

Test Estimation



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Agenda

- Introduction
- Objectives
- Challenges of Estimation & Issues
- Introduction to Estimation Models
- Test Estimation Model - Overview

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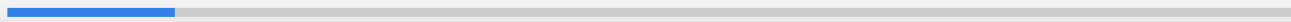
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iSpring®



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00:00 / 00:00





Discussion Point



Instructions & Duration



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Why Estimation?



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Why Estimation?

Business Drivers

- Estimation is one of the major driving factor for the business
- Estimation techniques varies by organization to organization, client needs and service
- Business moving towards fixed bid / managed services
- Business demands different techniques for development, Testing, Production support

Estimation Drivers

- Estimating the Test Size is a challenge
- Skill sets and other attributes varies from development
- Defect Management plays vital role in Test Execution
- Very few estimation models available for testing services

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Golden Rules of Estimation

- Require all estimates to be justified. Gut feeling is not an adequate justification
- Require all Assumptions documented and validated
- Don't use methods or tools blindly. Try estimating previous (completed) projects to validate and tune the methods
- Educate your estimators. Knowing how to do something doesn't mean you know how long it will take
- Verify the Estimates with Actuals periodically and Re-Estimate

Challenges & Market Analysis

Project phase	Uncertainty (percent)
Feasibility	+100/-50
Requirements	+50/-25
Design	+20/-10
Coding	+10/-5
Testing	+5

- Estimated value is over / under estimated
- Re-Estimation is mandatory in all the phases

- Example : Assume that the estimated effort is 100 persons months during design stage. Due to uncertainty, the probable estimated range could be between 90 and 120 person months (+20/-10%)

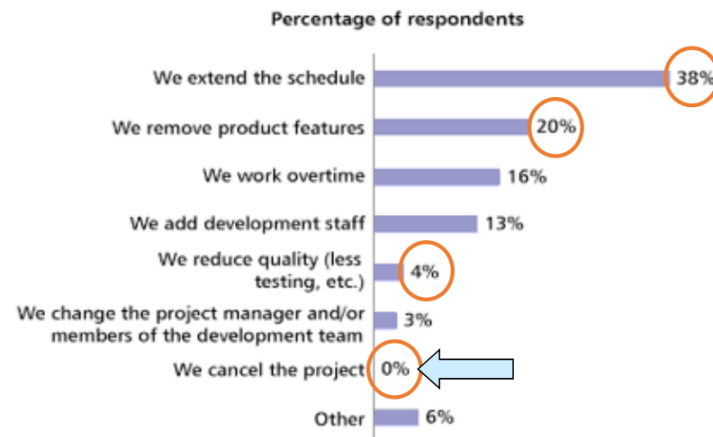
- Are we able to estimate 95% accurate?

*Source : The Limitations of Estimation by Linda M. Laird

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Schedule Problem? Extend it– new trend

- In 2002, the most common remedy for schedule problems was overtime.
- In 2008, a Cutter Consortium survey has revealed that: when projects run into scheduling problems, the two most common remedies are [extending the schedule](#) and [reducing functionality](#), with overtime relegated to third place, followed by adding staff. ...
- To a large degree, the shift away from adding overtime indicates a positive change in culture. Organizational behavior is improving!”

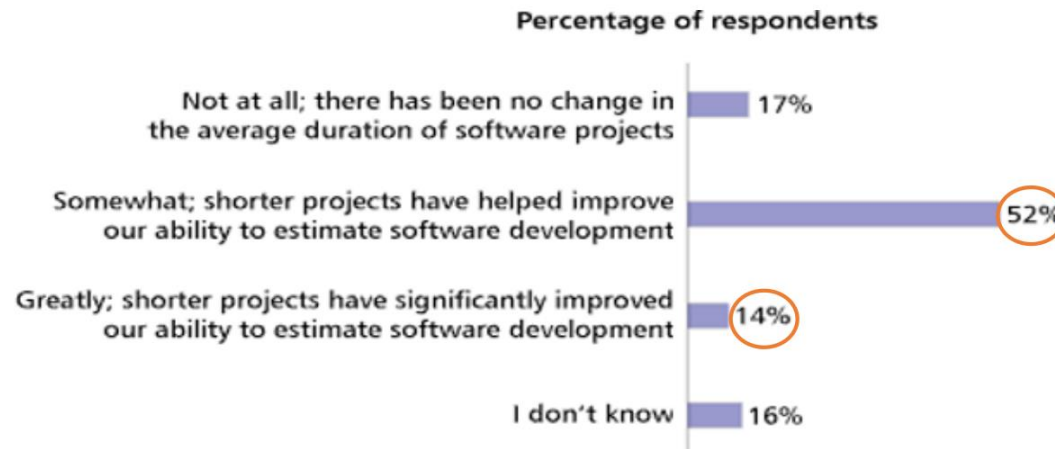


Source : Cutter Consortium late 2008

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Short Projects and Estimation Advantages

- Previous Cutter Consortium research has consistently shown the move toward more manageable agile software projects (short, evolutionary, customer-driven)
- Bennatan examined this phenomenon in 2008 survey and found a clear preference toward smaller projects and the estimation advantages they provide



Source : Cutter Consortium late 2008

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Project Failures

- A recent study of 100 companies found the average company completes only 37% of major IT projects on time, while only 42% finish on budget

- The Standish Group International, "Chaos Report" highlighted IT project failures:

- 16% projects completed successfully
- 53% projects overrun
- 31% projects canceled before completion
- Cost Overrun was 189%
- Schedule overrun was 222%

- 8600+ Projects
- 370+ respondents
- Total 40000 Projects in 10 years

- Standish Group calculated these failed and struggling projects cost U.S. companies and government agencies \$145 billion annually

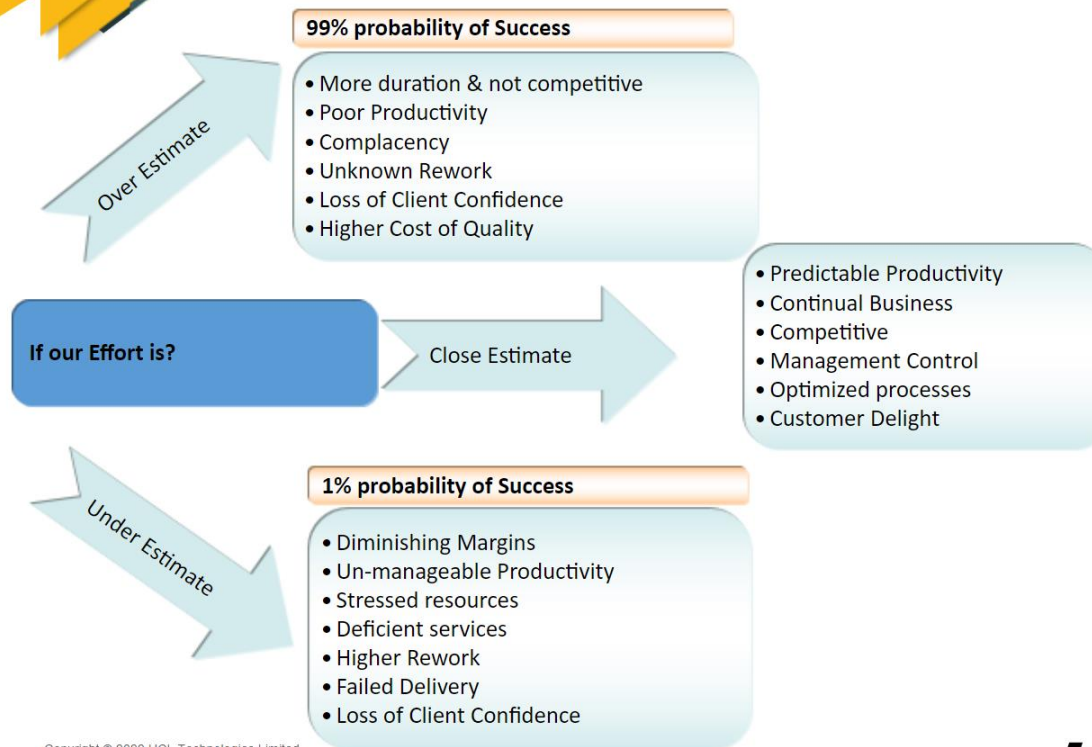
Primary Causes of Software Failures

- Project Objectives Not Fully Specified
- Bad Planning and Estimating

Other factors

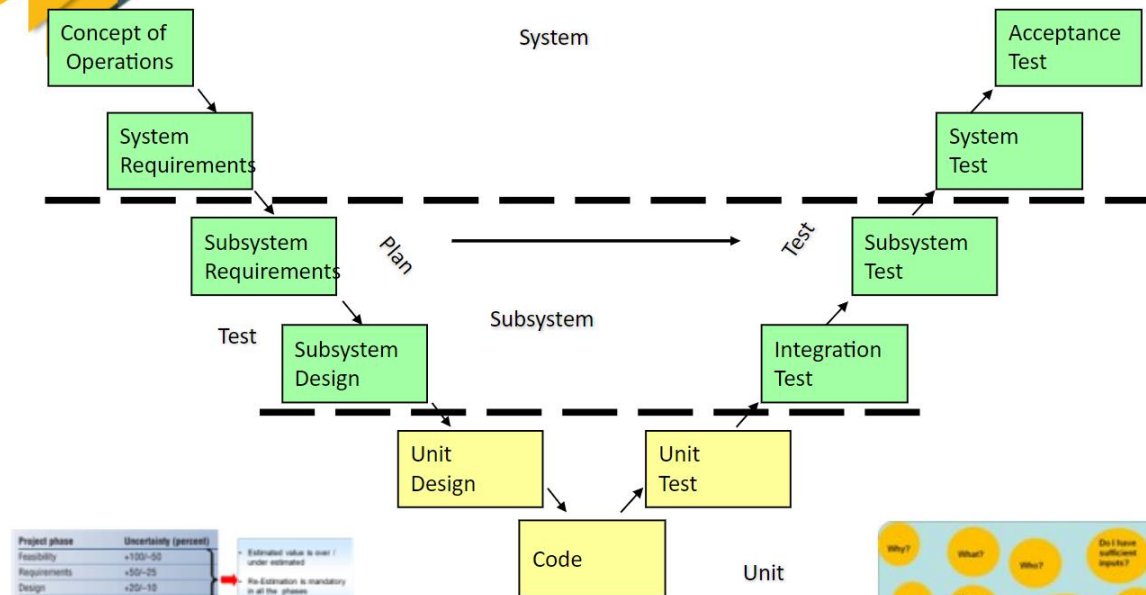
- Technology New to the Organization
- Inadequate/No Project Management Methodology
- Insufficient Senior Staff on the Team
- Poor Performance by Suppliers of Hardware/Software
- Other Efficiency Problems

Why we need near accurate Estimate?



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How much you should know before Estimating



Project phase	Uncertainty (percent)
Feasibility	+100/-50
Requirements	+50/-25
Design	+20/-10
Coding	+10/-5
Testing	+5

Estimated value is over / under estimated
Re-Estimation is mandatory in all the phases

Example - Assume that the estimated effort is 100 person months during design stage. Due to uncertainty, the probable estimated range could be between 90 and 120 person months (+20/-10%).

Are we able to estimate 95% accurate?

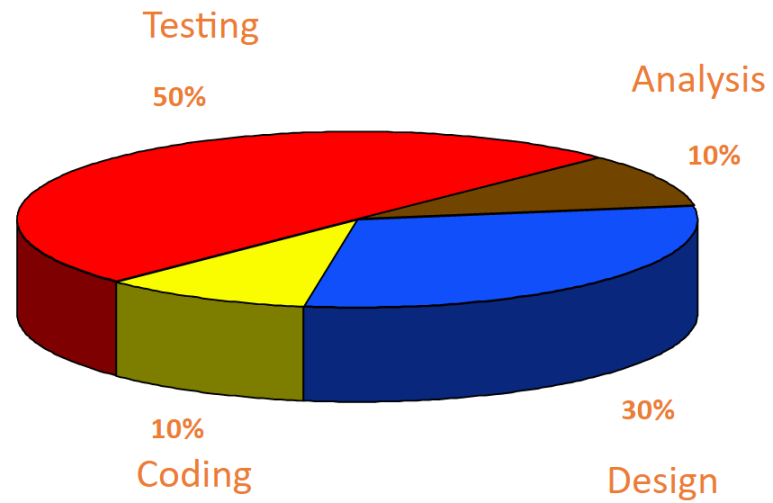


Source: Project Management Institute (PMI)

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Testing Effort



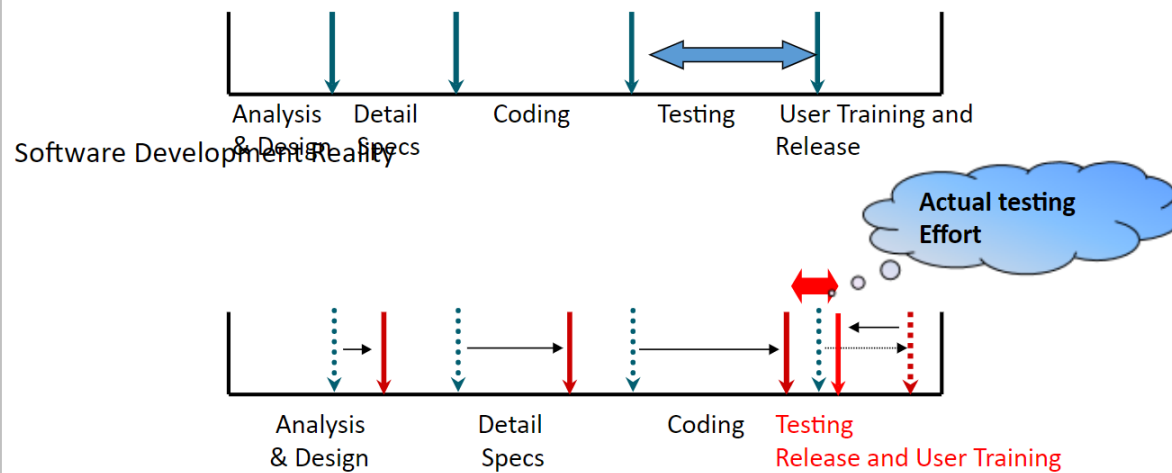
Source: B.W.Boehm
Software Engg. Economics

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Typical Development

Software Development Plan



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Industry Practices

Estimation Models in Software Industry (1965 to)

Size Estimation

- Lines of Code
- IFPUG 4.0 Function Point [Allen Albrecht]
- Fast FPA
- Mark II FPA [Mark Symons]
- Feature Point Method [Capers Jones]
- Bang Metrics [Tom De Marco]
- Use Case Points
- Object Points
- **Test Points**
- Full Function Points
- Enhancement Function Points

Effort Estimation

- COCOMO 81 (Barry Boehme)
- SLIM Model (Putnam)
- Mark II Estimation
- Halstead Metrics
- COCOMO 2.0

Analogous Models

- Guess(timate)
- Expert Opinion
- Bottom-UP

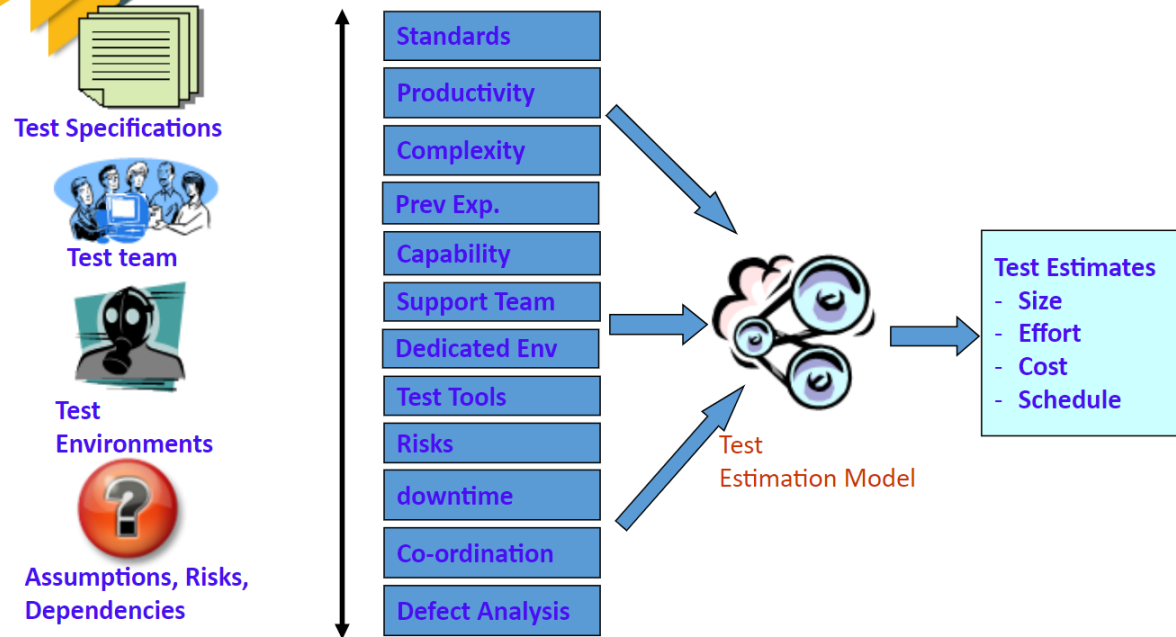
Normalization Methods

- Work Breakdown Structures
- Delphi Wide band

Estimation Models Used in HCL

- FP
- Complexity Point
- Work Breakdown Structures
- **T Estimation Model**

What is required for Test Estimation?



Continued in Part II

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