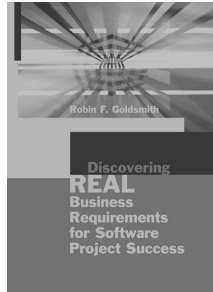
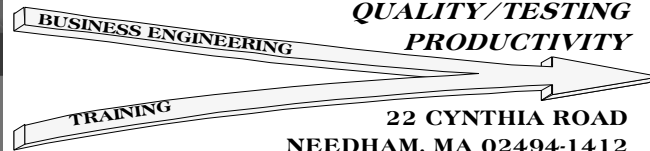


# ***Minimum Metrics for Meaningful Management***

***Robin F. Goldsmith, JD***



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## ***Objectives***

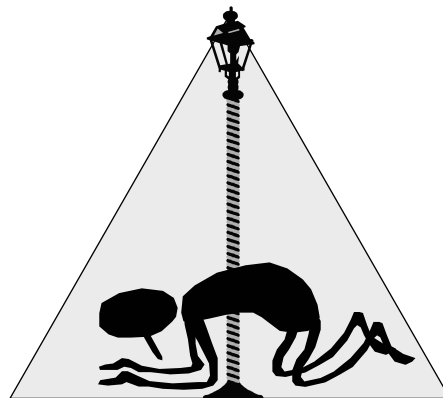
- Describe an appropriate structure for a measurement program that managers can use
- Suggest a set of core measurements
  - General and specific to your organization
  - Ways to collect
  - Ways to analyze, present, and use
- Identify issues and strategies for successful program implementation

*If You Owned and Managed  
Your Software Organization,  
What **Should** You Know  
to Run It Right?*

<i>What Would <u>You Measure?</u></i>	<i>What Resistance <u>Would You Get?</u></i>
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*What **Could** You Expect Your  
People to Measure Willingly?*

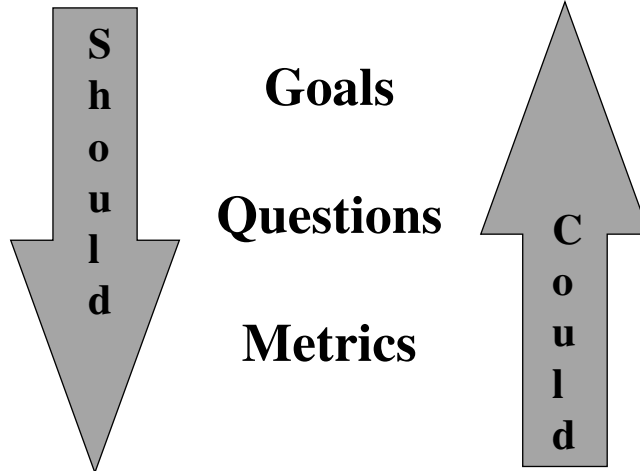
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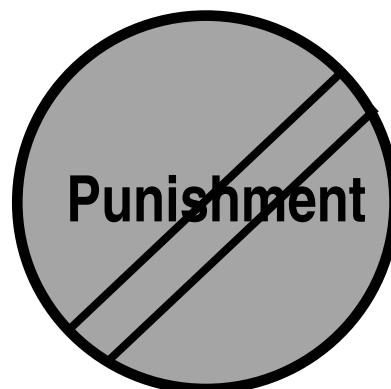
*I'm hunting for my keys.*



## *Top-Down vs. Bottom-Up*



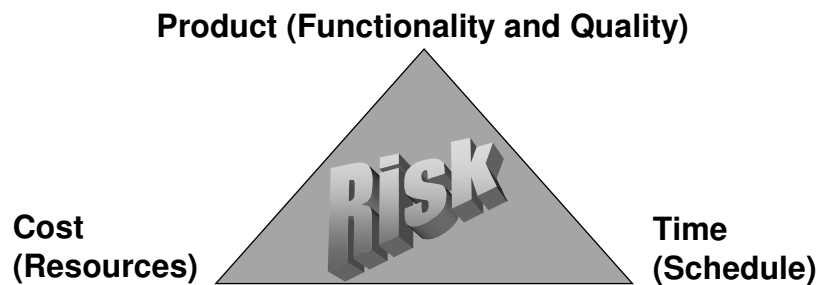
## *Limiting Parameter: How Measures Will Be Used*



## Two Types of Measures: (1) Results and (2) What's Causing the Results

1. Results measures include
  - How to tell whether the results are good/desirable
  - Need a **baseline** in order to show effects of changes
  - Indicators of status, positive and negative (warnings)
2. Causal measures must validly and reliably relate to the results
  - Based on the REAL process creating the results—procedural action steps *and* beliefs/customs
  - Help suggest possible ways to improve
  - Can be intermediate status indicators

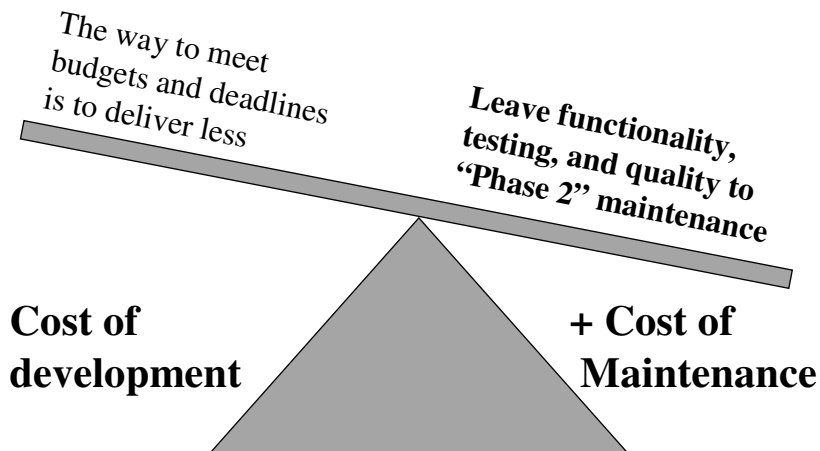
## Project Variables to Measure



*Pick Two: Clever but bad advice*  
*In fact, higher quality often is quicker & cheaper*



## *Full Life-Cycle Perspective Is Essential for Meaningful Context*



## *Quality Assurance Economics*

- Maintenance is 66-90% of system cost
- Maintenance is mainly completion/ correction of development
- 2/3 of finished system errors are requirements and design errors
- Fixing a requirements error will cost
  - 10X+ during programming
  - 75X-1000X+ after installation (maintenance)

***Does your organization routinely and reliably know these measures?***



## *Secret: Don't Delay Waiting to Create Full Life-Cycle Project Baseline*

- Pick three typical projects that have been in production for 6-18 months
- Find time sheets from the start through the present for people on the projects
- Relate to specific phases/activities by coordinating with contemporaneous descriptive materials, e.g., schedules, status reports, and problem reports



## ★ *Core Measure: Size*

### **Project**

- Budget, person-days
- Users, work load
- Transactions, screens
- Database volume
- Network traffic
- Modules, objects
- Requirements, design, instructions items/pages
- Sum of products

### **Product**

- Small, medium, large modules
- High, medium, low complexity
- Memory size
- Processing capacity
- Test cases
- Lines of code
- Function points

## *Lines of Code (LOC)*

- Objectively measurable
  - Can automate, e.g., with check-in
  - Can baseline measure existing modules
- The activity which translates into time
- Relate to language and tools used, new/modified/reused/package, complexity, person's experience with language, application, environment

## *Other Product Size Measure Considerations*

- Function Points is widely accepted
  - Language independent, correlates
  - Can be calculated from design
- Consistency is most important
- Regardless, size measure needs to calibrate for own organization with
  - Engineering elements that take the effort
  - Characteristics affecting production



## ★ Core Measure: Cost (Effort)

### *Actual Resource Use by Task*

- By project
  - By phase (or RAD iteration)
    - » By task, module, component, build
      - By activity
        - Overhead (illness, vacation, misc. non-project)
        - Project administration and management
        - Project-related production (analysis, design, test planning, coding, unit test, integration test, system test, special test, acceptance test, train, document, install, operate, debug, enhance, etc.)

*What are obstacles to collection and accuracy?*



## ★ Core Measure: Schedule

Task	Resp	Budg	Wk0	1	2	3	4	5	6	7	8	9
Unit 1	Joe	40										
		<b>36</b>		24	12							
Unit 2	Sue	48										
		<b>64</b>		24	16	24						
Unit 3	Joe	56										
		<b>60</b>				24	24	12				
Unit 4	Sue	40										
		<b>40</b>					20	20				
Integ	TM	16										

*Projects fall behind one day at a time*





## What Percentage Completed?

Unit 3? 90%  $\frac{60}{56} = 107\%$  ?

Project? 90%

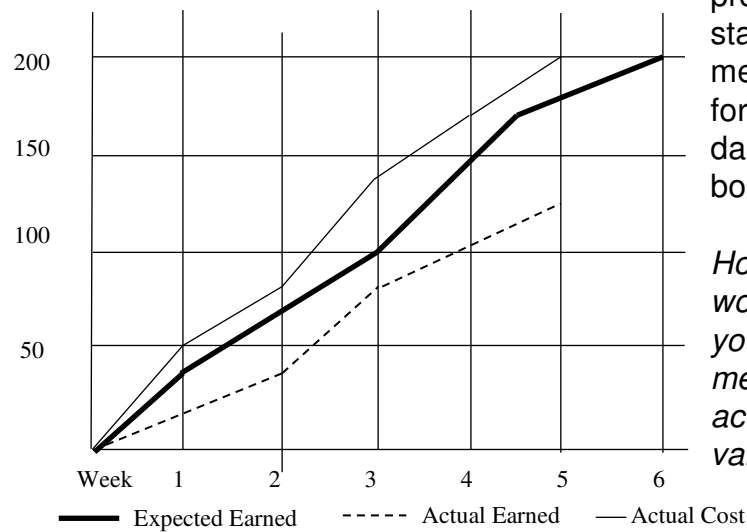
		<u>Accountant's</u> <u>Actual/Budget</u>	<u>Earned Value</u> <u>Earned/Budget</u>
Unit 1	Joe	40	40 40
		<b>36</b>	
Unit 2	Sue	48	48 48
		<b>64</b>	
Unit 3	Joe	56	0 56
		<b>60</b>	
Unit 4	Sue	40	40 40
		<b>40</b>	
Integ	TM	16	0 16
		<u>      </u>	<u>      </u>
		200/200=100%	128/200 =64%



## Expected Rate of Earning Value

Good project status measure for dash-board

How would you measure actual value?





## ★ Core Measure: Defects

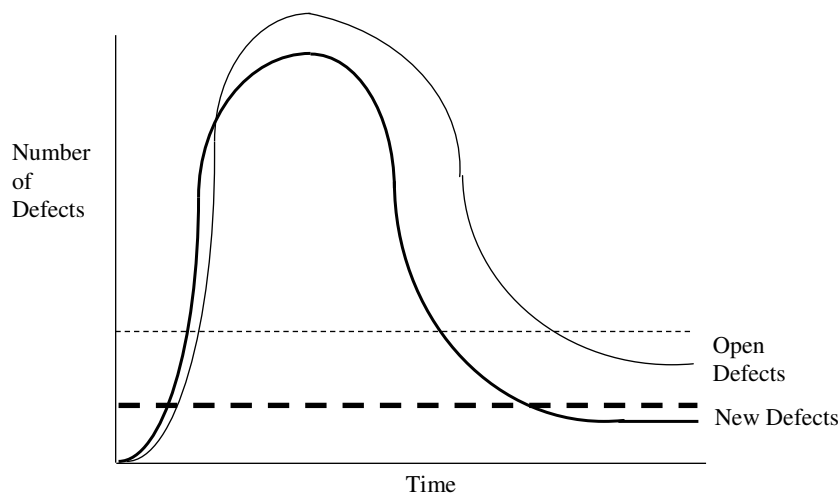
### *Categorization and Counts*

- Severity
- When detected
- When injected (& age)
  - Requirements
  - Design
  - Coding
  - Fixing new code
  - Maintaining/ enhancing old code
- Module, Build
- Module characteristics
- Type of error, e.g.,
  - I-O
  - Logic
  - Table usage
  - Interface
  - Communications
  - Performance level

***Defect profiles are base for estimating future defects***



## *Projecting Ship Date from Defects*



## Measuring Test Effectiveness

			Defects Found	Defects Missed	Detection Percent	WIIFM Proactive
\$30	Unit Test	\$1	45 30	15 30	75% 50%	\$45
\$30	Integration Test	\$2	12 15	3 15	80% 50%	\$24
\$20	System Test	\$4	1 5	2 10	33% 33%	\$4
\$40	Acceptance Test	\$8	1 5	1 5	50% 50%	\$8
\$50	Production	\$10	1 5	0 0		\$10
\$170			60			\$91
hours						hours

## Metrics to Put Defects in Context

- Cost/time to find indicated number of defects
  - Method and tools employed, e.g., test vs. formal technical review
  - Degree of coverage
    - » Functional
    - » Structural (executable statements, branches)
- Cost/time to fix (rework)
  - Relative to time of detection
  - Relative to age of defect

***Are defects the only quality indicator?***



## ★ Core Measure: Performance

### Product

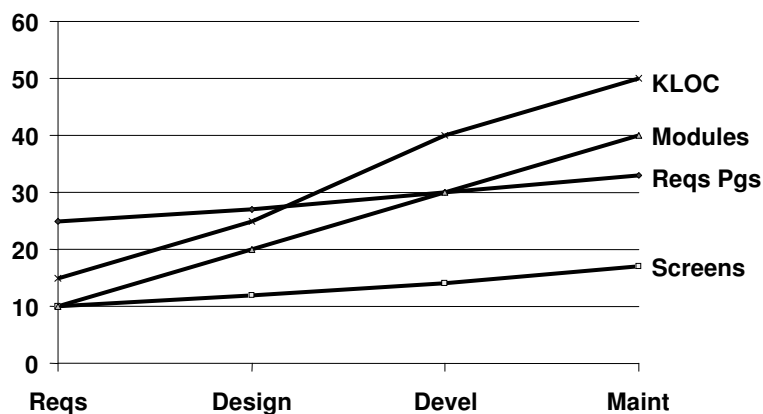
- Uptime, downtime
- Throughput
- Response time
- Operator error rate
- Problem backlog
- Mean time between failures
- Work arounds
- Actual use

### Process

- Support response
  - Answer phone
  - Immediate solution
  - Escalation steps
  - Implement solution
  - Solution adequacy
  - Customer experience
- Anticipation of need
- Provides benefits



## *Project Stability and Growth*



## Key Management Metrics

$$\text{Productivity} = \frac{\text{Size}}{\text{Effort}}$$

*What gets measured  
gets done  
What gets rewarded  
gets repeated*

$$\text{Effectiveness} = \frac{\text{Value}}{\text{Effort}}$$



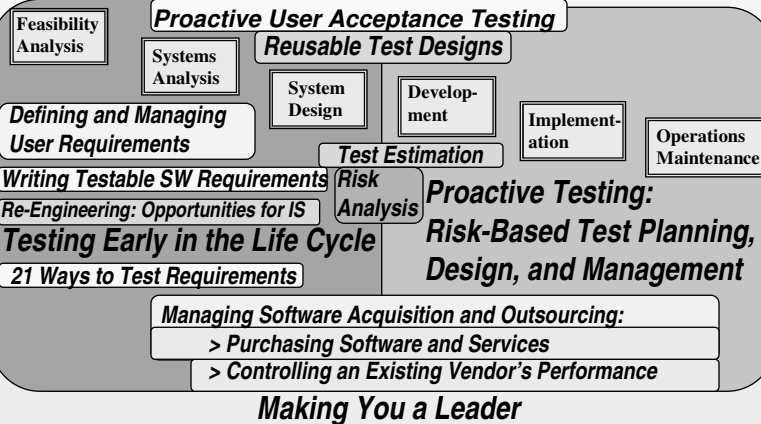
$$\text{Value} = \frac{\text{How Many, How Well  
Business Needs Met}}{\text{Cost}}$$

## Summary

- Measure projects over the full life cycle, start with a baseline of completed projects
- Core measures include resource costs per activity, progress relative to schedules, and product size and quality/performance
- Integrate measurement and reward structures nonpunitively, focusing on delivering business value

**Systems QA Software Quality Effectiveness Maturity Model  
Credibly Managing Projects and Processes with Metrics**

**System Measurement ROI Test Process Management**



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- Degrees: Kenyon College, A.B.; Pennsylvania State University, M.S. in Psychology; Suffolk University, J.D.; Boston University, LL.M. in Tax Law.
- Published author and frequent speaker at leading professional conferences.
- Formerly International Vice President of the Association for Systems Management and Executive Editor of the *Journal of Systems Management*.
- Founding Chairman of the New England Center for Organizational Effectiveness.
- Member of the Boston SPIN and SEPG'95 Planning and Program Committees.
- Chair of BOSCON 2000 and 2001, ASQ Boston Section's Annual Quality Conferences.
- Member ASQ Software Division Methods Committee.
- Member IEEE Std. 829 for Software Test Documentation Standard Revision Committee
- Admitted to the Massachusetts Bar and licensed to practice law in Massachusetts.
- Author of book: **Discovering REAL Business Requirements for Software Project Success**