

iEx5

Personal Software Process Summary

Project Essentials

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Instructor: Dr. Page

Date: Oct 28, 2010

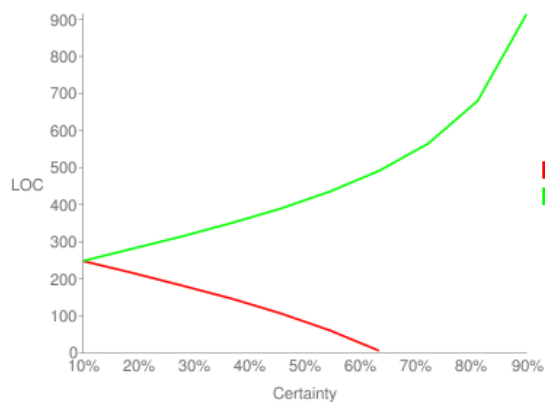
Language: ACL2

Lines of Code

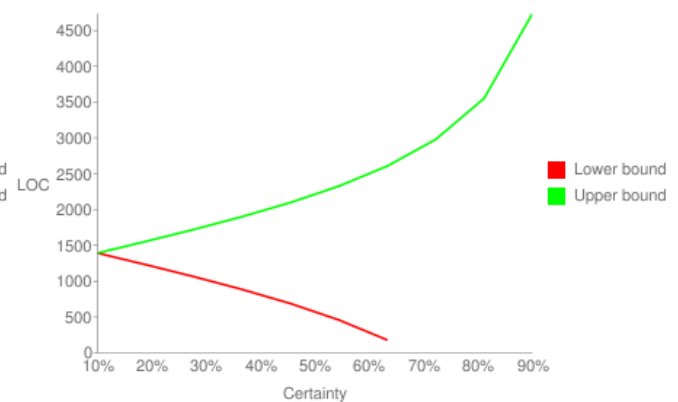
Type	Prediction by user	Actual
Added	33	53
Base	0	394
Modified	0	42
Removed	0	0

PSP Projection

LoC Certainty



Time Certainty

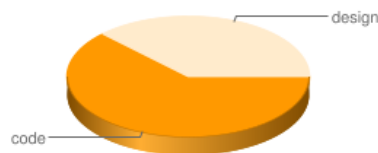


Project Data

Time Per Defect Type



Time Per Phase

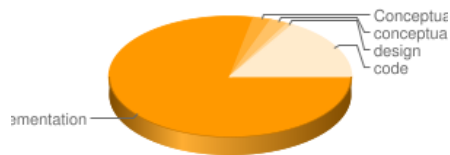


Time by Day



Cumulative Data

Time Per Defect Type

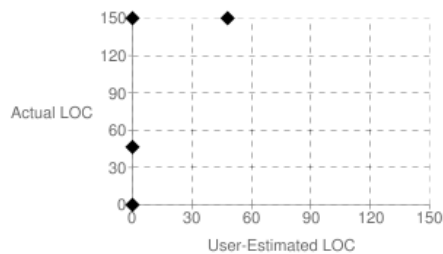


Time Per Phase



Actual vs Estimated LoC

Actual-Estimate History



Actual vs Estimated LoC

Project Estimate Actual

iEx4	32	244
iEx3	0	290
iEx2	0	0
iEx1	0	31

Time Log

Date	Type	Int. Time	Description
Oct 21, 2010, 12:00 PM - 12:30 PM	design	0	Drafted basic design document. Included necessary functions, data types and rough process.
Oct 21, 2010, 12:30 PM - 2:30 PM	code	0	Implemented test suite and wrote this file.
Oct 28, 2010, 10:00 PM - 10:30 PM	design	0	Updated the design, removed an unnecessary defun
Oct 28, 2010, 10:30 PM - 11:50 PM	code	0	Wrote the totality of the implementation.
Oct 29, 2010, 5:00 PM - 8:30 PM	code	0	Finished all the tests, predicates, and theorems.

Defect Log

Date	Phase	Fix Time	Description
Oct 21, 2010	code	1	Don't know. Can't run tests without implementations.
Oct 28, 2010	design	1	Removed an unnecessary defun.

Oct 28, 2010	code	1	Forget to change recursive call of getgames to getboards.
Oct 28, 2010	code	1	Updated CSS to format things more legibly.
Oct 28, 2010	code	1	Updated tests to more thoroughly cover the new functions.
Oct 29, 2010	code	1	Forgot to limit count of list in predicate test to make it practical.