

Week 2: Project Scheduling • Project Scheduling: Distributing estimated effort across a project's planned duration in order to allocate effort/resources to certain tasks effectively & efficiently

- Define all product tasks; Build a task network w/ interdependencies; Find & track critical tasks & paths,
- Ensure that all delays are recognized

• Reasons why Projects Are Late:

- Unrealistic Deadline from someone outside the group (Knows no technical details)
- Schedule Changes don't account for customer requirements changing (poor planning, tracking, managing)
- People underestimate resources/effort required; • Predictable/unpredictable risks ignored during planning (bad judgement, forgetful)
- Technical difficulties that couldn't have been predicted in advance (unlucky)
- Not recognizing that a project is behind schedule, and then taking the steps to correct/advance it
- Miscommunication between members that causes delays
- Human difficulties that can't be predicted in advance (unlucky, accidents)

• Project Scheduling Principles:

- Compartmentalization: Divide a product/process into a manageable number of tasks & activities
- Interdependency: Find how tasks are connected/related (establish task interrelationships; find critical & non-critical tasks)
- Time Allocation: Find start & completion times for tasks; consider interdependency for a given task
- Effort Validation: Ensure enough members are assigned to a task to complete it on time
- Defined Responsibility: Assign members to tasks; Ensure all tasks have members assigned to them
- Defined Outcome: Ensure each task has a defined output (work product)
- Defined Milestones: Associate all tasks have a milestone (work product gets reviewed for quality)

• Effort Distribution Heuristics: Front End Activities (40-50%); Construction Activities (15-20%); Testing & Installation (30-40%)

• Project Scheduling Steps: List Project Deliverables, Define Project Milestones, Work-Task Breakdown Structure (WBS), Define Task Network (Critical Path Analysis), Scheduling, Earned Value Analysis (EVA)

• Work-Task Breakdown Structure (WBS): Hierarchical Representation of tasks in a project; Helps organize & manage project

- Linear Responsibility Chart, Establishing Activity Precedence, Activity Graph, Task Network, Critical Path
- Critical Path Analysis: Adding start & end times to nodes/tasks in an activity graph
 - Critical Path: Sequence of tasks w/ the longest duration; Is the minimum project length.
 - Critical Tasks: Any nodes/tasks belonging to the Critical Path
 - Don't need to focus on non-critical tasks/paths because we can waste time/delay it without loss

• Earned Value Analysis: Measuring project development progress (Earned Value)

• Budgeted Cost of Work Scheduled (BCWS): Planned cost of the total amount of work scheduled to be performed

~~BCWS = $\sum_{n=1}^{\text{# of planned tasks}} \text{planned effort @ } n$~~ $BCWS = \sum_{n=1}^{\text{num of planned tasks}} \text{planned effort @ } n$

• Actual Cost of Work Performed (ACWP): Actual cost incurred to accomplish the work performed up to a date

$\sum_{n=1}^{\text{# of Actual Tasks}} \text{actual effort @ } n$

• Budgeted Cost of Work Performed (BCWP): Planned cost of work completed up to a date (work completed only)

$BCWP = \sum_{n=1}^{\text{# of actual tasks}} \text{planned effort @ } n$ $BCWP = BCWS$: On schedule $BCWP < BCWS$: Behind schedule $BCWP > BCWS$: Ahead of schedule

• Schedule Variance (SV): Comparison between amount of work scheduled versus amount of work performed for a given date

• $SV = BCWP - BCWS$; $SV \geq 0$: On schedule, Ahead schedule; $SV < 0$: Behind schedule

• Cost Variance (CV): Comparison between budgeted cost of work performed versus actual cost of work performed

• $CV = BCWP - ACWP$; $CV = 0$: On budget, $CV > 0$: Ahead budget, $CV < 0$: Behind budget

Schedule Performance Index (SPI): $SPI = BCWP/BCWS$; $SPI > 1$ = Ahead schedule; $SPI < 1$ = Behind schedule

- Measures the progress/on-track a project is to its schedule

Cost Performance Index (CPI): $CPI = BCWP/ACWP$; $CPI > 1$ = Under budget, $CPI < 1$ = Over budget

- Measures how a project is doing relative to its budget

Cost Schedule Index (CSI): Measures the overall health of a project (stability, robustness)

- $CSI = SPI \cdot CPI$; CSI close to 1: Project is healthy/recoverable; CSI far from 1: Project is

Week 3: Cost Estimation | Software Project Cost Estimation: Estimating cost, resources, schedule unhealthy / unmanageable

- Expert-Judgment Based Approach, Static Approach, Dynamic Approach, Algorithmic & Empirical Methods, Machine Learning Methods

Process-Based Estimation (Bottom-Up): Finds tasks to create project scope; Finds individual costs of each task, adds them up

- Measure effort for tasks in "person-months" instead of costs (avoid standardization of currencies); 24 P-M: 1 person, 24 months

- Total cost depends on how long the project is supposed to take, how much money is paid, and how many people are used

- Ex: 46 P-M for all tasks, average labor rate = \$8000/month, Estimated Cost = $46 \cdot \$8000 = \$368,000$

- \$8000/month, if worker works 160 hours per month (8 hours a day, 5 days a week, 4 weeks), then they're paid \$50/hour

- If we have \$330,000 to spend each month, then number of workers required = $330,000 / 50 = 6600$ → 42 workers

- If we wanted to cut the number of workers in half ($42/2 = 21$), then we must pay each worker double (\$100/hour), and they

Problem-Based Estimation (Top-Down): Find project scope first, divide it into tasks, find cost of each task, add them up {work 80 hours/month}

- Uses Lines of Code (LOC) to find effort, which is then combined with labor rate to get the total estimated cost

- Ex: Average productivity Rate (historical data): 620 LOC/P-M; Average Labor Rate = \$8000/month; Cost per LOC = $8000/620 \approx \$13/\text{LOC}$

- If total LOC = 33,200, then total estimated cost = total LOC \cdot \$/LOC = $33,200 \cdot 13 = \$431,600$

- Total estimated Effort = total LOC / Average productivity Rate (person-months) = $33,200 / 620 = 54$ person-months (P-M)

Function Point Approach: Using Function Points (FP; measure of project's size/complexity in functionalities needed to be implemented) to estimate costs

- 5 Domain Characteristics Required: Internal Logical Files (ILF), External Interface Files (EIF), External Inputs (EIs),

External Outputs (EOs), External Inquiries (EQs)

- Get the number of each 5 Domain characteristics, multiply them each by their low, medium, high weighted factors (unique to each), add up

- That gives us the VFP; Then find the TDI, where we score 14 GSCs (adjustment questions) from 0 to 5 and add them up

- $AFP = VFP \cdot (0.65 + 0.01 \cdot TDI)$; $VAF = (0.65) + 0.01 \cdot TDI$; $AFP = VFP \cdot VAF$

- Once we have the total AFP, we can substitute it for LOC to find cost per AFP, total estimated cost, total estimated effort

Week 4 | Software Configuration Management (SCM): Managing different software versions/configurations; Tracking & handling any changes/updates

- software changes inevitable, must maintain & incorporate it, organize software modules/packages/systems/documents, document & record it

- can divide our projects into different versions/releases, must review/audit changes, some versions are released, others are being developed

Software Configuration Item (SCI): Approved code/documentation/hardware that's used in configuration management; is a distinct entity in the SCM process

- Includes Design Documents, Source Code, Data Files, Development Tools; each with their own Software Configuration Item Version (SCIV)

Baseline: A Specification/Product that's formally reviewed & approved, and is the basis/foundation for further development; "A milestone"

- Includes system specifications, software requirements, design specifications, source code, test plans/procedures/data, operational system

- A baseline must be formally requested to be reviewed & verified before it's added, modified, or removed.

- An approved baseline is stored in the project database, to where it can be extracted & modified by engineering tasks before reviewed again

- Issue: Hard to know when to put items or what items should be placed in configuration control; thousands of entities w/ their own IDs

- Use configuration control too early = too restricted, slow; too late = too much chaos & unrestricted freedom

- Configuration Management System (CMS): Tool used to track & manage different software configurations/versions

Single-Dev: One branch, is the main branch, that's it; Small Group Project: Product manager, few teams w/ their own feature branches, merged into main

Medium-Group Projects: Use push+pull requests to merge between feature branches & main branches, main branch goes into CI/CD before production

Large-Group Project: Has multiple final branches (main, staging, development) that each go through continuous integration/deployment

Enterprise-Level Projects: Multiple instances of the Large-Group Projects for different areas of the final project.

- **Centralized VCS:** Have a "central/main repo" that devs can clone their own local versions of and make changes to (check-outs)
 - The devs' local copies can be "checked-in" back to the main repo, where local changes are integrated on the main repo
 - Has snapshotting ("version history") on each individual file; much slower; Ex: Subversion, ~~SVN~~ ~~TFVC~~ TFVC
- **Distributed VCS:** Everyone has their own "local repos" that we "push-and-pull" from each other; ~~at legitimate~~ ~~as~~
 - Each local branch is just as legitimate as the server copy, with a complete copy of its data & files
 - Can perform operations on the local repo (check-in, check-out, commit changes) and push them to the main server
 - In the Local Repo, files can be committed (officially stored in the repo), a working copy (checked out & modified, but not committed), or "in staging" (being reviewed & compared to the original copy before being committed)
 - Then, we push our local repo's committed files to the server repo, where they can pull them and merge them to the local branches; we have our own central repos and can push/pull them to each other; Ex: Git, Mercurial, Bazaar
 - Has snapshotting of the entire project, which has more redundancy, but is more fast;

Week 5: Continuous Integration: team members integrate their work frequently, with each integration being tested & verified by an automatic/automated build to check for integration testing ASAP

- Deals with medium-group projects, with multiple feature branches that push/pull to the main branch, and then the main branch goes under Continuous Integration & Deployment for testing before being put to production
- Each team member integrates at least once daily, leads to many integrations per day
- Integrating multiple times is better than one late integration, as a single integration at the end leads to late testing, late notification of bugs, and ultimately a late, delayed release; too efficient and slow; compounds w/ project size
- Is better to split up development and have many incremental iterations & integrations, which develops & tests a project overtime
- Each repo commit triggers an integration & deployment build by an automated, dedicated continuous integration server
- Since integration & deployment & testing is automated for each commit, we can have continuous & frequent feedback & bug notification, which results in more efficient, refined development of a project
- Continuous Integration servers can also deploy to other, multiple environments other than production, such as Functional Test Environments & Performance Test Environments (Functional, Non-Functional Requirements)

Jenkins: Self-contained, open-source automation testing server, which can automate the testing, building, & deployment of ^{software}

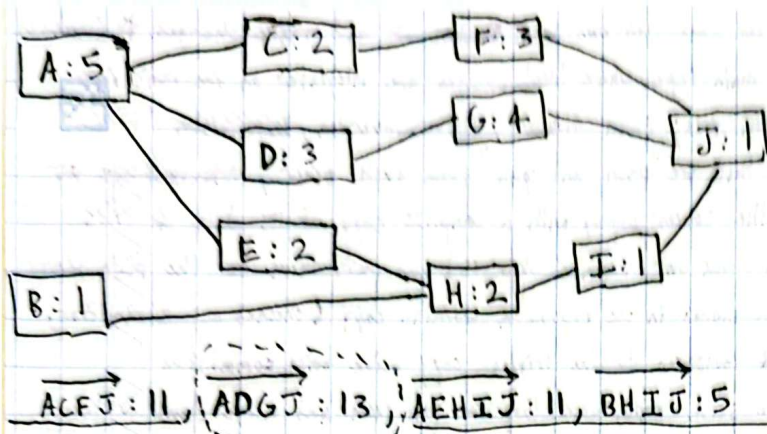
- Can be used to automatically commence building & testing after each commit to a repo
- Also supports VCS like Git, Subversion, etc., and can split up deployment into smaller instances for different tasks

Week 6: Test Automation & Software Defect Automation

- Can automate certain tests for larger-group projects, which deploy to additional functional & nonfunctional testing environments
- **Katalon Studio:** Test automation software for functional & non-functional requirement testing
 - Record & Replay operations performed on a program/app/website, etc.
 - Catch objects during testing & write scripts to manipulate & use them during testing
 - 2 Modes for testing: Manual Mode & Script Mode
 - Manual Mode: Use the GUI and manually perform the tasks meant to be used & tested on
 - Script Mode: Write script commands in Groovy (similar to Java) for more advanced, specific testing
 - Create & involve custom variables during testing, better information & data collection
 - Design test data for customizing information collection, helps guide us for using variables to manipulate objects during testing
 - Use multiple test cases & organize them for testing, more customizability & freedom for testing.

Lab 5: Katalon Studio • New Project → choose type & project directory; Manual Tab → Web Record → Use Url

- Record testing operations, interact & fill in all options; Save script; Show captured objects
- Check Script Tab, see all commands & statements, comment out unnecessary ones
- See: Select Option By Value(s) & Set Text Commands (s), can change values directly or with variables
- Left Side → Data Files → New → Test Data → Data Type: Excel File → Browser → Select File
- Find Test Data ('Filename'). get Row Numbers (s); Find Test Data ('Filename'). get Value (column, row)



Activity	Predecessor	Duration
A	\	5
B	\	1
C	A	2
D	A	3
E	A	2
F	C	3
G	D	4
H	B, E	2
I	H	1
J	F, G, I	1

Task	Planned Effort	Actual Effort	
1	12	12.5	• $BCWS = 12 + 15 + 13 + 8 + 9.5 + 18 + 10 + 4 = 89.5$
2	15	11	• $ACWP = 12.5 + 11 + 17 + 9.5 + 9.0 = 59$
3	13	17	
4	8	9.5	• $BCWP = 12 + 15 + 13 + 8 + 9.5 = 57.5$
5	9.5	9.0	
6	18		• $SV = BCWP - BCWS = 57.5 - 89.5 = -32$, behind schedule
7	10		• $CV = BCWP - ACWP = 57.5 - 59 = -1.5$
8	4		• $SPI = BCWP / BCWS = 57.5 / 89.5 = 0.64$ (behind schedule)

Lab 3: Find/create project folder

• Open folder in Git terminal

• use `git config --global user.name "name"; git config --global user.email "email"; git config --list`

• add local repository to project folder w/ `git init` • touch "Filename.filetype" to create file

• `git add -A` to add all new/updated files to staging • `git commit -m "message"` to commit/finalize the updates

• can use `git commit -a -m "message"` to combine `git add -A` & `git commit -m "message"`

• `git branch "branch name"` to create new branch • `git checkout "branch name"` to switch to that branch

• `git merge "branch name" -m "message"` to merge the data from "branch name" to the current branch

• `gitk` shows branch graph

Lab 4: • `git init` • `git commit -m "message"` • `git branch -M main` (rename master to main)

• `git remote add origin https://github.com/username/repositoryname.git` (add remote/server repo as origin to the local repo)

• `git push -u origin main` (push local commits to remote/server repo)

• `git pull` (combines `git fetch` & `git merge`; syncs changes from remote branch to local repo)

• `git pull "remote-name" "remote-branch-name"` → `git pull origin branch 2`

• Check pull request & merge changes from pull request to all branches & repos; main branch is up-to-date

Jenkins section

• Need VMD compas VPN set up • `http://141.215.80.219:8080`, username: cis285, password: cis285

• New item → Freestyle Project → GitHub Project → project url = `https://github.com/username/repositoryname`

• Source Code Management → Git → Repository url = `https://github.com/username/repositoryname.git`

• Triggers → Poll SCM → schedule: `* * * * *` (checks every minute)

• Build Steps → Execute Windows Batch Command: `java -c Hello.java` or `python filename.py`

• Status → Build → Console Output: `java: Hello`

• Verify Text Present ("string", false) • row Num = 0 • total Row Num = find TestData ("filename").get Row Numbers

for (rowNum = 1; rowNum <= total Row Num; rowNum++) starts at 1 • Project → Settings → Test Design

Find Test Data ("filename").get Value (col Num, rowNum) → Test Case → Default Failure Mode