



# Software Estimation Methods

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## Computer Models

- Theory Based
- Empirical
- Regression Based



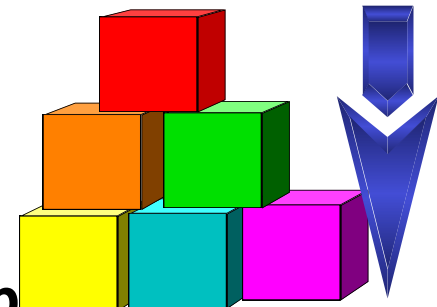
## Price to Win



## Top Down



## Bottom Up



## Expert Judgment (Delphi)



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Estimation Method	Description	Advantages	Disadvantages
Regression-Based Models Examples: COCOMO, REVIC	Historical information is used to develop algorithms which relate cost with one or more software metrics producing a scatter diagram	<ul style="list-style-type: none"> <li>Objective, repeatable, easy to use</li> <li>Can be calibrated to company or project environment</li> </ul>	<ul style="list-style-type: none"> <li>Inputs may be subjective (need Lines of Code (LOCs))</li> <li>May not handle exceptional circumstances</li> <li>May be based on inefficient past practices</li> </ul>
Empirical-Based Models Example: Checkpoint	Estimate is based on analogy with cost of previously completed projects in the same domain	<ul style="list-style-type: none"> <li>Based on actual experience</li> <li>Can break down cost at detailed level</li> </ul>	<ul style="list-style-type: none"> <li>Not always clear how to compare projects</li> <li>May miss differences between project applications and environments</li> </ul>
Theory-Based Models Examples: SLIM, Price-S	Estimate is based on underlying theoretical considerations for software development processes	<ul style="list-style-type: none"> <li>Repeatable</li> <li>Get what you pay for</li> <li>Lots of research</li> </ul>	<ul style="list-style-type: none"> <li>Proprietary</li> <li>Expensive</li> </ul>
Expert Judgment (Delphi)	Uses one or more experts to arrive at consensus estimate	<ul style="list-style-type: none"> <li>Can factor in differences between past projects and this project</li> <li>Can factor in exceptions</li> </ul>	<ul style="list-style-type: none"> <li>Only as good as the experts</li> <li>Not repeatable</li> </ul>
Price-to-Win Estimate	Estimate is based on whatever the customer has to spend	<ul style="list-style-type: none"> <li>Often wins the contract</li> </ul>	<ul style="list-style-type: none"> <li>Schedule and budget are unrealistic</li> <li>Engineers become demoralized</li> </ul>
Top Down Estimate	Derive estimate from global properties of the product divided among components	<ul style="list-style-type: none"> <li>System level focus will not leave out system level functions</li> </ul>	<ul style="list-style-type: none"> <li>Does not identify low level technical issues</li> <li>Sometimes misses detailed components</li> <li>Does not provide details for cost analysis</li> </ul>
Bottom Up Estimate	Cost of each component is estimated, then costs are added for overall estimation	<ul style="list-style-type: none"> <li>Estimate for each component based on detailed understanding</li> <li>Estimate backed up by personal commitment of individuals</li> <li>Estimation errors balance out</li> </ul>	<ul style="list-style-type: none"> <li>Can underestimate by overlooking system level costs</li> <li>Requires more effort</li> <li>Some cost elements may be included more than once</li> </ul>