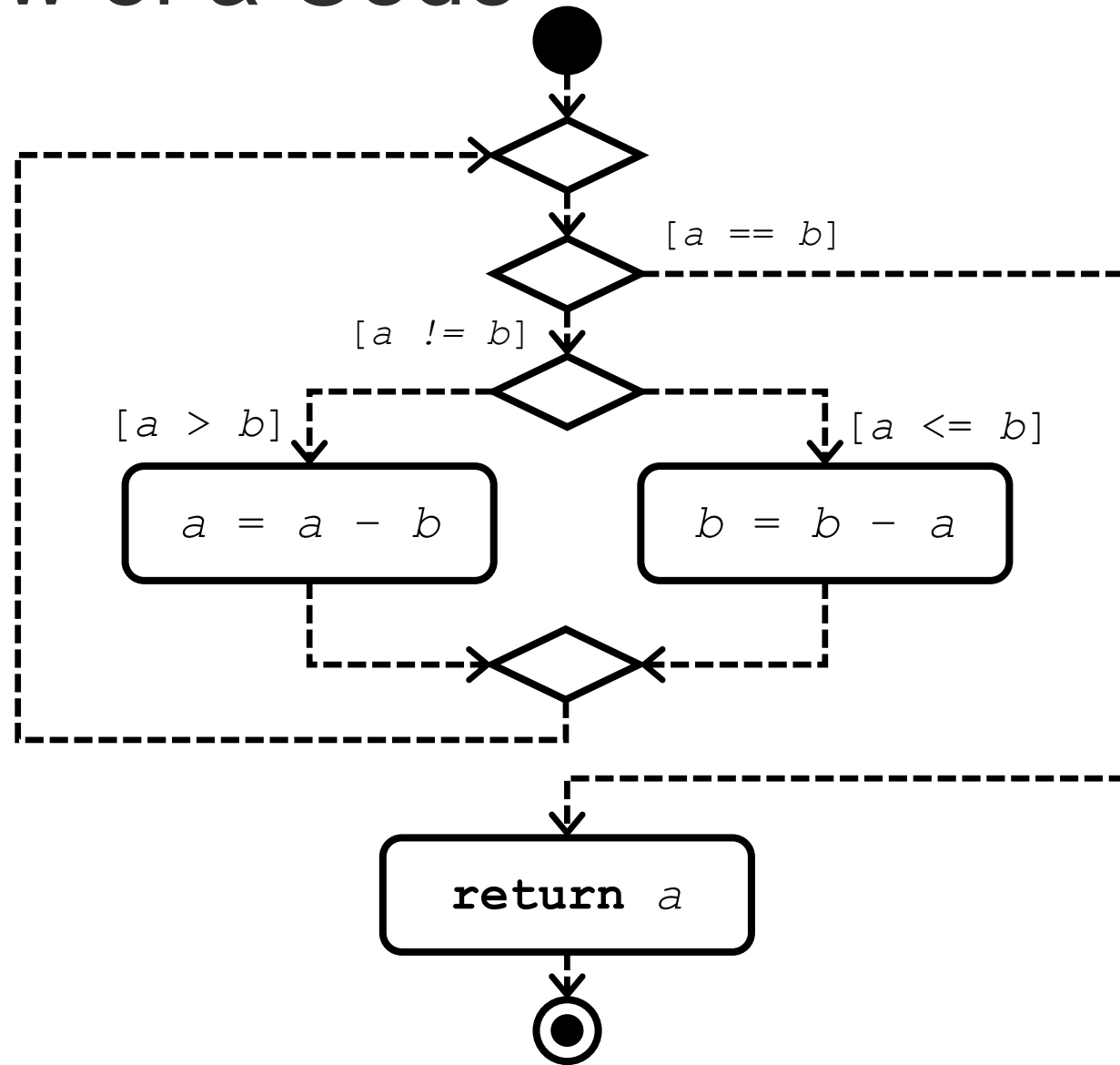
# Control Flow of a Code



# Control Flow of a Code

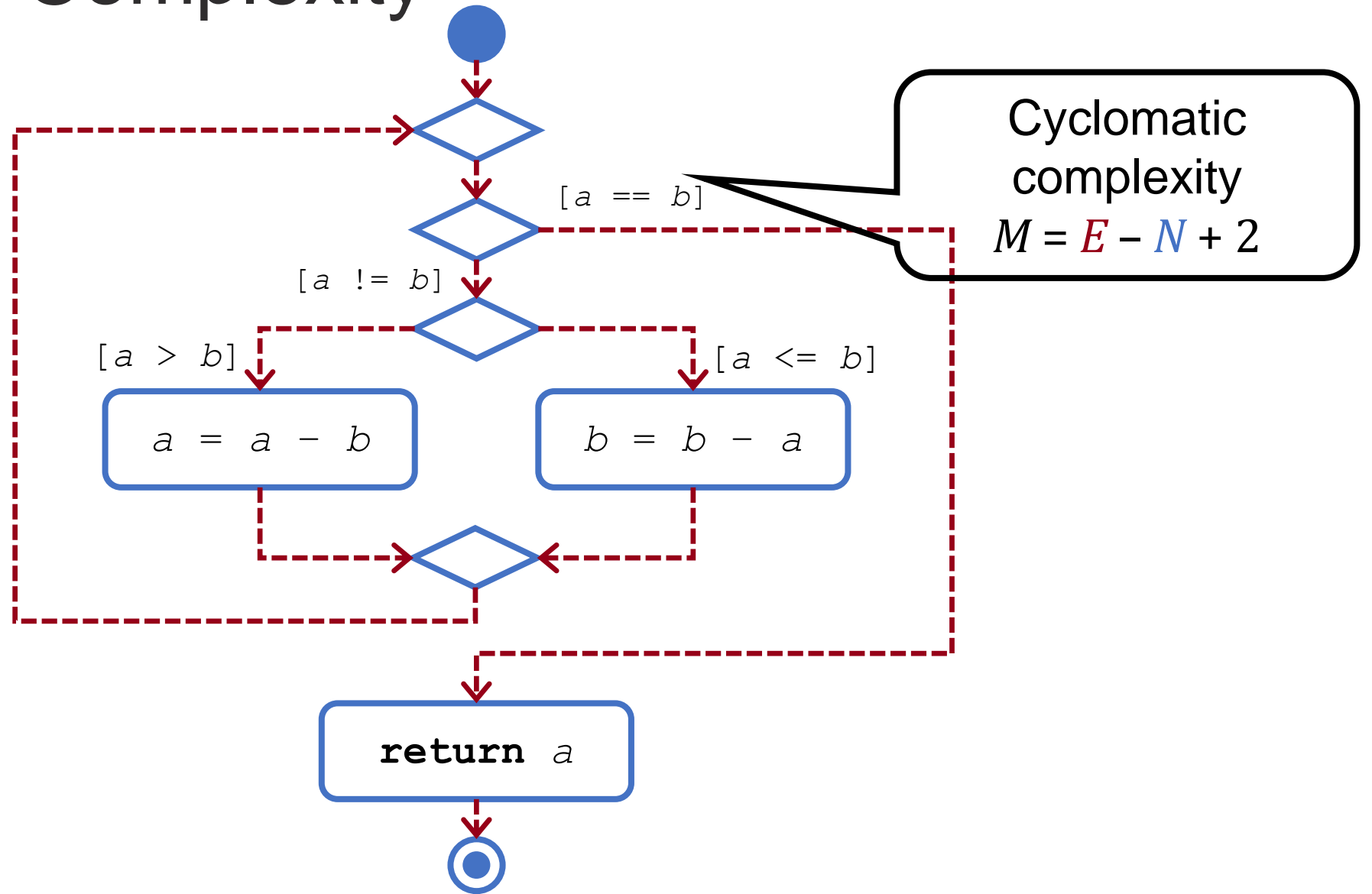


# Control Flow of a Code





# Cyclomatic Complexity



# Further Structural Metrics

- Deepest embedded control structure
  - Max nesting
  - Structure, not the execution!
- Knots
  - Number of parallel branches
- Comment-to-Code ratio
  - E.g. requiring a minimum
- Number of code lines (LoC)

## How can they be **evaluated**?

- Maximum / average values
- 90. percentile: 90% of all values are smaller or equal to this value
- On the level of functions / modules

# Project Management



Scope-Budget-Time

Resources-Risk-Quality

# What Is a Project?

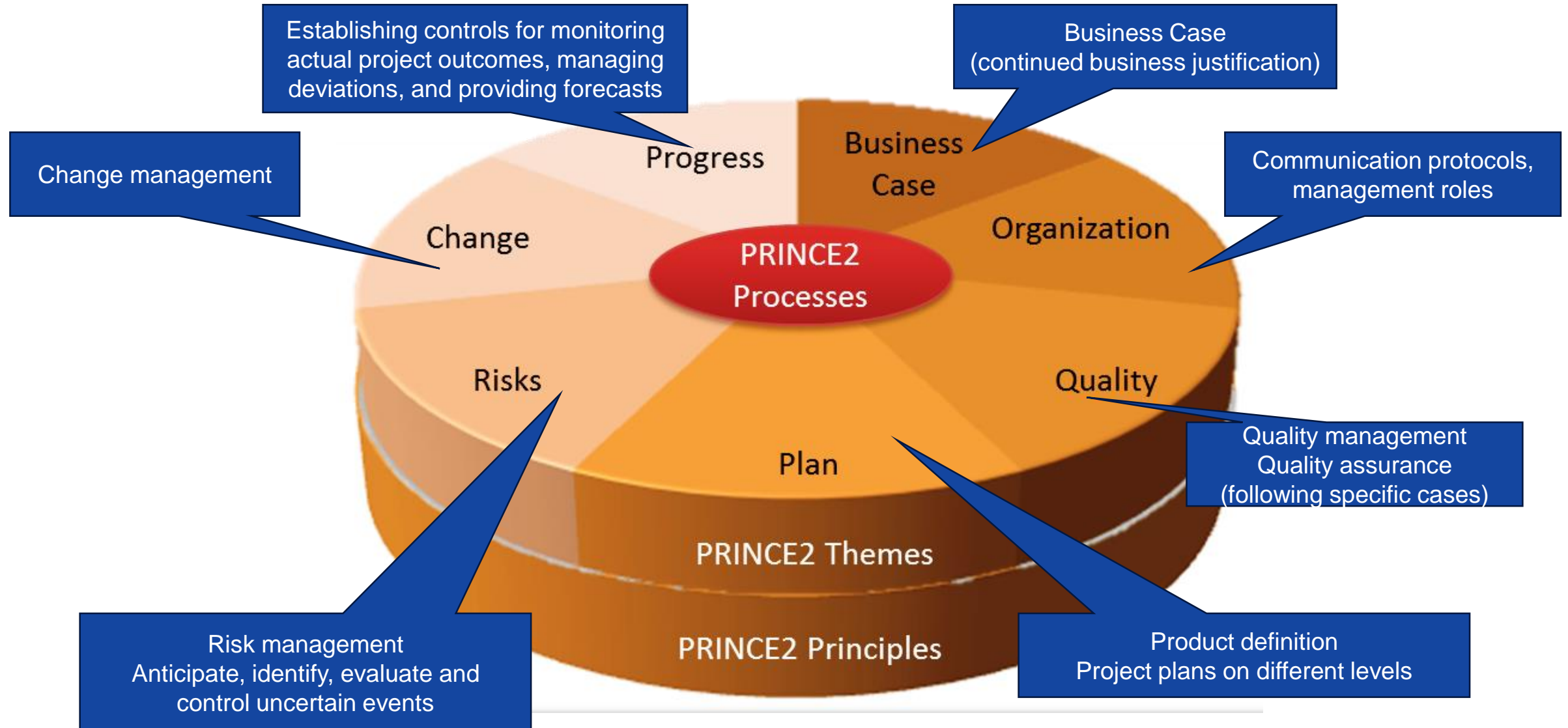
**Project:** a managed set of interrelated activities and resources, including people, that delivers one or more products or services to a customer or end user. (CMMI- Capability Maturity Model Integration)

- It has well defined ...
  - Start
  - End
  - Goal
  - Responsible
  - Team
- See also <https://www.pmi.org/pmbok-guide-standards/foundational/pmbok>

# PRINCE2 Method

- A method of effective project management, originally developed for the UK government
- „PRojects IN Controlled Environments“
  - (PROMPT: 1975, PRINCE: 1989, PRINCE2: 1996, PRINCE2 v7: 2023)
- Defines performance targets as project goals
  - Time, cost, quality, scope, benefits, and risk
- Defines 4 levels of management
  - Corporate or Programme Management level, Project board level, Project manager level, and Delivery level

# PRINCE2 Method – Themes





# Typical Project Documents

## Project Definition Document / Charter (2-3 pages)

- Introducing the project goals
- Project scope
- Priority, risk, responsibilities in the project
- Stakeholders, sponsors

## Project Work Plan

- Goals, budget, activities, milestones, ...
- Tasks, deadlines, responsible persons, results
- Specific methods for checking the results

## Project Handbook

- Project objectives, the approach for achieving the project goal, the key controlling processes
- Project „dictionary“, critical success factors, policies, rules, project mindset
- Aspects beyond development (communication, conflict resolution, escalation procedure, etc.)

## Quality Assurance Handbook

- For the whole project
- How to measure what? Who may confirm what? (e.g. four-eyes-principle)
- Checking and correction methods, verification specification
- Products/processes to check

## *Final* Project Report

- What was (not) achieved?
- „Post-mortem“-Analysis
- Development of the project, problems encountered, experiences, ...

# Aspects and Goals

- What can be reached simultaneously?

See also:

[www.smartsheet.com/triple-constraint-triangle-theory](http://www.smartsheet.com/triple-constraint-triangle-theory)



# Project Leaders

- Sponsor
  - Responsible for the success of the whole project
  - Responsible for the strategic planning
  - Provides the necessary resources
  - Supports business decision making
  - Establishes/approves success criteria
- Project manager
  - Responsible for the execution of the project
  - Organising and controlling the activities
- Stakeholder
  - Not necessarily actively involved, but the project depends on him
  - Investor, customer, partner, regulatory authority, ...

# Work Package

- Related tasks and activities
  - With jointly responsible results and costs
  - Responsible, resources
- Hierarchic decomposition of the project
  - Always necessary
  - WP as a concept, typically used for longer projects with multiple actors
- Outputs:
  - Deliverable: specific results
    - “Software to manage student data” (software, but often a document)
  - Milestone: state of the project
    - “Pilot version of SW to manage student data available for testing”  
(often submission of a specific document)

# Deliverable

- Delivering a specific output
  - System design
  - Software, installation handbook
  - Research report
  - Test evaluation

- Basis of evaluating/accepting the project
  - Deadline
  - Responsible person

## Deliverable D3.1 – System design specification

Deliverable Number	D3.1	Lead Beneficiary	18. BME
Deliverable Name	System design specification		
Type	R — Document, report	Dissemination Level	PU - Public
Due Date (month)	12	Work Package No	WP3

Description
Requirements covering functional and extra-functional aspects, detailed architecture design and test specifications.

## Deliverable D3.11 – Data veracity assurance BB

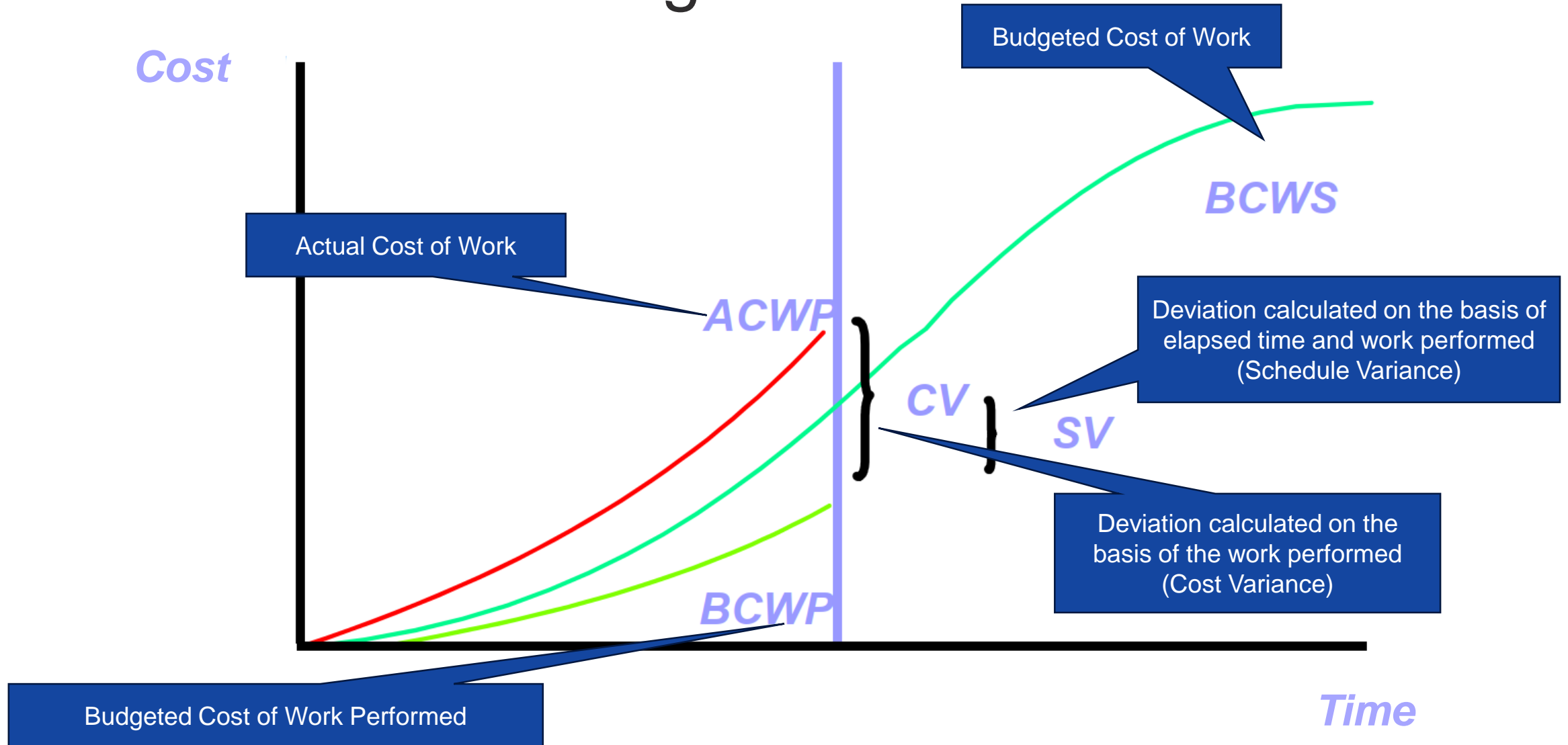
Deliverable Number	D3.11	Lead Beneficiary	18. BME
Deliverable Name	Data veracity assurance BB		
Type	DEM — Demonstrator, pilot, prototype	Dissemination Level	PU - Public
Due Date (month)	24	Work Package No	WP3

Description
Data veracity BB code released on PTX repos (tested version on month 24; operational version on month 36)
Open source software, English

# Following the Costs

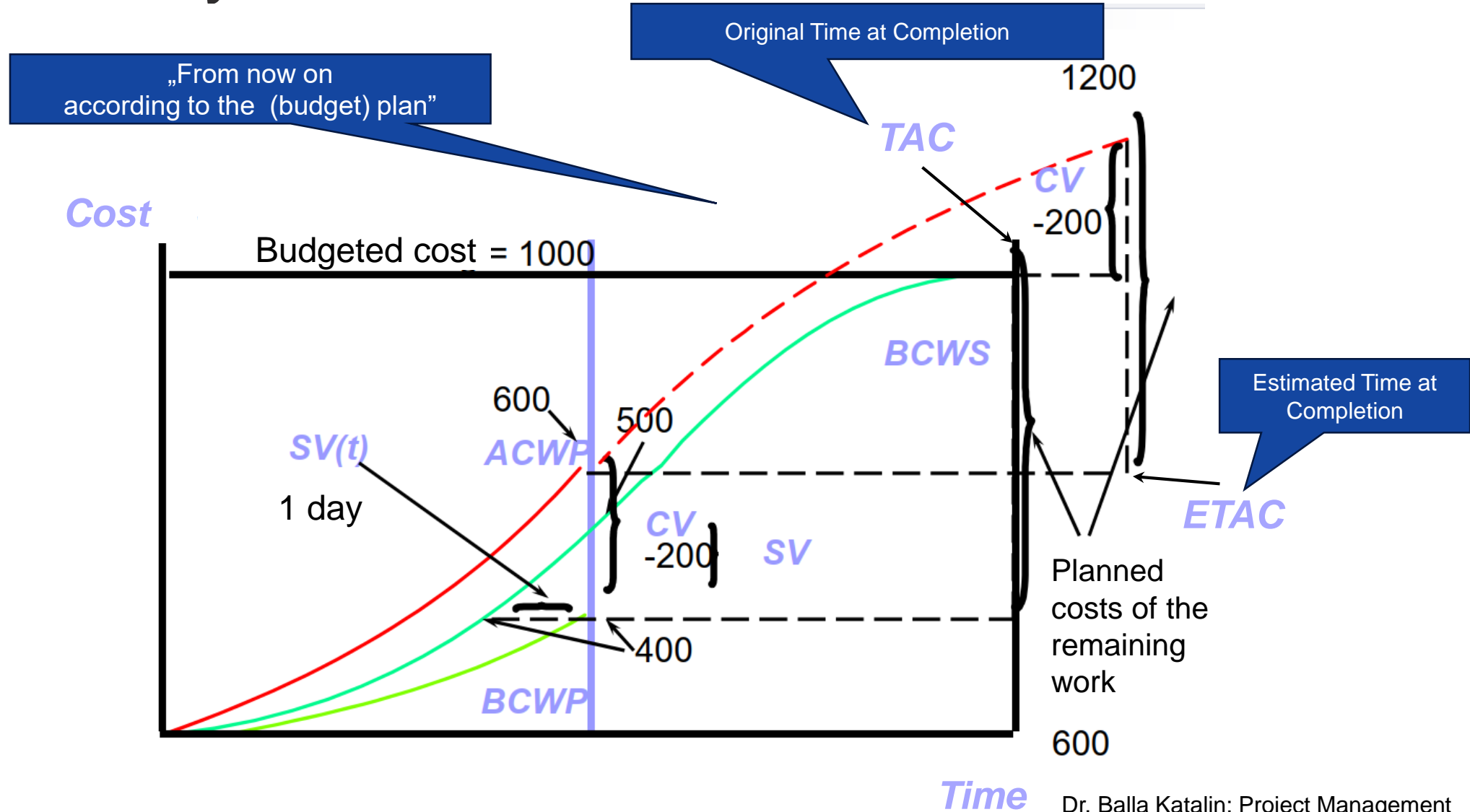


# Performance Management Chart

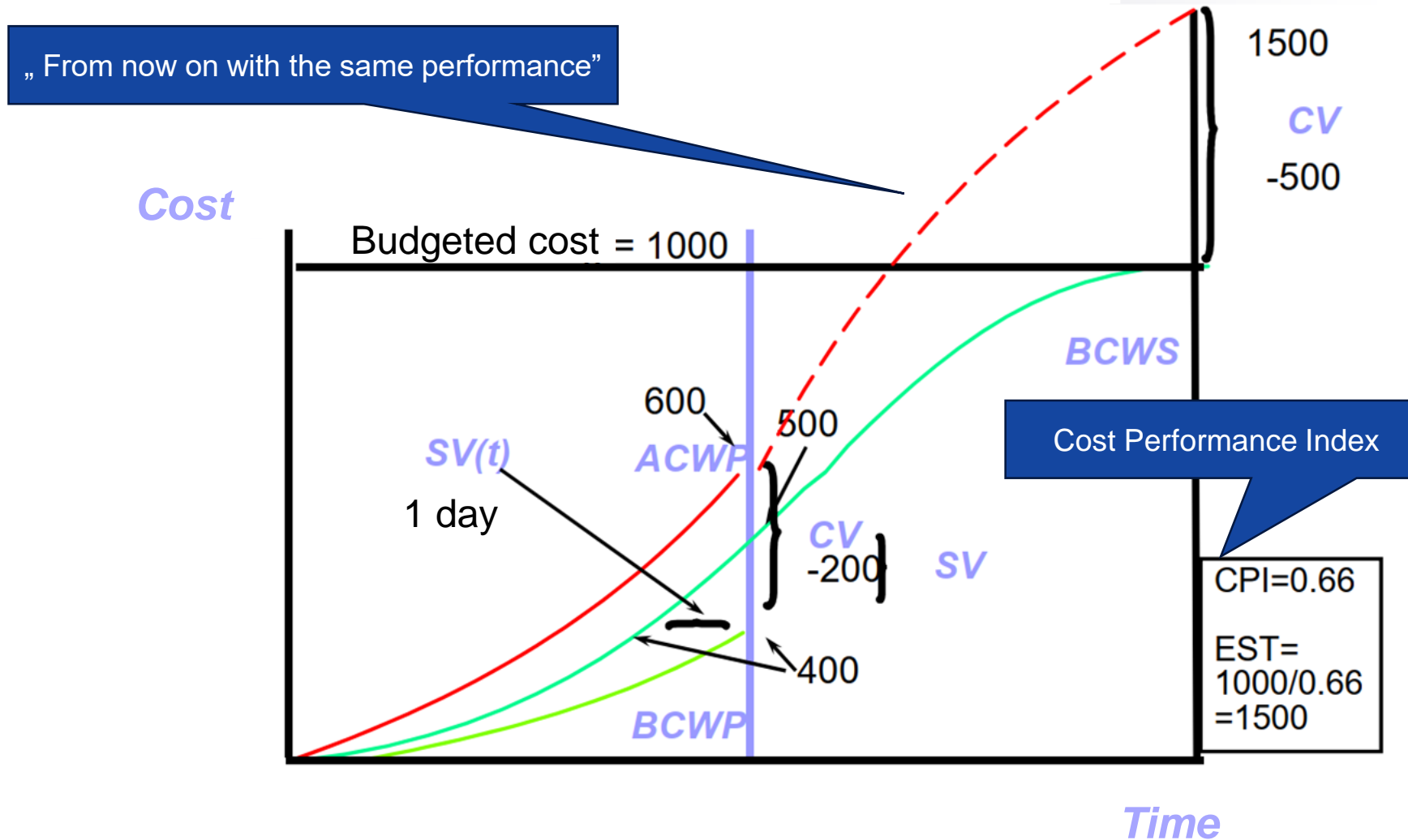


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# Estimation: by Current Reference Point

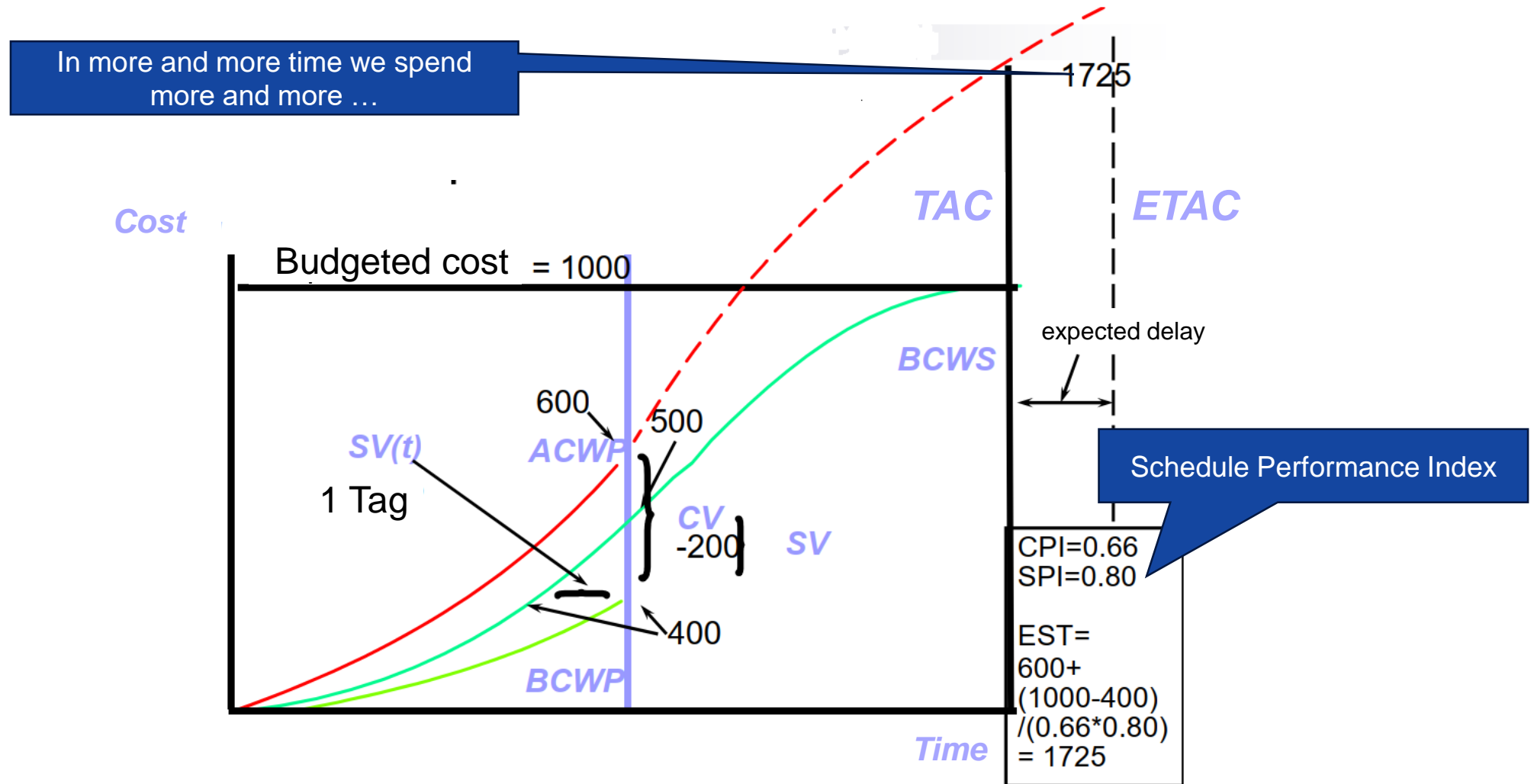


# Estimation: by Current Performance



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# Estimation: Considering the Time Factor



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# Summary

# Summary

## Application of Metrics

- Supporting the estimation

Measurable elements of the specification of previous projects (requirements, functions, ...)

Measurable values of the results of previous projects (complexity, quality, ...)

Measurable cost of previous projects



ESTIMATION METHODS  
Parameterisation, training

Specification of the given task

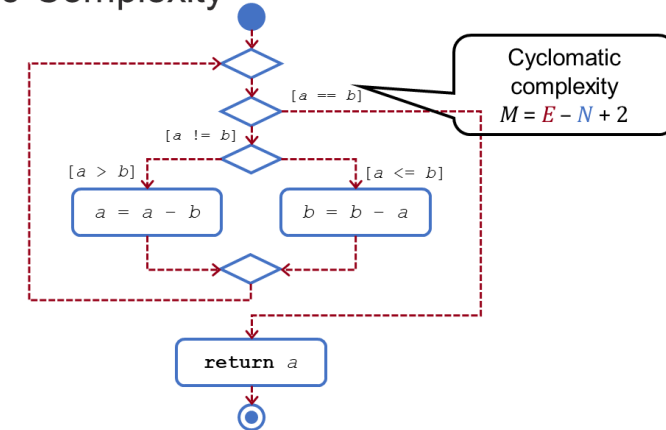
ESTIMATION MODEL

ESTIMATION

Software Engineering (VIMIAB04)



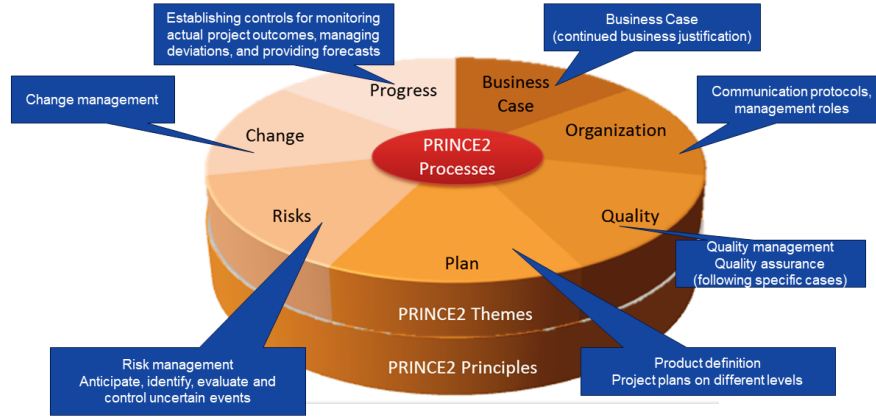
## Cyclomatic Complexity



Software Engineering (VIMIAB04)



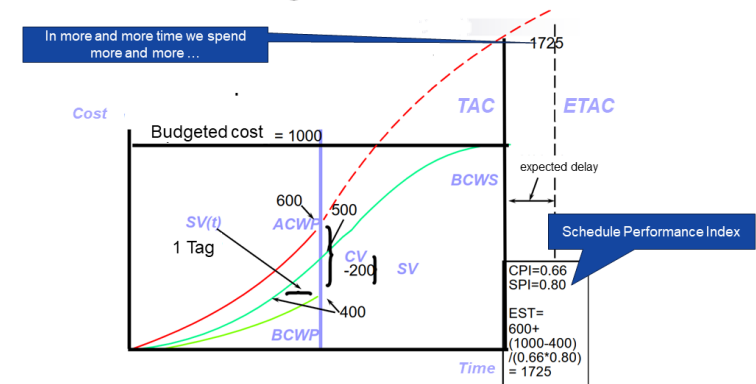
## PRINCE2 Method – Themes



Software Engineering (VIMIAB04)



## Estimation: Considering the Time Factor



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Software Engineering (VIMIAB04)

