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Software Engineering 2: "PowerEnJoy"

Project Plan

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1 Introduction

1.1 Purpose

The purpose of this document is to provide a detailed analysis of the PowerEnjoy software development project in terms of required cost and time. It highlights the estimation of

- project size, calculated using the *Function Points approach* by IBM;
- project cost and effort, calculated using the *COCOMO II* by Boehm.

Given the previous information we elaborate a feasible schedule considering all the necessary activities in detail, thus the best resources' allocation on each one. The last section of the document focuses on handling all the possible risks that could be met during the whole process, from the requirements analysis to the final testing and deployment.

1.2 Scope

The aim of this project is to specify and design a new digital management software for PowerEnJoy, a car-sharing service that employs electric cars only.

PowerEnJoy will offer a very valuable service to its users, letting them borrow cars to drive around the city freely, as an alternative to their own vehicles and public transport. Among the advantages of using PowerEnJoy we can note being able to find available cars in any place that is served by our system and having dedicated spots to park in (namely, PowerEnJoy's power grid stations). Furthermore, thanks to the fact that all the cars that we provide are electrically powered, PowerEnJoy is also very environmentally friendly.

1.3 List of Definitions and Abbreviations

1.3.1 Definitions

1.3.2 Acronyms

- **ITPD**: Integration Test Plan Document
- **DD**: Design Document
- **RASD**: Requirements Analysis and Specification Document
- **DB**: Database
- **PGS**: Power Grid Station
- **GPS**: Global Positioning System
- **API**: Application Programming Interface
- **ISDTN**: International Standard Date and Time Notation
- **EM**: Effort Multiplier
- **FP**: Function Points
- **ILF**: Internal Logic File
- **ELF**: External Logic File
- **EI**: External Input
- **EO**: External Output
- **EQ**: External Inquiries
- **UI**: User Interface

1.4 List of Reference Documents

- Requirements analysis and specification document: "RASD.pdf"
- Design document: "DD.pdf"
- Integration testing document: "ITPD.pdf"
- Project description document: "Assignments AA 2016-2017.pdf"
- Example document: "Project planning example document.pdf"
- "COCOMO II – Model Definition Manual", version 2.1, 1995-2000, Center for Software Engineering, USC

2 Project size, cost and effort estimation

Pay a Bill	
Input	*Result*
A valid session token, a bill that needs to be paid and a valid payment method	The transaction is carried out; if it succeeds the bill is marked as paid, otherwise returns failure.
A valid session token, a bill that needs to be paid and an ill-formed payment method	An exception is raised.
A valid session token and a bill that needs to be paid	The system uses the payment method saved for the user to carry out the transaction; if it succeeds the bill is marked as paid, otherwise returns failure.
A valid session token and a bill that has already been paid	An exception is raised.
A valid session token and a non-existent bill	An exception is raised.
An invalid session token and a bill	An exception is raised (bad authentication).

ELF	**Complexity**	**FPs**
elf n1	Low	5
elf n2	High	10
elf n3	medium	7
Total		**22**

Table 1: asdfasdf

ELF	**Complexity**	**FPs**
elf n1	Low	5
elf n2	High	10
elf n3	medium	7
	total	**22**

Table 2: ewerewr

Cost Driver	Rating Level	EM
Documentation match to life-cycle needs (DOCU)	Nominal	1.00
Total		**1.00**

Table 3: I'm a table.

2.1 Size estimation: function points

Function points are useful in expressing the amount of business functionality our software has to provide to a user and are used to compute an estimation of its size. After been identified and categorized into one of five types: outputs, inquiries, inputs, internal files, and external interfaces, each functional requirement is then assessed for complexity and assigned a number of function points. We based our computation on tables and values in *COCOMO II Model Definition Manual v. 2.1.*

2.1.1 Internal Logic Files (ILFs)

They are all kinds of data used and managed by the application in order to offer the expected functions.
Data will be organize in the following tables in the DB:

- **user** : name, surname, username, password, dob, email, licenseID, cvv, cardNumber, accountStatus
- **bill** : associatedLicense, total, date, rideID, carID, paymentStatus
- **car** : model, plate, ID, available, issues
- **report** :carID, description, associatedLicense, date
- **safeArea** : latitude, longitude, ID
- **PGS** : latitude, longitude, ID
- **plug** : available, ID
- **reservation** : ID, associatedLicense, carID, date, status
- **ride** : ID, associatedLicense, associatedBill, date, status, ridingTime, carID

The software will operate directly on the previously listed data and with the tables generated from their relations between each other.
All this data are modeled in simple structures so their complexity can be considered low (referring to tables).

$$FPs(ILF) = 7 \times 9 + 10 = 73$$

2.1.2 External Logic Files (ELFs)

The situations in which our system demands external data is when it needs informations regarding geolocation or when it must guarantee the legal soundness of the Driving License.
In particularly:

- **GraphHopper API**:
  - Given the string containing the address, the API returns a pair of float representing the coordinates of that location.
  - Given two pair of coordinates, the API return a float representing the time within two position.
- **Eucaris API**:
  - Given name, surname, driving license ID and expiration date as string, the API returns a boolean value representing the correspondence with an existing driving license in Eucaris DB.

In the final analysis, as the involved data are string and number with restrained size, we can assess this logic files as low complexity.

ELF	*Complexity*	*FPs*
Reverse geocoding	Low	5
Isochrone distance	Low	5
Driving Licenes legal soudness	Low	5
Total		15

2.1.3 External Inputs (EIs)

PowerEnjoy offers a remarkable series of functionalities that required user's input.
In particularly:

- **Login**: this functionality demands only two strings as parameters, the username and the password, that will be compared with the ones stored in the DB. We can consider as a low complexity operation.
- **User update**: this functionality includes a collection of operations that allow to modify each aspect of user's profile. The input data are simple strings. Since the possibility are conspicuous and the different elaborations aren't basic and futhermore they interest several components, we can regard this functionality as an avarage complexity operation.

- **Pay bill** (automatically/manually): this is one of the most complex operations. It involves internal components and external APIs and it demands two numbers as input. Given the relevance of the operation and the parts interested, we can consider this as hig complexity operation.

EI	*Complexity*	*FPs*
Login	Low	2
User update	Avarage	4
Pay bill	High	6
Total		49

- create reservation -> medium - cancel reservation -> low - start ride -> low - end ride? -> high - park -> medium - unlock -> medium - update macchina -> low - update plugs -> low - set car unavailable -> low - set car available -> low - report issue -> medium

low x 7 = 3x7 = 21 medium x 4 = 4x4 = 16 high x 2 = 6x2 = 12

tot 49 FPs per EI ti va una schweppes solo io e te?

2.1.4 External Inquiries (EQs)

- get info utente -> low - get bills -> low - car search con position -> medium - car search con address -> medium - pgs search con position -> medium - pgs search con address -> medium - money saving option -> high - safe area search pos -> medium - " add -> medium - cars in need of maintenance -> low

lowx3 = 3x3 = 9 medium x6 = 4x6 = 24 high x1 = 6x1 = 6

39 per EQs for house music

2.1.5 External Outputs (EOs)

- lock car -> low - unlock car -> low - richiedi update dalla macchina -> medium

4x2+5x1=13 FPs per EOOOOOOOOO

2.1.6 Overall estimation

Function Type	**FPs**
Internal Logic Files	73
External Logic Files	15
External Inputs	49
External Inquiries	39
External Outputs	13
Total	189

We use Java Enterprise Edition
con AVC 46 per Java EE

$$SLOC = 189 \times 46 = 8694$$

this table[1]

2.2 Cost and effort estimation: COCOMO II

We use the COCOMO II Model for cost and effort estimation. *cos'è il COCOMO II?*

We use the Post-Architecture Model, because the architecture and everything has already been described in depth.

qualche dettaglio

2.2.1 Scale Factors

what are scale factors

qua ci vuole la tabella dove ci sono tutti i valori

Precedentedness -> very low 6,20 flexibility -> nominal 3,04 risk -> high 2,83 team -> very high 1,10 maturity -> level 3 3.12 = 16.29

Scale factors:

- Precedentedness: it's *what is precedentedness*. *our level*, *why we chose it*
- **Precedentedness (PRED):** "If a product is similar to several previously developed projects, then the precedentedness is high." how similar is this product to previously developed one how many similar product have we developed already We never developed anything similar [and on this scale], except for the client-server architecture. We rate this factor as Very Low.
- **Development Flexibility (FLEX):** "Need for software conformance with pre-established requirements & external interface specifications, + premium on early completion" We have to 'considerably' follow the requirements we specified to reach the customer's goals. We rate this as Nominal.
- **Architecture / Risk Resolution (RESL):** High if everything is well planned, the risks have all been identified and accounted for, the architecture has been carefully designed, low uncertainty and low risk in general. our architecture is good our risk management plan is (we consider it) thorough We rate this as High.
- **Team Cohesion (TEAM):** experience as a team, willingness to work together, shared vision and commitments. We are great at this, we rate this as Very High.

[1] http://www.qsm.com/resources/function-point-languages-table

- **Process Maturity (PMAT):** follows the Capability Maturity Model (CMM). nb: level 1 -> inital, uncontrolled level 2 -> managed level 3 -> defined level 4 -> quantitatively managed level 5 -> optimized we are not at a level where everything is accounted for, but we do follow a clear process Around level 3, equivalent to a High.

Scale Factor	Level	Value
Precedentedness (PREC)	Very Low	6.20
Development Flexibility (FLEX)	Nominal	3.04
Architecture / Risk Resolution (RESL)	High	2.83
Team Cohesion (TEAM)	Very High	1.10
Process Maturity (PMAT)	High	3.12
Total		16.29

2.2.2 Cost Drivers

RELY -> nominal 1.0 (se l'applicazione non funziona perdiamo soldi e magari qualcuno ci fa causa, ma non succede il fini mondo) al massimo moderate, easily recoverable losses

DATA -> dimensioni database: ordine di grandezza database di test 1GB linee di codice: 9000 D/P = $10\hat{9}/10\hat{4} = 1*10\hat{5} = 100'000$ Very High -> 1.28

CPLEX -> - control operations: Very High
- computational operations Nominal
- device-dependent operations Low
- data management operations High
- User Interface management operations nominal
(5+3+2+4+3)/5=3.qualcosa
totale Nominal 1.00

RUSE -> none, Low 0.95
DOCU -> right-sized to life cycle needs, Nominal 1.00
TIME -> un numero a caso High 1.11
STOR -> abbiamo un sacco di spazio, Nominal 1.00
PVOL -> major update 2 mesi, High 1.15
ACAP -> Nominal 1.00
PCAP -> capacissimi con java e che talento Very High 0.76
PCON -> no turnover, Very High 0.81
APEX -> poca esperienza, Low 1.10
PLEX -> veeery low, Very Low 1.19
LTEX -> Nominal, 1.00
TOOL -> abbiamo eclipse, Very High 0.78
SITE -> same city or metro area, High 0.93
SCED -> boh, teniamo una schedule non accelerata, Nominal 1.00

2.2.3 Effort equation

We use the formula for the Post-Architecture Model

PM is the estimated Person-Month effort needed to develop the code.

$$PM = A \times Size^E \times \prod_{i=1}^{17} EM_i$$

$$E = B + 0.01 \times \sum_{j=1}^{5} SF_j$$

where
$A = 2.94$ is a calibrated constant
$B = 0.91$ is a calibrated constant
EM_i are the effort multipliers (cost drivers)
SF_j are the scale factors
$Size$ is the estimated thousands of lines of source code (KSLOC)
scale drivers = 6.20 + 3.04 + 1.41 + 1.10 + 3.12 = 14.87 cost drivers (effort multipliers) = 1.0*1.28*1.00*0.95*1.00*1.11*1.00*1.15*1.00*0.76*0.81*1.10*1.19*1.00*0.78*0.93*1.00 = 0.907
then
$E = 0.91 + 0.01 \times 16.29 = 1.07$
$PM = 2.94 \times 8.694^{1.06} \times 0.907 = 26.97$ person-months

2.2.4 Schedule estimation

$TDEV$ is the time necessary to develop the code, in calendar months
assuming no schedule compression, no stretching-out

$$TDEV = C \times PM^F$$

$$F = D + 0.2 \times (E - B)$$

where
$B = 0.91$ is a calibrated constant
$C = 3.67$ is a calibrated constant
$D = 0.28$ is a calibrated constant
E is the scaling exponent for the effort equation
PM person-months obtained in the effort estimation
then $F = 0.28 + 0.2 \times (1.07 - 0.91) = 0.31$
$TDEV = 3.67 \times 26.97^{0.31} = 10.19$ months

3 Schedule

4 Resource allocation

5 Risk Management

Project managers assess and monitor risks that may affect a project, taking action if needed.

Risk	Probability	Impact
Personnel shortfall (recruitment issues, employee illness or accidents, ...)	moderate	catastrophic
Inaccurate Requirements	moderate	critical
Unrealistic Schedule	moderate	critical
Unrealistic Budget	moderate	critical
Stakeholder commitment loss	low	critical
New car rental laws	low	catastrophic
Inability to obtain proper permits from authorities	low	catastrophic
Inability to obtain deal with mobile data provider	low	critical
Issues with hardware supplier (wrong/defected items, late deliveries, ...)	moderate	critical
Wrong user interface	moderate	critical

A Changelog

B Hours of work