

CSU33012 Software Engineering

Measuring Engineering

How Software Engineering is Measured and Assessed

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# 1 Introduction

This report will provide an analysis on the effect of these areas following and in turn how they impact the analysis of Software Engineering.

1. Measurable Data
2. Computational Platforms
3. Algorithmic Approaches
4. Ethics

According to Laplante (2007) “Software Engineering is the systematic application of the engineering approach to the development of software”. Following this, software production consists of the following four steps applied in a systematic way.

1. Deciding on the specifications of software.
2. Design and implementation of the software.
3. Testing and verification of the validation of the software.
4. Maintenance of the software.

Hence, when creating a system that is designed to measure the discipline of software engineering, it is important to account for these four crucial activities.

In turn, the system must account for the application of these activities as there are a multitude of different approaches that organisations apply when developing software for use. These include the waterfall, incremental and agile development methods. The Agile development method seems to be the most popular type of development strategy at the moment and is an iterative approach that keeps pace with the dynamic development requirements of the modern age and mainly splits into extreme programming and scrums (Ahmed et al, 2010). As a result Agile Development processes will be the focus of measurement methods throughout this report.

Timeline

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*Figure 1: An example of how an Agile Development Procedure may occur during the development of a piece of software.*

Since the term ‘Software Engineering’ was coined by Margaret Hamilton in the 1960s the industry has experienced an explosion of exponential growth. Similar to all industries, many quality control and improvements have been implemented in order to increase productivity and efficiency. However, despite much research and experimentation into the matter a valid and trustworthy measure for the industry has been difficult to produce and in turn many different corporations have implemented their own measure, but struggle to find an exact measure that covers everything (Kaner & Bond, 2004). Finding a suitable metric would allow companies to better distribute their limited resources wisely, and this is of growing importance as more companies embrace software development methods as a more vital element of their business practices.

# 2. Measurable Data

For all industries, regardless of type, data is the most valuable element required to analyse activity and hence produce a way to improve both processes and their quality. Luckily for software engineering, the data is collected easily through its processes, although, the data that is produced may not be of a comparable nature or at all relevant and hence large-scale improvement of quality may not be possible to produce.

## 2.1. Types of Measure

There are three types of data that can be used to measure Software Engineering: Product Data, Project Data and Process Data. These can be broken down into attributes and entities. Following this, the attributes can be further broken down into direct attributes and indirect attributes. Direct, or internal, attributes can be directly measured through examination of a product regardless of its behaviour, whereas, indirect, or external, attributes reference how the product relates with its environment. Whilst both have advantages and disadvantages; direct attributes being easier to collect whilst being difficult to interpret, indirect attributes displaying a multitude of effects rather than a singular focus on processes, but require manual input. Therefore, to create a valid measurement system, you must combine both direct and indirect, internal and external, attributes (Xenos & Stavrinoudis, 2008) .

Product Data by far is the most complicated of the measures to collect as it involves collecting information that relates directly to the product, its deliverables, manuals and quality. As these are all variable through the development of a piece of software, the data itself can be quite difficult to define and hence is a complex metric.

Project Data, on the contrary is easily the most accessible data and measure to collect. The only elements of concern when measuring a project are those of the resources that are used during the project. The main entities that are analysed are personnel, environment and tools that are made use of. Even though this data is not unique to just software engineering as a discipline, from the perspective of an organisation, this data is just a necessity to collect, analyse and measure (Xenos & Stavrinoudis, 2008).

The process data of the creation of a software product is another metric which is relatively easy to collect and measure. This is a measure that looks directly at the main activities, mentioned above, that occur during the Software Engineering process, specification, implementation, testing and validifying and maintenance. Looking at these activities allow for the search for best practice during the software engineering process. Some attributes that apply to this measurement include mainly direct attributes, such as time and effort (Xenos & Stavrinoudis).

## 2.2. Types of Data

The following consists of some of the most straightforward data that one could collect when attempting to measure software engineering

1. Lines of code
2. Number of commits made to a version control provider (e.g. Git)
3. Active Days
4. Code Churn
5. Impact

Lines of code refers to the number of lines of code a programmer working on a software development project creates for an element. However, this proposes a large flow in measure as it is often best practice to create a program that contains as few lines as possible to improve understandability and, often, program efficiency. Hence, adding a metric that implies developers should add more lines of code could lead to a problem with project performance later in the development process.

Number of commits is as flawed as the previous metric in measuring engineering. This is due to the fact that a high number of commits made by a developer highlights that they are active in their programming but hints nothing towards the skill and ability of the programmer. A skilled programmer may do more with less commits and hence the metric would not represent this. Furthermore, it is considered best practice to commit often and actively, so the metric would be affected by this.

Active days is a measure of how much time a software developer contributes code to a specific project, and is similar to the Number of Commits metric. There are a number of flaws with this metric as, firstly, this does not take into account any planning or administration associated with the project. Its purpose is to measure the cost of interruptions to the development of the project. However, it may lead to ethics concerns as it requires a large amount of observation on the developers.

Code churn represents the number of lines of code that were added, deleted or modified over a defined period of time. It can be useful in identifying any problems that may be underlying a project. If there is a high level of code churn, it may indicate that the project is unstable. However, it does not reflect the productivity or performance of a software engineer. For example a high rate of code churn could be attributed to a poor software developer or it could be attributed to poor project specifications and product owners that constantly change their vision for the product, and hence their requirements of the project.

Chart

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*Figure 2: An example of a code churn report from Visual Studio.*

Impact refers to the impact any code change on a software development project. It measures how much a code change has affected the processes of the project. A code change that effects multiple files may have more of an impact than a code change that effects a single file. However, this impact can decline massively from the initial changes made to the code to changes made later in the maintenance stage of the software development.

As can be seen, all of these metrics, whilst having some advantages, have many disadvantages when taken alone and hence it is important to ensure many of these data types are taken into account when measuring the activity of a software engineer.

## 2.3 Conclusion

Naturally, obstacles arise when trying to measure qualitative data, that being it can be very hard to define and standardise said data for measurement. However through correlating data types with others, a form of quantification can overcome these problems, and in turn produce valuable measures for the software development process.

However, it is important to take into account the effect of this measurement process on the actual human developers. This is a very important aspect to be taken into account, especially for those using the agile development process as the human element of development is one of the priorities of the process. Therefore, a significant effort should be applied on creating a unobtrusive measuring system that does not affect the engineer in their development process. The system should encourage productivity, and avoid diminishing it.

# 3. Computational Platforms

The data above, once collected must be compiled and analysed in order to be of any use to the organisations and interested parties that wish to view it. In the past number of years, rapid analysis has come to the fore as it allows parties to gain access to the information they want to see in a timely manner and hence respond to any issues or problems that become visible in the reported measurements faster than would have previously been possible. As a result of this, many computational platforms have emerged that allow for this service to occur. However, due to the many variations between organisations such as types of projects, team layouts and individuals, the platforms and measurements differ greatly from organisation to organisation.

Some platforms that broadly cover the different aspects and track-offs of the monitoring include:

# 3. Reference List

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