User Manual Group 17

ETSF01

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How to build and run the application

The application can be run in two ways, do either 1 or 2 to compile and run:

1.

```
$cd etsf01_project/
$ant
$./estimator.sh [<data filename>]
```

```
### With a compile and the com
```

Figure 1: Building the application

The estimator.sh command will present an interactive interface where you will answer questions about you project and set a threshold to calculate simularity, the questions are listed below.

Question	Explaination	Errors if bad input
"choose a number:"	Enter values for all parameters needed.	Bad number, try again.
"LOC, enter number:"	Enter the number of LOC in your project	N/A
"ACT_EFFORT, enter number:"	Enter the Act effort of your project	N/A
"Threshold, enter number(0-100):"	Type the threshold to be to be used to calculate the simularity	N/A

```
dt09jk2@panter-11:~/git/etsf01_project
 File Edit View Search Terminal Help
panter-11{dt09jk2}: ant
Buildfile: /h/d7/t/dt09jk2/git/etsf01_project/build.xml
clean:
compile:
    [javac] Compiling 7 source files to /h/d7/t/dt09jk2/git/etsf01_project/bin
    [javac] Note: /h/d7/t/dt09jk2/git/etsf01_project/src/test/TestParser.java us
es unchecked or unsafe operations.
    [javac] Note: Recompile with -Xlint:unchecked for details.
BUILD SUCCESSFUL
Total time: 1 second
panter-11{dt09jk2}: ./estimator.sh ETSF01-Data-Text.txt
RELY, choose a number:
O. Low

    Nominal

2. High
3. Very_High
>
```

Figure 2: Enter characteristics for the project to be evaluated

```
🚫 🖨 🗊 dt09jk2@panter-11:~/git/etsf01_project
File Edit View Search Terminal Help
1. Nominal
2. High
Very_High
> 0
TOOL, choose a number:
Very_Low
1. Low
Nominal
3. High
Very_High
> 0
SCED, choose a number:
O. Low

    Nominal

2. High
> 0
LOC, enter number:
> 70
ACT_EFFORT, enter number:
Threshold, enter number(0-100):
```

Figure 3: Enter Lines of code, Act effort and threshold

2.

The application can also be run with the following commands

```
$cd etsf01_project/
$ant
$./config.sh | ./estimator.sh [<data filename>]
```

This is a static configuration from the script config.sh that will be fed to the program, hence you will not have to enter numbers into the program. However you can edit the values in the script config.sh yourself. How to alter these values are commented in the script.

The application will return the following if executed correctly

```
Attributes choosen by the user:
"User attribute is: <attributes> "

How many similiar projects found:
"Found <Number of> similar project(s). ");
```

If no projects are within the given threshold provided by the user the program will print

"WARNING! No projects within given threshold"

No time estimation will be performed if this occurs

```
dt09jk2@panter-11:~/git/etsf01_project
 File Edit View Search Terminal Help
User attribute is: Low
User attribute is: Nominal
User attribute is: Nominal
User attribute is: Low
User attribute is: Low
User attribute is: Nominal
User attribute is: Nominal
User attribute is: Nominal
User attribute is: Low
User attribute is: Very Low
User attribute is: Low
User attribute is: Very_Low
User attribute is: Low
User attribute is: 70.0
User attribute is: 300.0
Time estimation is:
Person Hour: 0.0
Person Days: 0.0
Person Months: 0.0
Person Years: 0.0
panter-11{<mark>dt09jk2</mark>}:
```

The time estimation will be printed in the following format:

[&]quot;Time estimation is: "

[&]quot;Person Hour: <Amount of personhours> "

[&]quot;Person Days: <Amount of persondays> "

[&]quot;Person Months: <Amount of personmonths>"

[&]quot;Person Years: <Amount of personmonths> "