

# CS 301

## Software Engineering

### Module - 38

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**At the end of the session, you will be able to:**



- ☐ Understand Delphi Technique
- ☐ Understand Work Breakdown Structure (WBS)
- ☐ Apply Three Point Estimation method
- ☐ Understand Functional Point Method
- ☐ Differentiate various Agile Estimation methods
- ☐ Understand how estimation helps in improvement

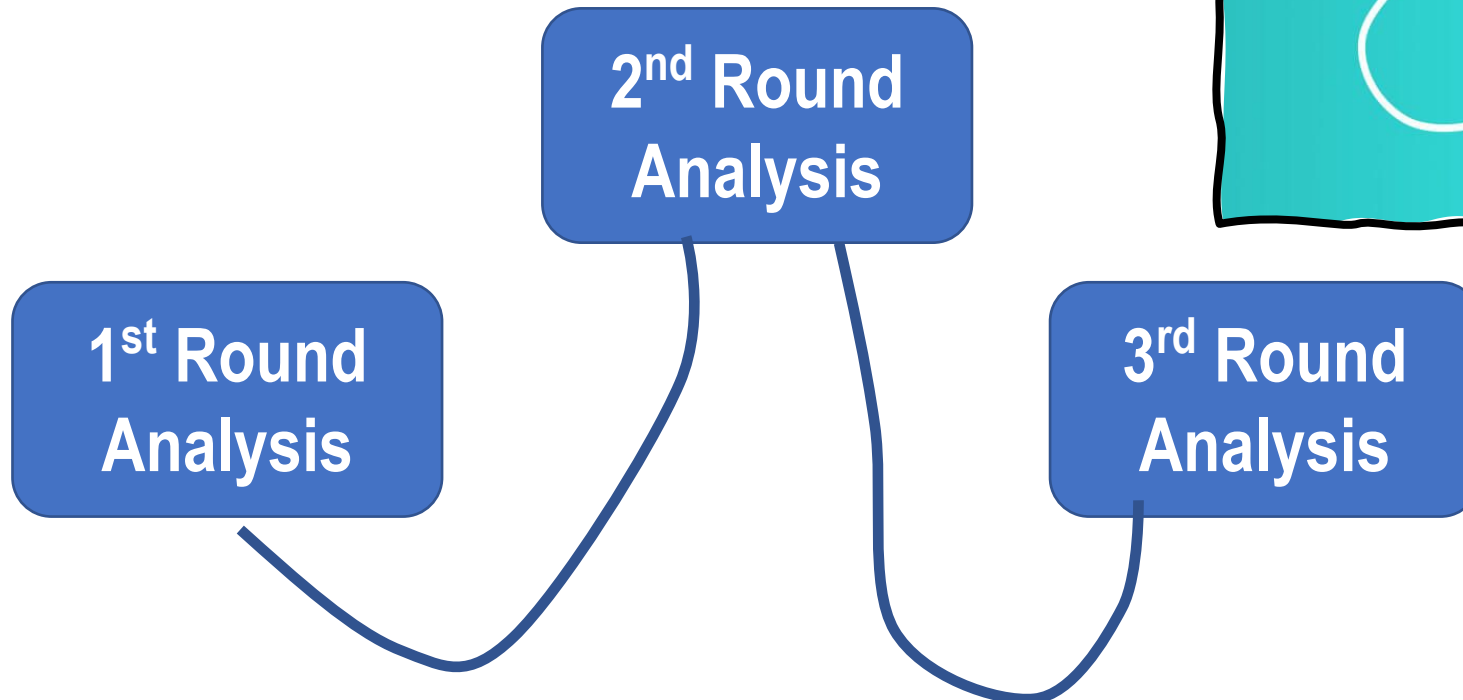
# Estimation Methods

- ☒ Delphi Technique
- ☐ Work Breakdown Structure (WBS)
- ☐ Three Point Estimation
- ☐ Functional Point Method
- ☐ Agile Estimation



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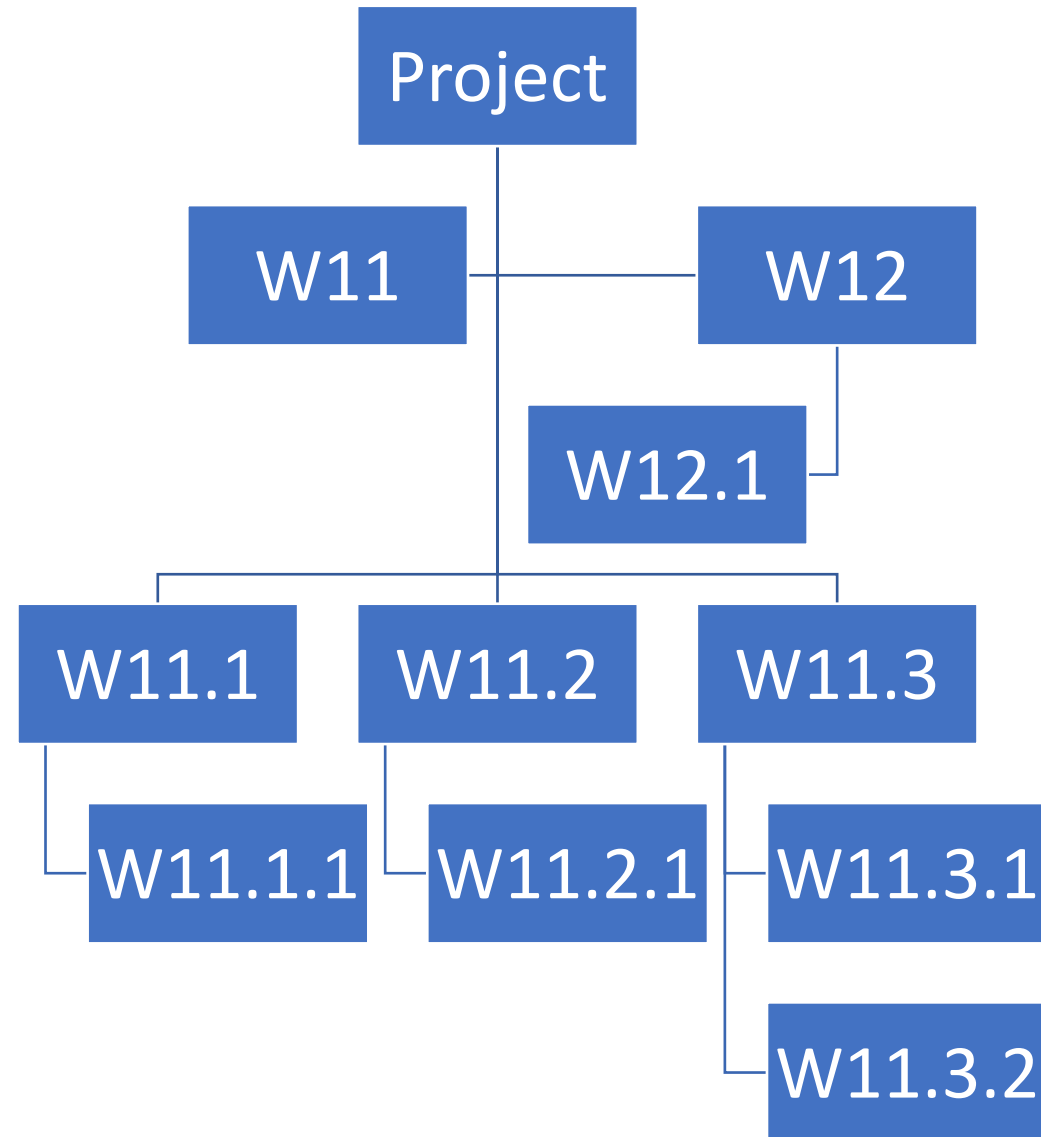


# Delphi Technique

- ☐ Repeated surveys/questionnaires
- ☐ Useful when developer team is experienced
- ☐ The estimation elements are low to moderate

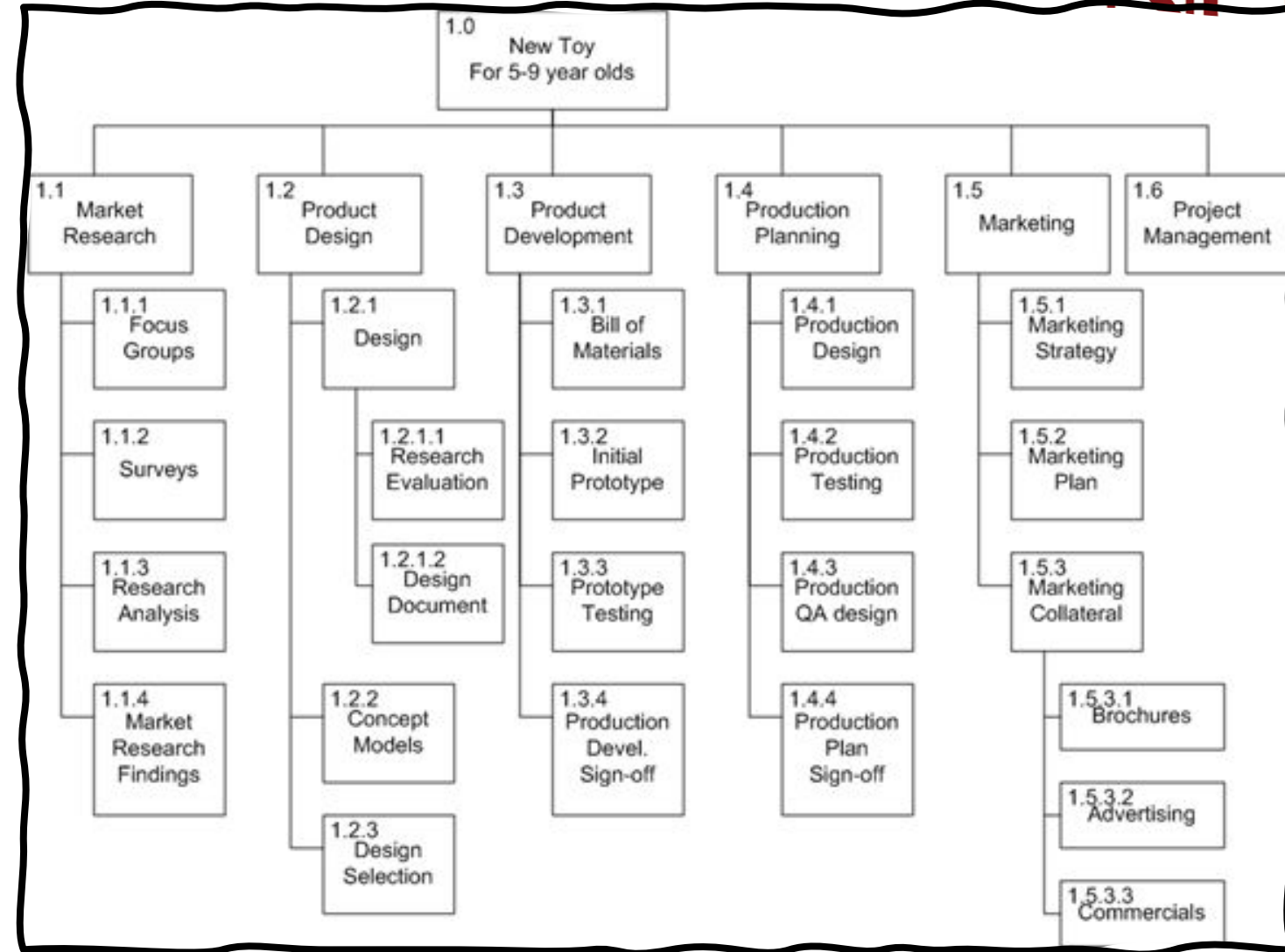
# Work Breakdown Structure

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# Work Breakdown Structure

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# Work Breakdown Structure (WBS)



- ☐ Repeatedly breakdown the elements
- ☐ Since work size is small – estimation is easy
- ☐ Useful by-product is a trackable set of activities



# Three Point Estimation

- ☐ Delphi Technique
- ☐ Work Breakdown Structure (WBS)
- ☒ Three Point Estimation
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# Three Point Estimation

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- ☐ Work Breakdown Structure (WBS)
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- ☐ Agile Estimation



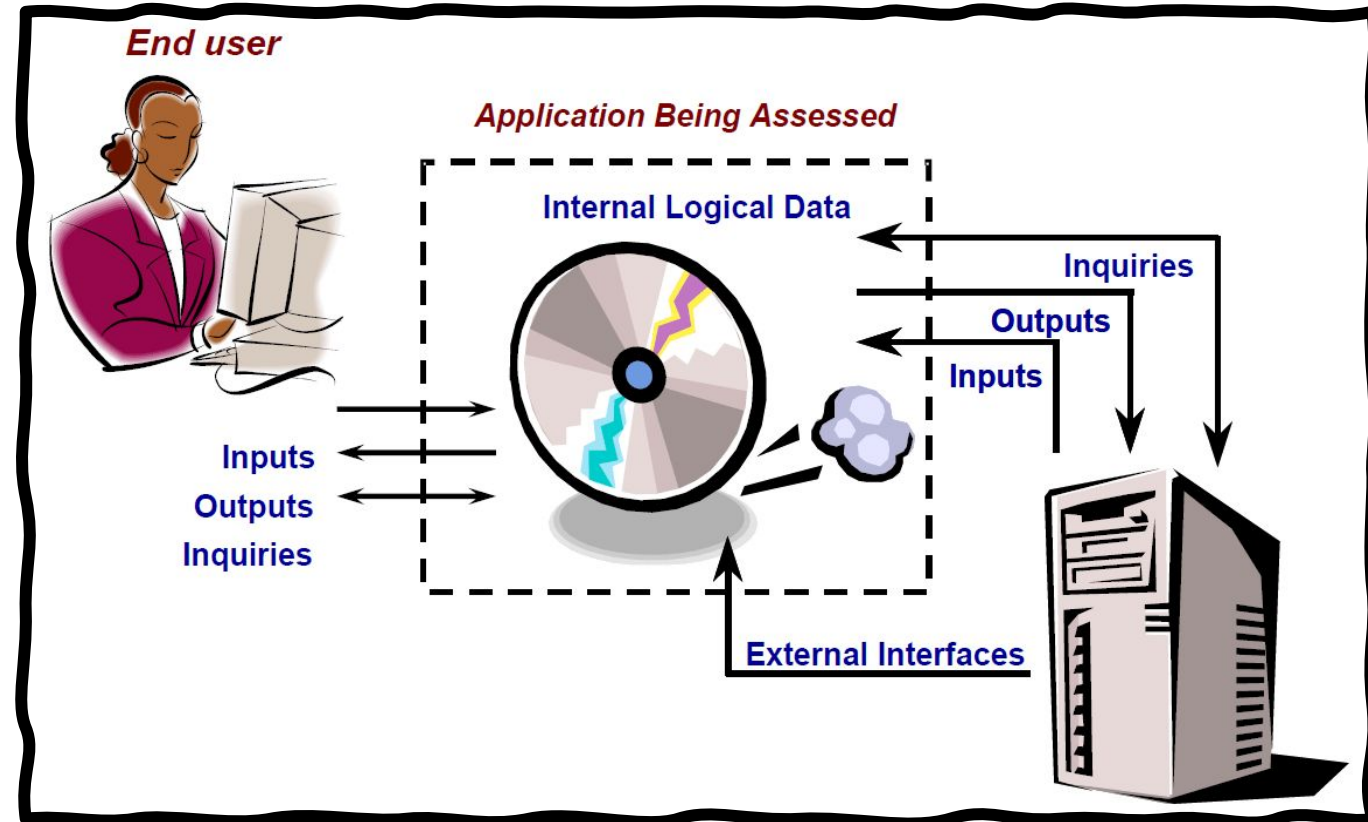
$$E = (E_o + 4 * (E_m) + E_p) / 6$$

# Three Point Estimation

- ❑ Estimate pessimistic effort ( $E_p$ )
- ❑ Estimate optimistic effort ( $E_o$ )
- ❑ Estimate most likely estimate ( $E_m$ )
- ❑ Compute the estimate
- ❑ Depends of the experience of estimators and the threat perception
- ❑ Combines risk perception into the estimates

# Function Point Method

- A method that is independent of the development strategy
- Looks at it from the user point of view
- Breakdown software requirements into
  - Internal logical files
  - External interface files
  - External inputs
  - External Outputs
  - External inquiries
  - Record Element Type
  - Data Element Type
  - File Type Referenced



# Function Point Method



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Login Screen

Password File  
Username File

Username  
Password  
Submit

Database

# Agile Estimation

- ☐ Planning Poker
- ☐ T-Shirt Sizes
- ☐ Dot Voting
- ☐ The Bucket System
- ☐ Ordering method

# Agile Estimation

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<https://commons.wikimedia.org/wiki/File:CrispPlanningPokerDeck.jpg>

# Agile Estimation

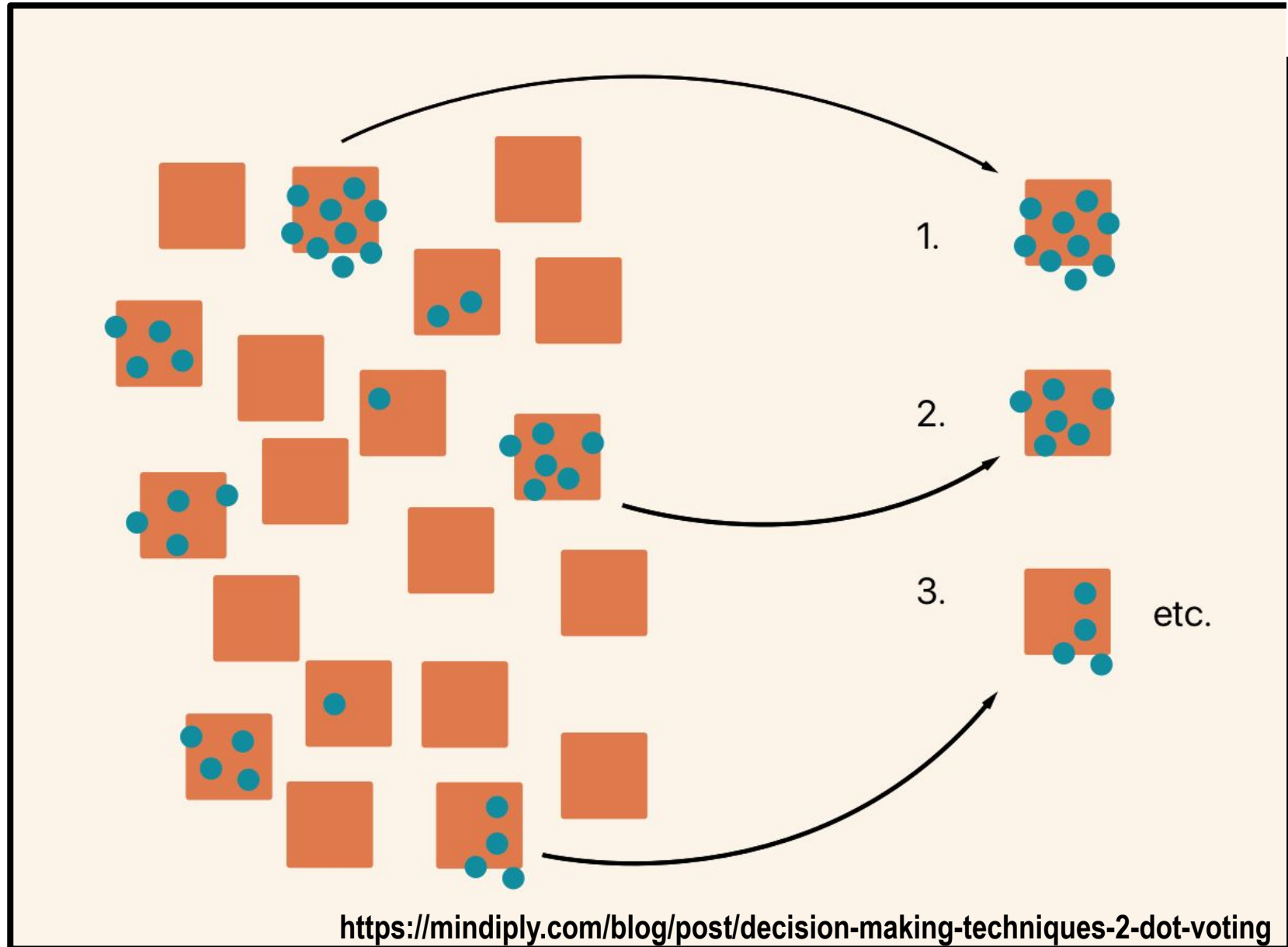
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# Agile Estimation

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# Estimation for improvement



- ☐ Ploughing back metrics into the next project
- ☐ Assessing the productivity of the team and team members
- ☐ Establishing language-based metrics for future use
- ☐ Improved ability to bid for new projects

# **We have covered the following**



- ☐ **Understand Delphi Technique**
- ☐ **Understand Work Breakdown Structure (WBS)**
- ☐ **Apply Three Point Estimation method**
- ☐ **Understand Functional Point Method**
- ☐ **Differentiate various Agile Estimation methods**
- ☐ **Understand how estimation helps in improvement**