

THE MYTHICAL MAN-MONTH

Task that can not be partitioned: using more effort won't make a difference
Task that can be partitioned:

- need communication: effort needs to be added to the amount of work to be done → training: each worker needs to be trained. Can not be partitioned.
→ intercommunication: $n(n-1)/2$ if each needs to communicate with each

⇒ partitioning can make it be faster unless a lot of communication is needed.

• System test: usually expect less than reality ⇒ most mis-scheduled part.

rule of thumb: $1/3$ planning

$1/6$ coding

$1/4$ component test and early system test

$1/4$ system test, all component in hand.

→ not allowing enough time to system test can be disastrous. As it happens at the end when they found out they don't have enough time planned not a lot of time is remaining.

• Gutless estimating: false scheduling can lead to a software that is very well code for some part and poorly done in others.
→ to schedule better we need to develop and publicize tools.

• Regenerative schedule disaster: two solution to bad scheduling:

→ assume everything is mis-scheduled and plan more people to catch up on the delay and prevent a future one

→ assume only what has been done is mis-scheduled and plan people only to catch up on the work.