Software Engineering – Report

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Measurement of Software Engineering

Development techniques

Issues with agile, lack of concrete plan

Issue of push now, fix later.

How to measure, much like the uncertainty principle, measuring the subject changes their behaviour e.g. lines of code caused needless lines, commits caused pointless commits or commits with issues, complexity made things needlessly complex (expand on this)

Ethics of measurement, how much is too much

Do people benefit from breaks or are they better to keep working all the time

Team vs. individual performance

Proper management, tech management vs. corporate management

Communication between clients and software developers. Sometimes create products that either do not meet the needs or are needlessly complex

Testing of code, issues with types of testing, cost of testing etc.

Why we need to measure – expense, complexity etc.

Psychology of measurement

Range of behaviour of software engineers

How we compare people’s data

How accurate/efficient do we need to be for the task

Stuff to look up:

PSP – personal software process – estimate, measure, validate

Easier data is to gather, less useful it tends to be – searching under the streetlight - Philip M. Johnson - Searching under the Streetlight for Useful Software Analytics

Daniel Susskind – seems to suggest that programming thinks of new ways of being smart – programming requires a different mindset

Quotes: