

Project Management

Lecture 5

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(Using materials created by N. Walkinshaw and R. Craggs)

Overview

- About Measurement
- Measurement under White Box:
 - Lines of code
 - Cyclomatic Complexity
- Measurement under Black Box:
 - Planning Poker
- Software Laws:
 - Patents, Copyright, Contract, Privacy

Measurement is Central to Quality

- How to plan for the project time and effort?
 - For the team?
 - For the customer?
- Which software/part of it needs more time for testing?
- Which developer should get a bonus payment for productivity?....

“You cannot
control what
you cannot
measure.”

Tom DeMarco, 1982

What is “Measurement”?

- Attributing values to objects.
 - The fuel efficiency of a car (gallons per mile)
 - The number of goals scored by a footballer
 - The cost of a house
- Can use these values as basis for comparison
 - What is the cheapest house?
 - Who is the best goal scorer?
- Can use these measurements and comparisons to **make better decisions**.
 - Which car should I buy (e.g., given five candidate cars)
 - Which striker should I put in my team?

Measurement is Difficult in Software Engineering

- Most entities are difficult to measure reliably
- Difficult or impossible to “pin down” a single value

E.g., Software Quality (ISO/IEC 25010):

- Functional Suitability
 - Functional Completeness
 - Functional Correctness
 - Functional Appropriateness
- Performance Efficiency
 - Time Behaviour
 - Resource Utilisation
 - Capacity
- Compatibility
 - Co-existence
 - Interoperability
- Usability
 - Appropriateness
 - Realisability
 - Learnability
 - Operability
 - User Error Protection
 - User Interface Aesthetics
 - Accessibility
- Reliability
 - Maturity
 - Availability
 - Fault Tolerance
 - Recoverability
- Security
 - Confidentiality
 - Integrity
 - Non-repudiation
 - Authenticity
 - Accountability
- Maintainability
 - Modularity
 - Reusability
 - Analysability
 - Modifiability
 - Testability
- Portability
 - Adaptability
 - Installability
 - Replaceability

Usual Metrics: Size and Complexity

- After development ...
 - How much effort will it require for maintenance?
 - Where should we direct testing effort?
 - How much effort was required for development?
 - Metrics are based upon source code (“white box”)
- Before development has started ...
 - How much programming effort will module X require?
 - What will be the estimated cost of the final product?
 - Metrics are based upon requirements / specification (“black box”)

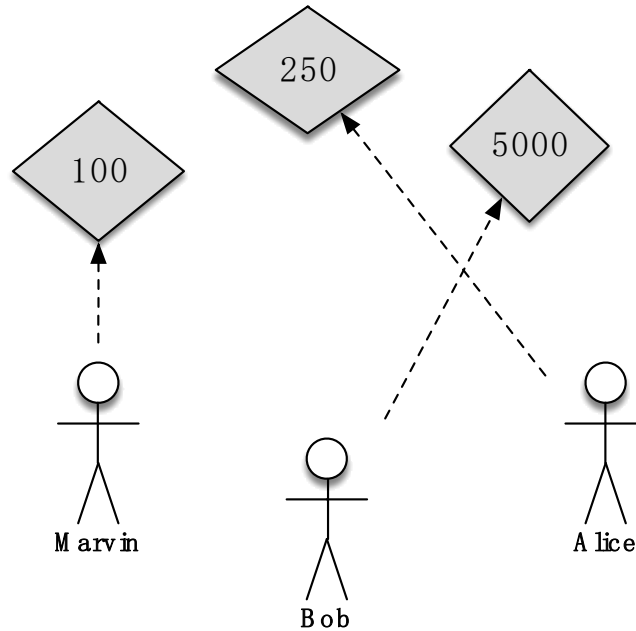
White Box Complexity Metrics

Number of lines in a file (or a group of files)

- Easy to compute
- Easy to understand and interpret
- Often sufficient for an approximate measure of size
- Widely used (perhaps the most widely used) metric
- Comments
- What is a line?
- Blank lines
- Not all “lines” are equal
- Ignores logical/architectural complexity
- Highly language-specific

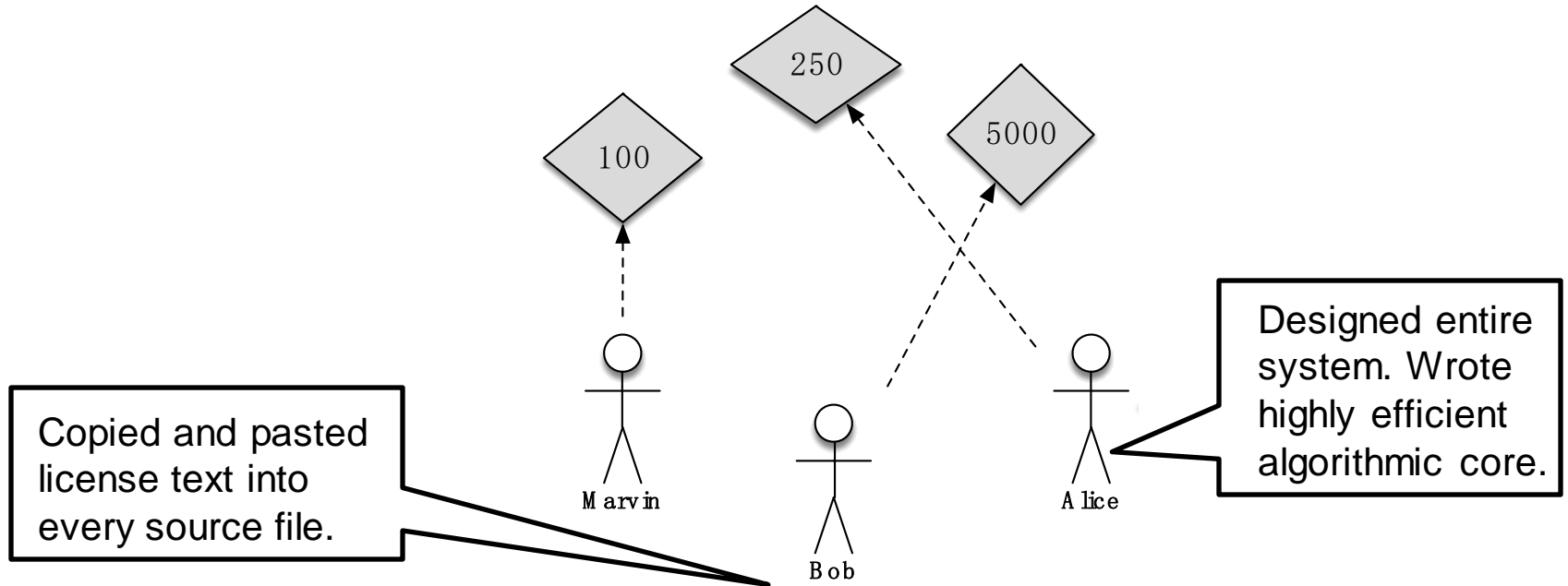
Example: Who is the most productive programmer?

Measured in lines of code



Example: Who is the most productive programmer?

Measured in lines of code



Cyclomatic Complexity

- Calculated from the control flow graph:

$$V(G) = E - N + 2P$$

E – number of edges;

N – number of nodes;

P – number of procedures (usually 1)

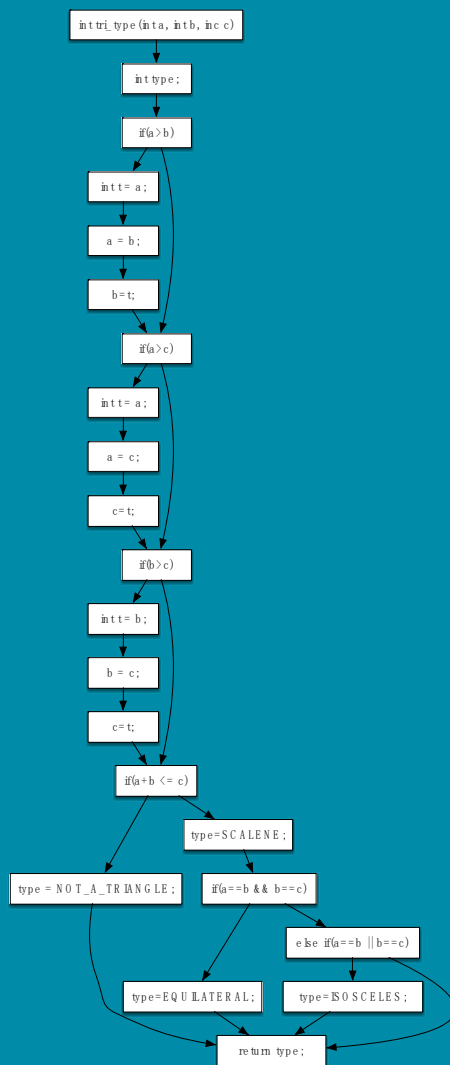
- Number of independent paths through the code
- Independent path – any path that introduces at least one new statement/condition

Triangle Example

```

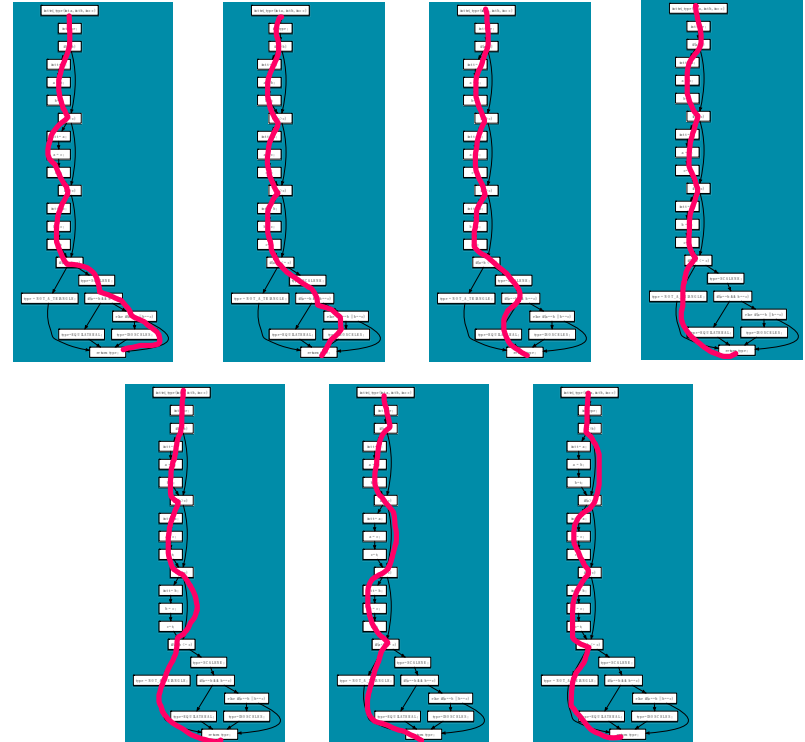
1  int tri_type(int a, int b, int c) {
2      int type;
3      if (a > b)
4          { int t = a; a = b; b = t; }
5      if (a > c)
6          { int t = a; a = c; c = t; }
7      if (b > c)
8          { int t = b; b = c; c = t; }
9      if (a + b <= c)
10         type = NOT_A_TRIANGLE;
11     else {
12         type = SCALENE;
13         if (a == b && b == c)
14             type = EQUILATERAL;
15         else if (a == b || b == c)
16             type = ISOSCELES;
17     }
18     return type;
19 }

```



Number of Edges = 27
Number of Nodes = 22

$$V = 27 - 22 + 2 = 7$$



Black Box Complexity Metrics

Estimating Agile Projects

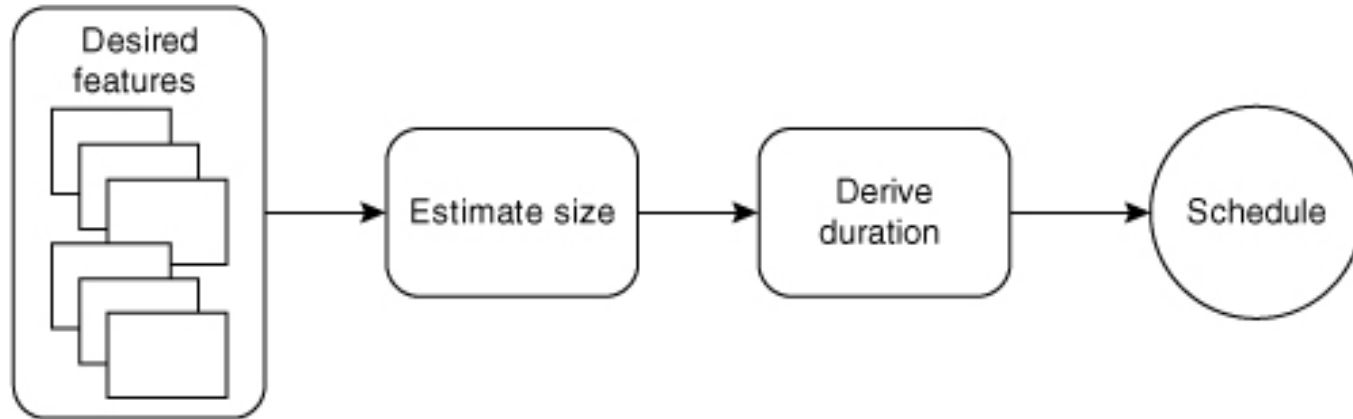


Figure from: **Agile Estimating and Planning** by Mike Cohn

Storey Points (Size Estimation)

- An informal, agile unit of “size measurement”
 - Usually an estimate from 1-10
- Derive an estimate from the whole team at sprint planning meetings
- Based on the idea of the “Wisdom of the Crowds”
 - The collective estimate of groups (i.e., of effort required for a story) is better than the estimate of an individual

Accuracy vs Effort in Project Estimation

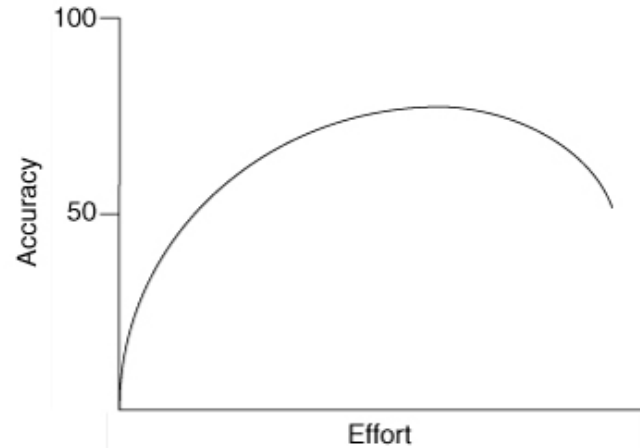
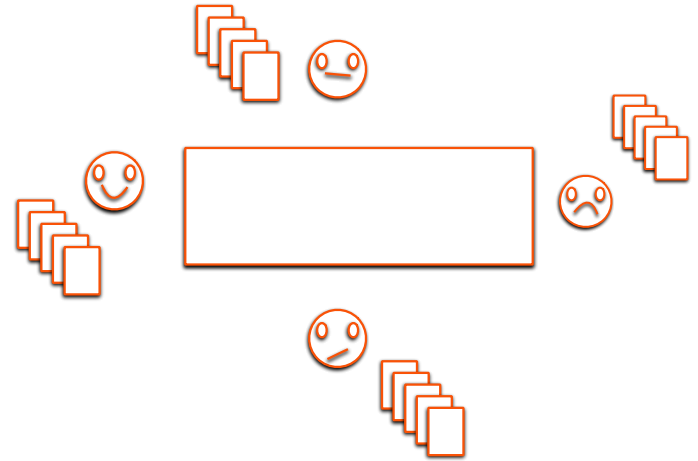


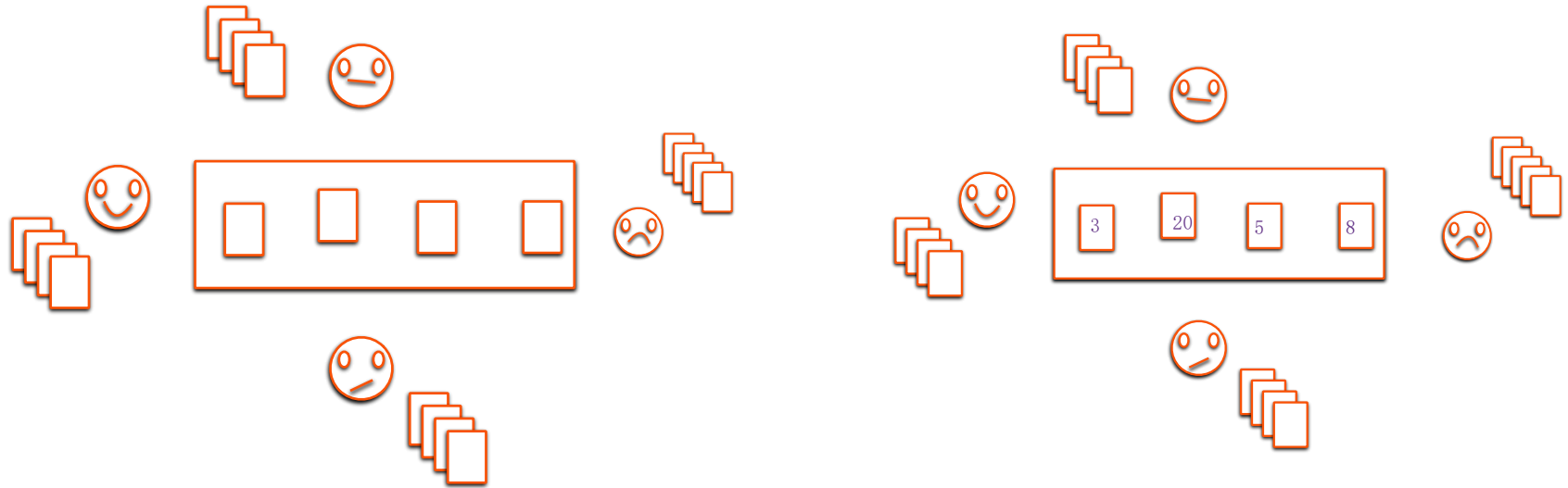
Figure from: Agile Estimating and Planning by Mike Cohn

Planning Poker

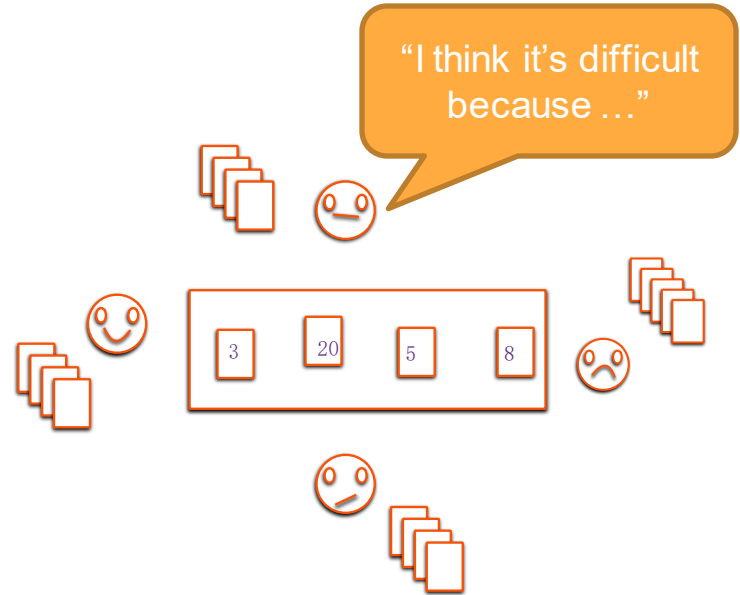
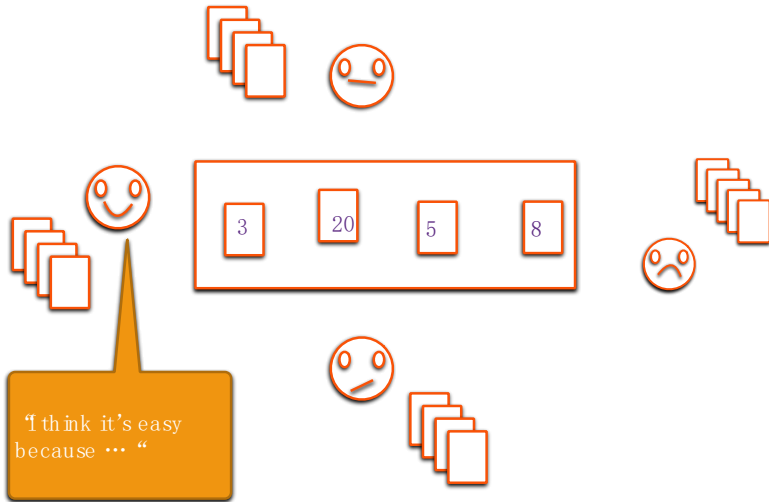
- The whole team is involved
- Each member is given a set of numbered cards
- Numbers follow the Fibonacci sequence
- 1,3,5,8,13,20,...
 - Larger tasks become harder to estimate in exact terms
 - Low values - trivial to implement
 - High values - difficult to implement
- Each member is also given a “?” card



Planning Poker: Process

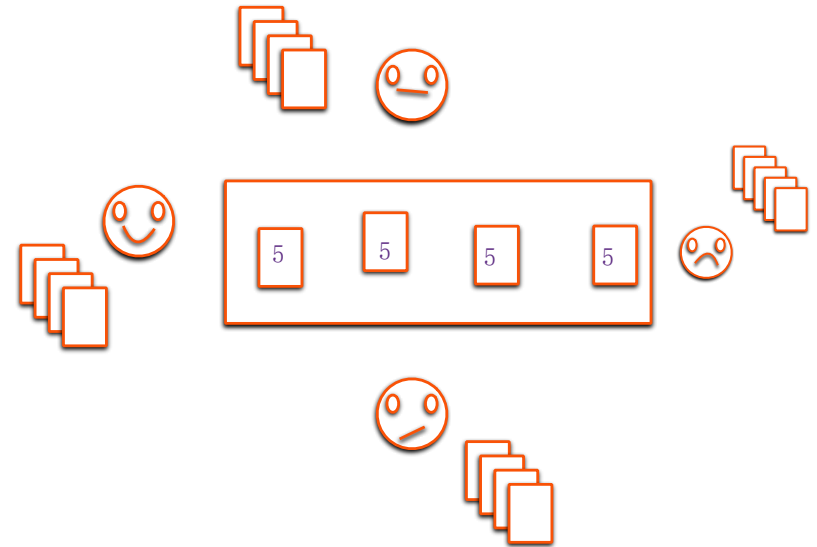
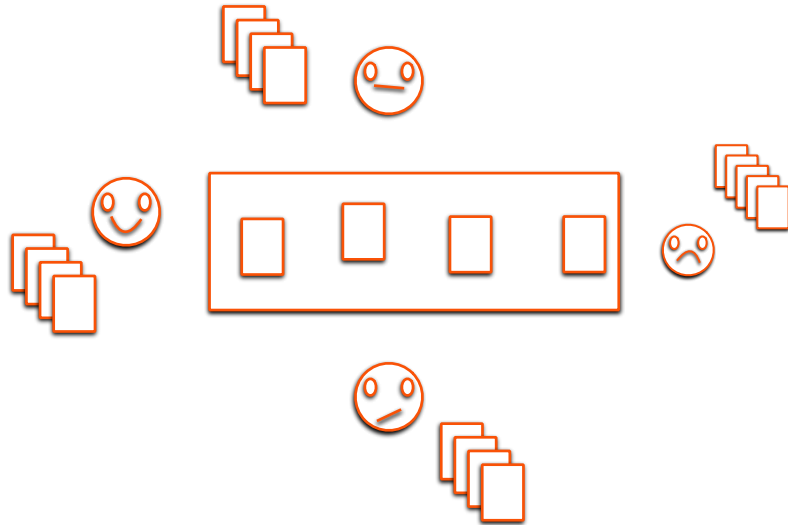


Planning Poker: Process



Planning Poker: Process

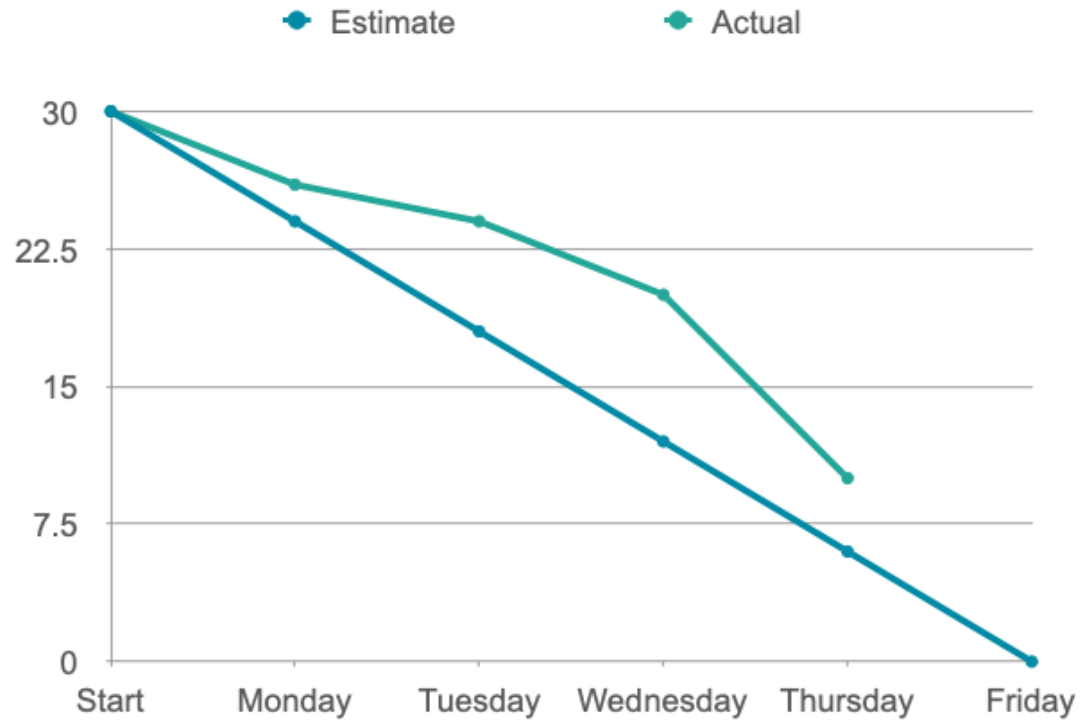
Cycle repeats for a maximum of 3 iterations (to avoid infinite loops!)



Team Velocity

- Number of (estimated) story points implemented per sprint.
- Can be derived from previous sprints.
 - e.g., Average points implemented from previous x sprints.
- Can be used to estimate:
 - Time required to complete project.
 - Target number of stories that can be completed in a sprint.

Burn Charts



Software Laws: Patents, Copyright, Contract, Privacy

Patent Law

A government license giving a right for a set period, especially to exclude others from making, using, or selling an invention

- Granted by the government
- to stop others exploiting your invention
- Lasts 20 Year

Inventions Must

- be new
- be an inventive step (not an obvious improvement)
- capable of industrial application

The “Social Network”



Did Mark Zuckerberg
infringe a patent?

- No patent was granted
- The idea was not new, social networks existed before this

Copyright

- Creator has **exclusive rights** to perform, copy, adapt their work.
- Everyone else must get **Permission** (and possibly pay)
- "literary, dramatic, musical and artistic works" **includes software**
- Automatically owned (not granted)
- Lasts **70 years** after authors death (lots of exceptions)

This affects software in 2 different ways:

- Illegal Copies of Applications (Piracy) !
- Using someone else's code/UI design/etc. in your application

(Not the "idea" but the actual "stuff" (code, design, documents) created by someone else)

Copyright Theft?

NO:

- Get permission (obtain a licence)
- Be within "fair use" (e.g. for study or review)
- Use "open source" software
- Create something similar yourself, independently
- "Obvious" code can't be copywrited

YES:

- Displaying an image from another page
- Using code found on the internet
- Copying Windows 95 for your friends

The “Social Network”



Did Mark Zuckerberg
infringe copyright?

Maybe

- but there is no evidence he copied
- it it's not fair use
- it wasn't OSS
- he saw the code so didn't invent it himself

Contract Law

Employer contracts usually force an employee to:

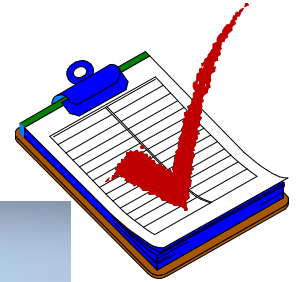
- Not work for anyone else
- Hand over any ideas (Intellectual Property)
- Not disclose company secrets (Non-disclosure-agreements)
(even after you stop working for them)

The “Social Network”

Did Mark Zuckerberg
break contract?

Probably Not

- there was no written contract
- he did not disclose any secrets about the other project



Data Protection

8 Principles of Data Protection:

- **UK** : Data Protection Act
- **EU** : Data Protection Directive
- **US** : a "patchwork" of state and national laws

Any company storing "personal data" must make sure it is:

- fairly and lawfully processed (consent, contractual and legal obligations, public interest, ...)
 - processed for **limited purposes**;
 - adequate, relevant and **not excessive**;
 - accurate and, where necessary, kept up to date;
 - not kept longer than necessary;
 - processed in accordance with the data subject's rights;
 - secure;
- not transferred to countries without adequate protection**

Review

- How can we measure complexity?
- Why do we use black box options?
- What is a patent
- What is the difference between patent and copyright?
- What do we learn about contract from Social Network?

