

# **D5 UNIT 2-B ESTIMATION**

Cost estimation

# Introduction

## Importance of software in the EU

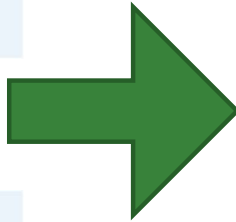
2

Total\* Value-Added GDP:  
**€910 billion**

7.4% of GDP

Direct Value-Added GDP:  
**€249 billion**

2% of GDP



Total<sup>c</sup> Value-Added GDP:  
**€1 trillion**

Up from €910 billion in 2014, a **9.9% increase**

Direct Value-Added GDP:  
**€304 billion**

Up from €249 billion in 2014, a **22.4% increase**

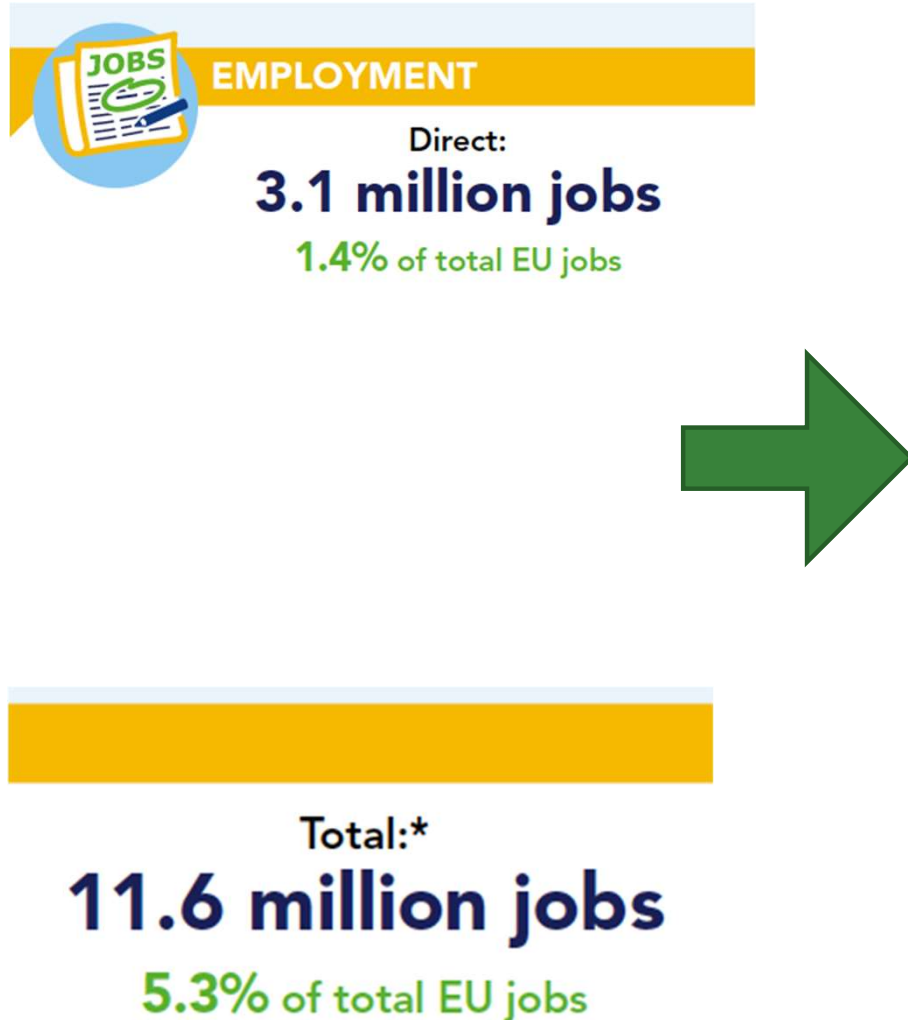


2018

# Introduction

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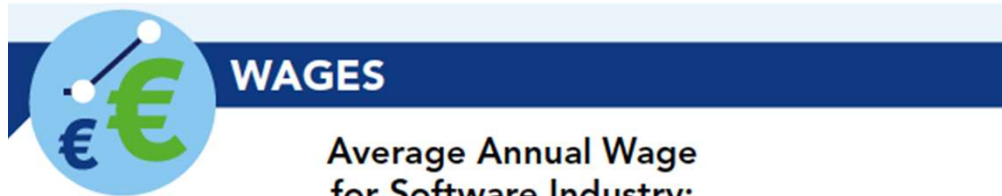
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# Introduction

## Importance of software in the EU

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Average Annual Wage  
for Software Industry:

**€45,333**

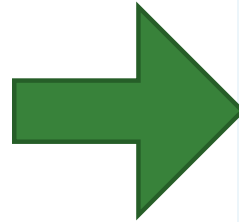
by comparison...

All industries:  
€33,790<sup>3</sup>

Service sector:  
€25,214<sup>4</sup>

The EU average wage for the software industry is 34 percent higher than the EU average wage and 80 percent higher than the EU average wage for the services sector.

Total annual wages paid by the software industry:  
**€139.2 billion**



### WAGES

Average Annual Salary  
for Software Industry:

**€45,307**

Total Annual Salaries  
Paid by Software Industry:

**€162.1 billion**

The total direct wages paid by the software industry for all 28 EU member states grew to €162.1 billion from €139.2 billion in 2014, an increase of 16.4 percent. Wage growth in smaller countries is particularly impressive: total salaries paid by the sector in Sweden grew 31.4 percent over the two years to 2016, and by 30.4 percent over the same period in Poland.

# Introduction

## Importance of software in the EU

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**€12.7 billion**

Software R&D expenditures<sup>5</sup>

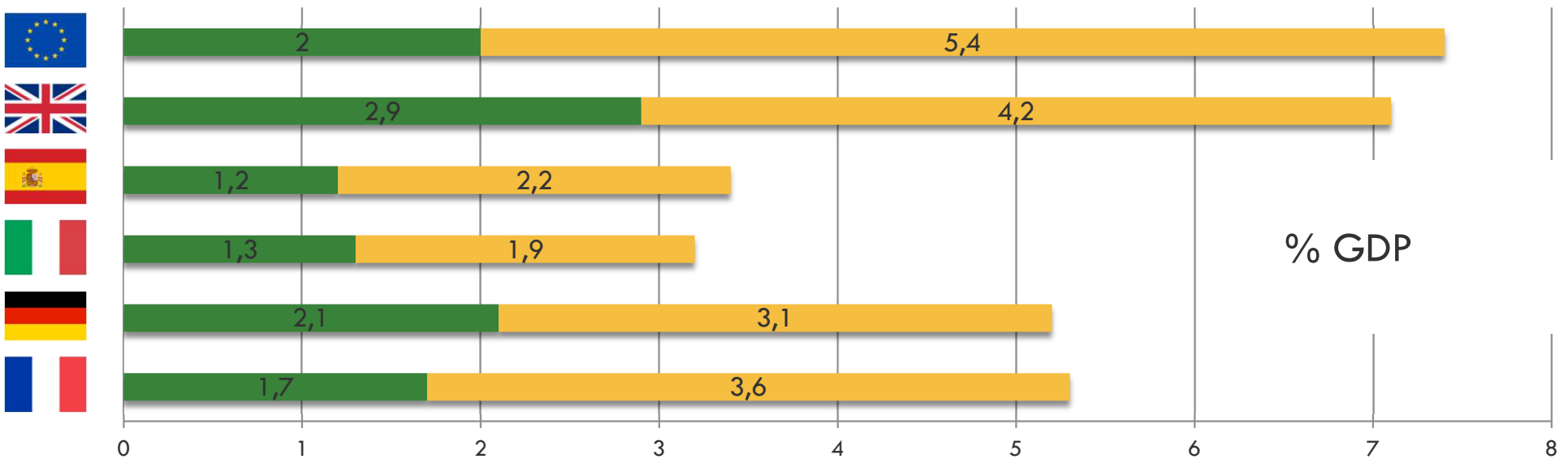
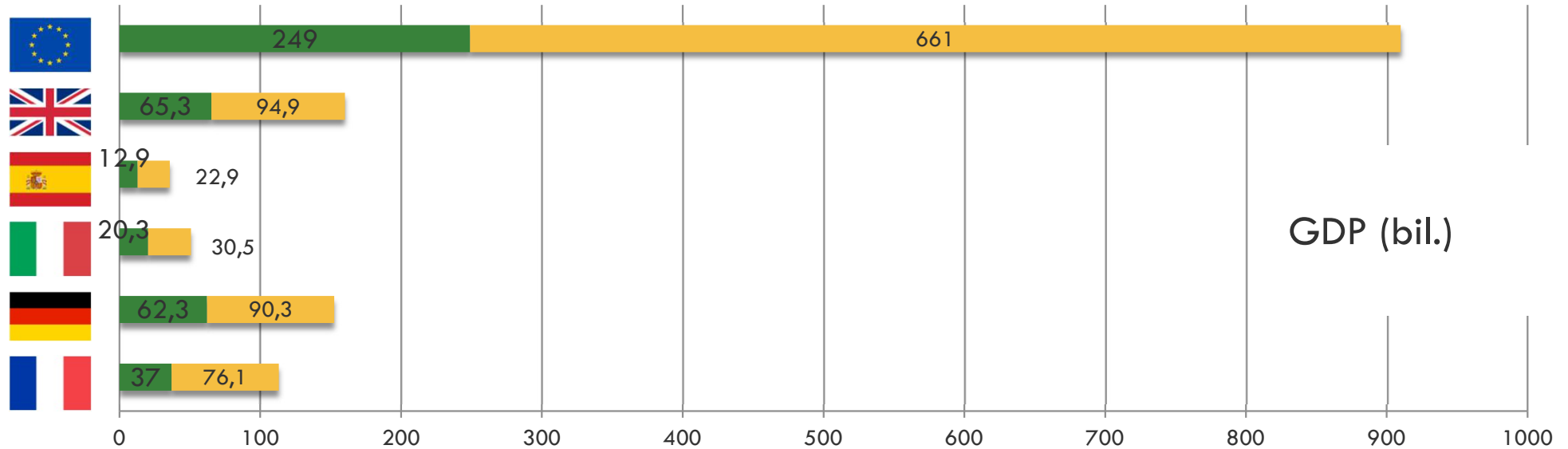
**7.3%** of R&D expenditures  
by business enterprise<sup>6</sup>

Software companies in the EU invest strongly in software R&D — almost €12.7 billion in 2013.

# Introduction

## Importance of software in the EU

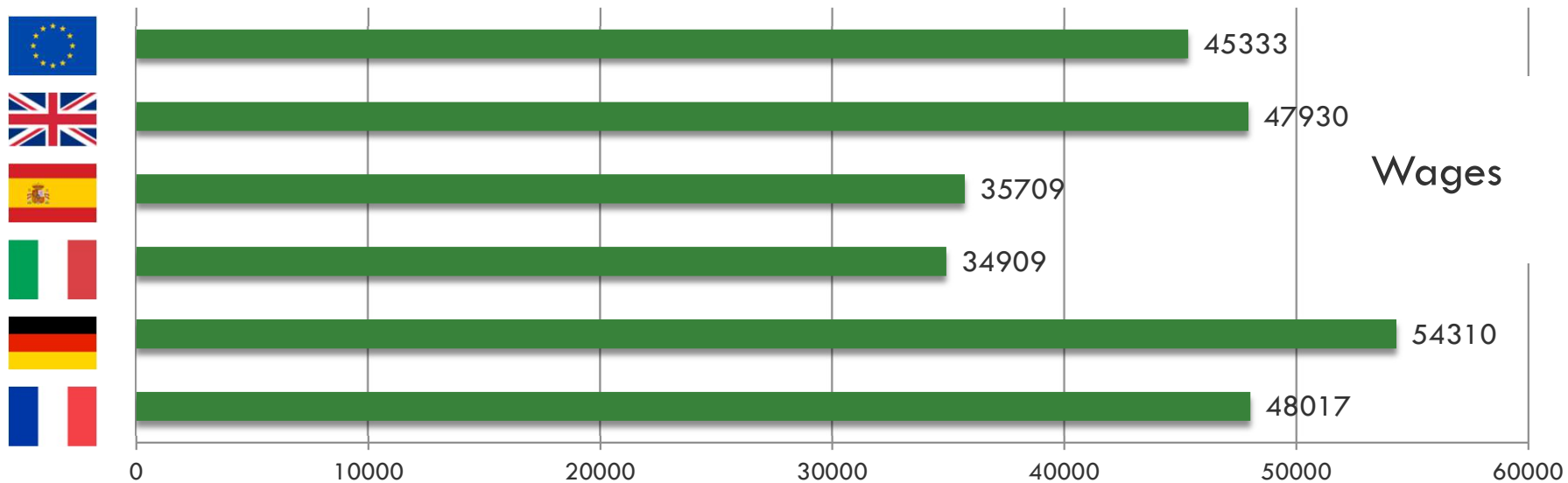
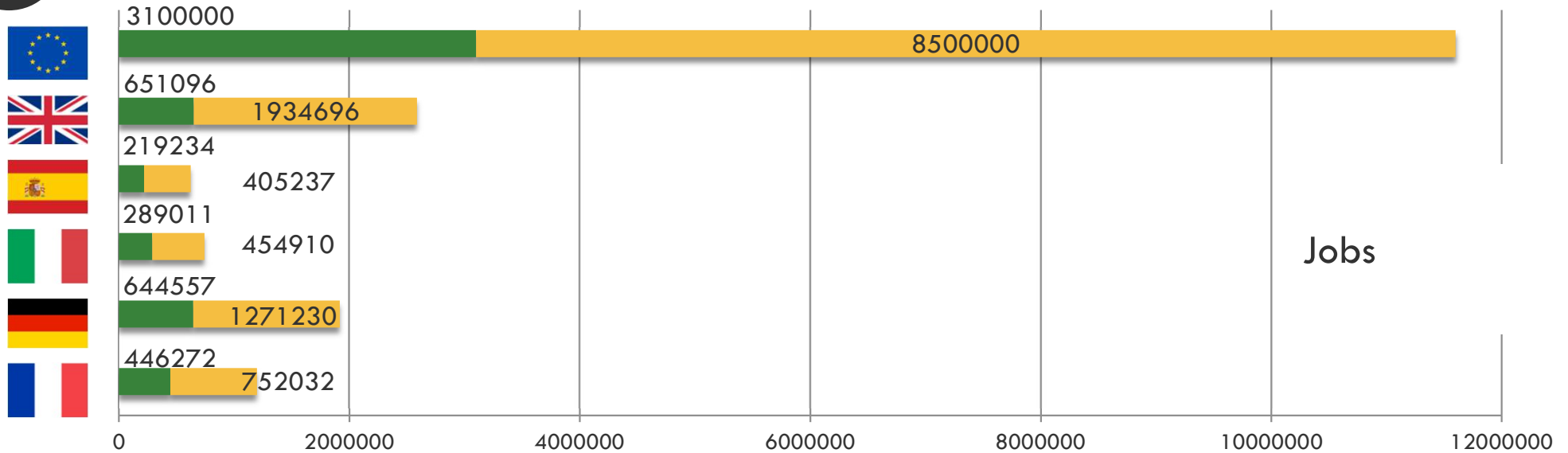
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# Introduction

## Importance of software in the EU

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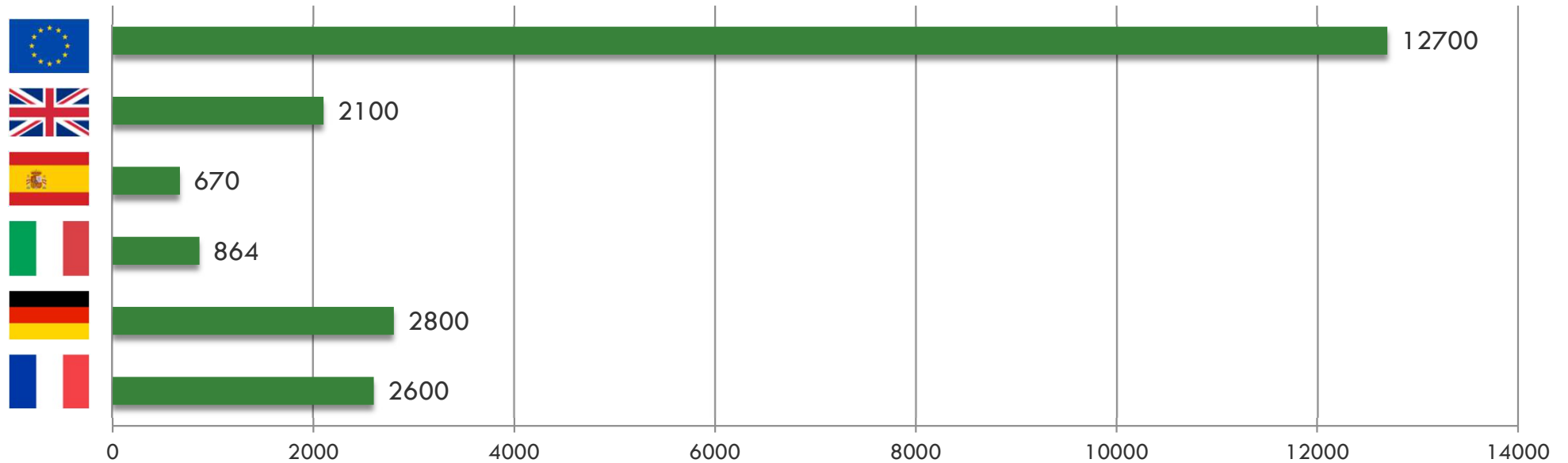


# Introduction

## Importance of software in the EU

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R&D (bil.)





# Cost and effort models

## Objectives

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- Estimate the cost of developing the software
- Control and manage incomes and expenses throughout the process to meet the estimations

# Cost and effort models

## Costs to be estimated

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- Effort (staff)
- Hardware
- Software
- Travelling
- Training
- Office
- Supporting staff
- Nets and communication
- ...
- Contingency buffer?

- Final Price = total cost + profit.

# Cost and effort models

## Cost estimation techniques

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### 1. (Top-down):

- The system is evaluated from its global functionalities.
- Allows a better estimation of global aspects, such as integration and coordination.
- Can be applied with fewer details in early stages.
- Can underestimate internal costs of certain subsystems.
- Not suitable to make decisions on individual components.

# Cost and effort models

## Cost estimation techniques

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### 2. (Bottom-up)

- Each component is estimated and then the global system is assessed.
- Allows analyzing individual details of each component.
- Usually more precise.
- Can underestimate costs related to global activities.
- Usually more expensive and requires a detailed structure.

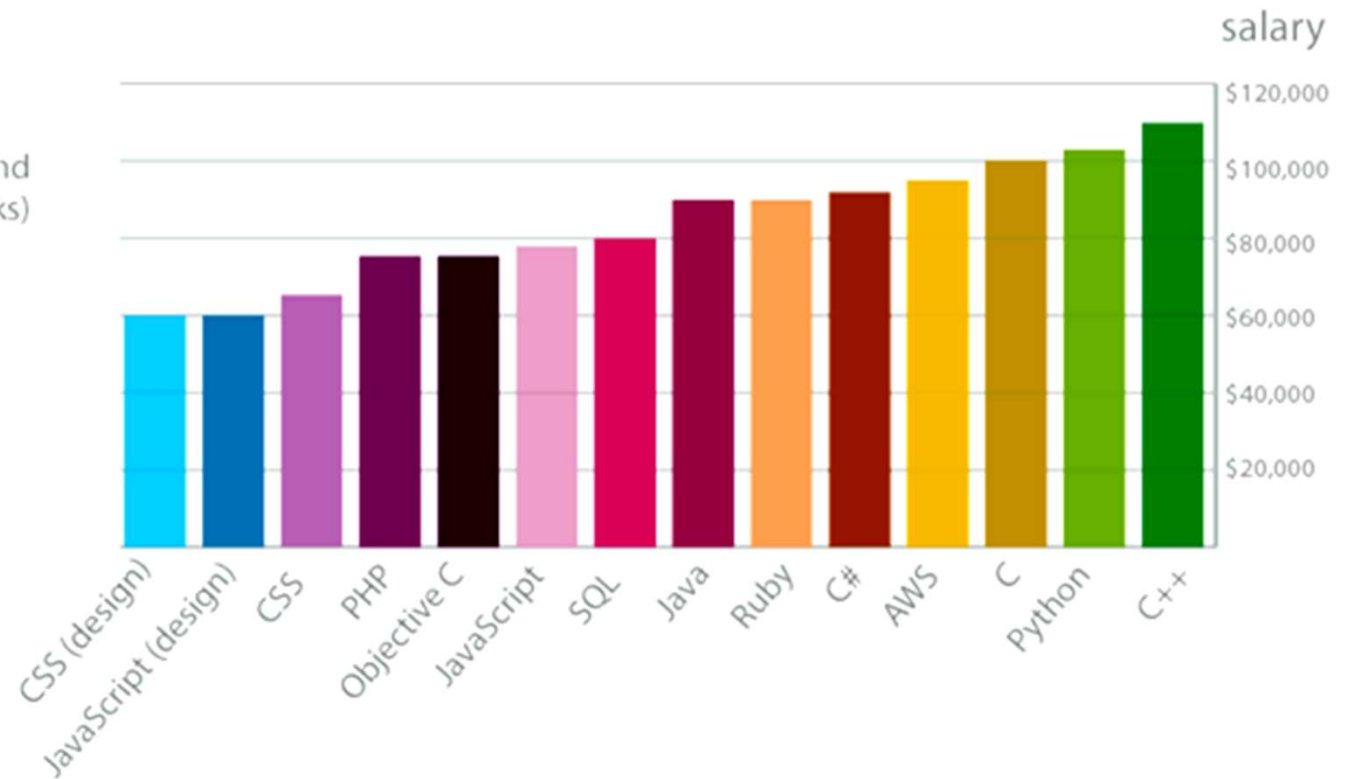
# What to do to earn more

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Language	Role	Business	N. of employees	Experience	Place
AWS	SW architect	Freelance	<10	0-1	Australia
C++	CTO	Startup	11-20	1-6	Brazil
CSS	Backend dev.	Traditional	21-50	7-10	India
Java	Frontend dev.		>50	1-15	Mexico
PHP	Mobile dev.			>15	UK
Python					Ukraine
Ruby					EU
SQL					USA

# What to learn?

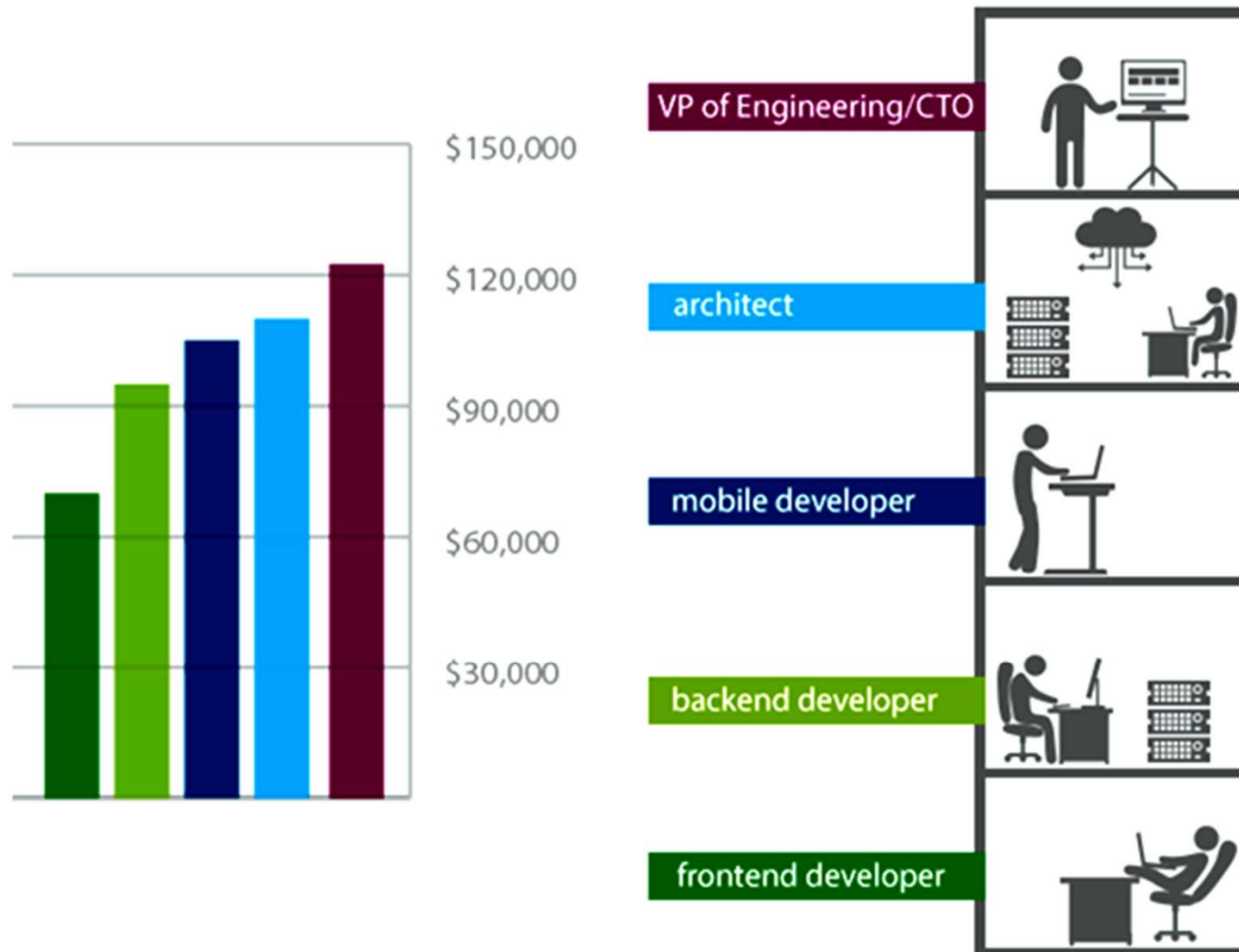
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By Ana Vital at  
<https://blog.adioma.com/software-engineer-salary-2014-infographic/>

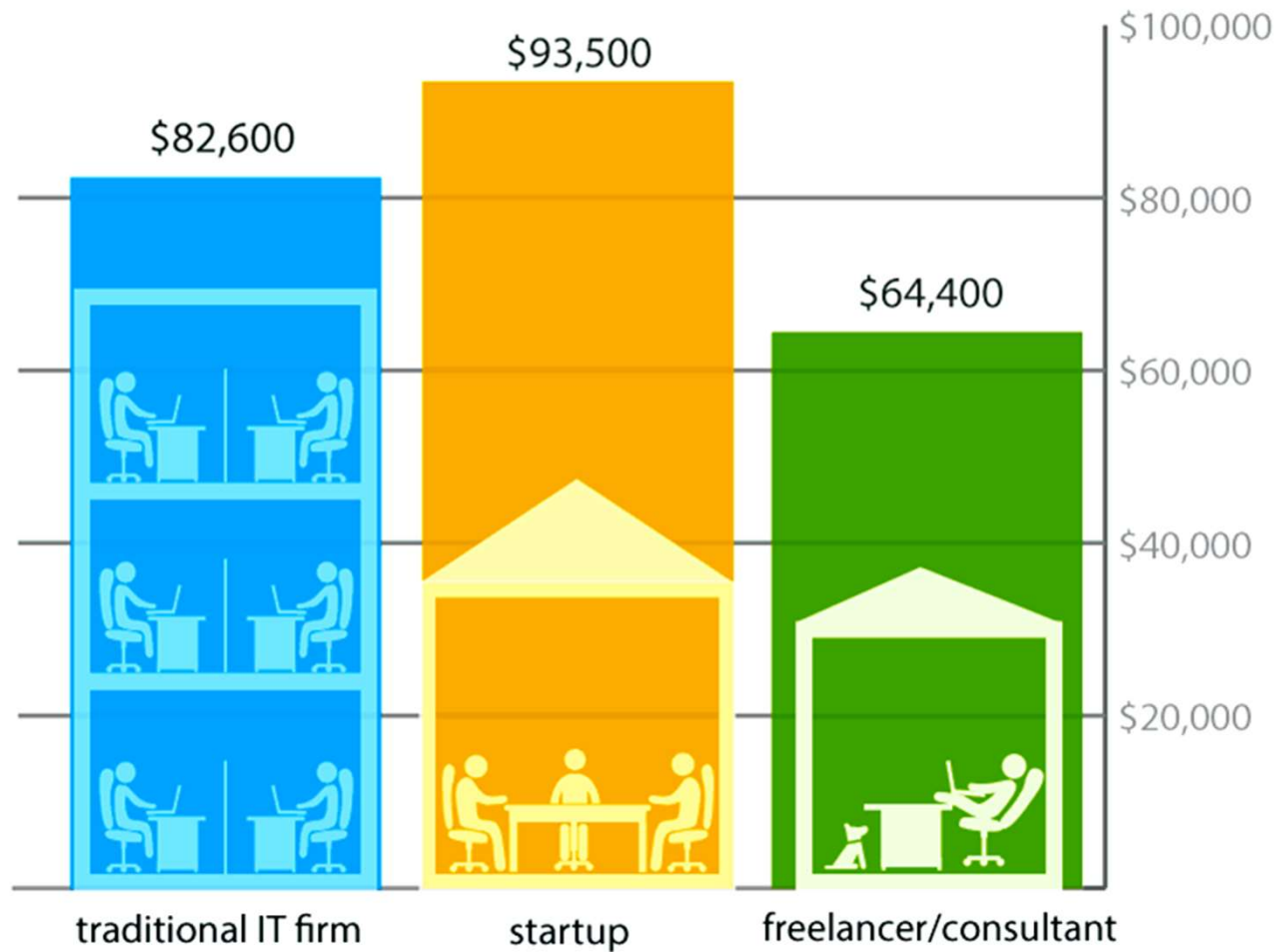
# Which role to play?

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# Startup or not?

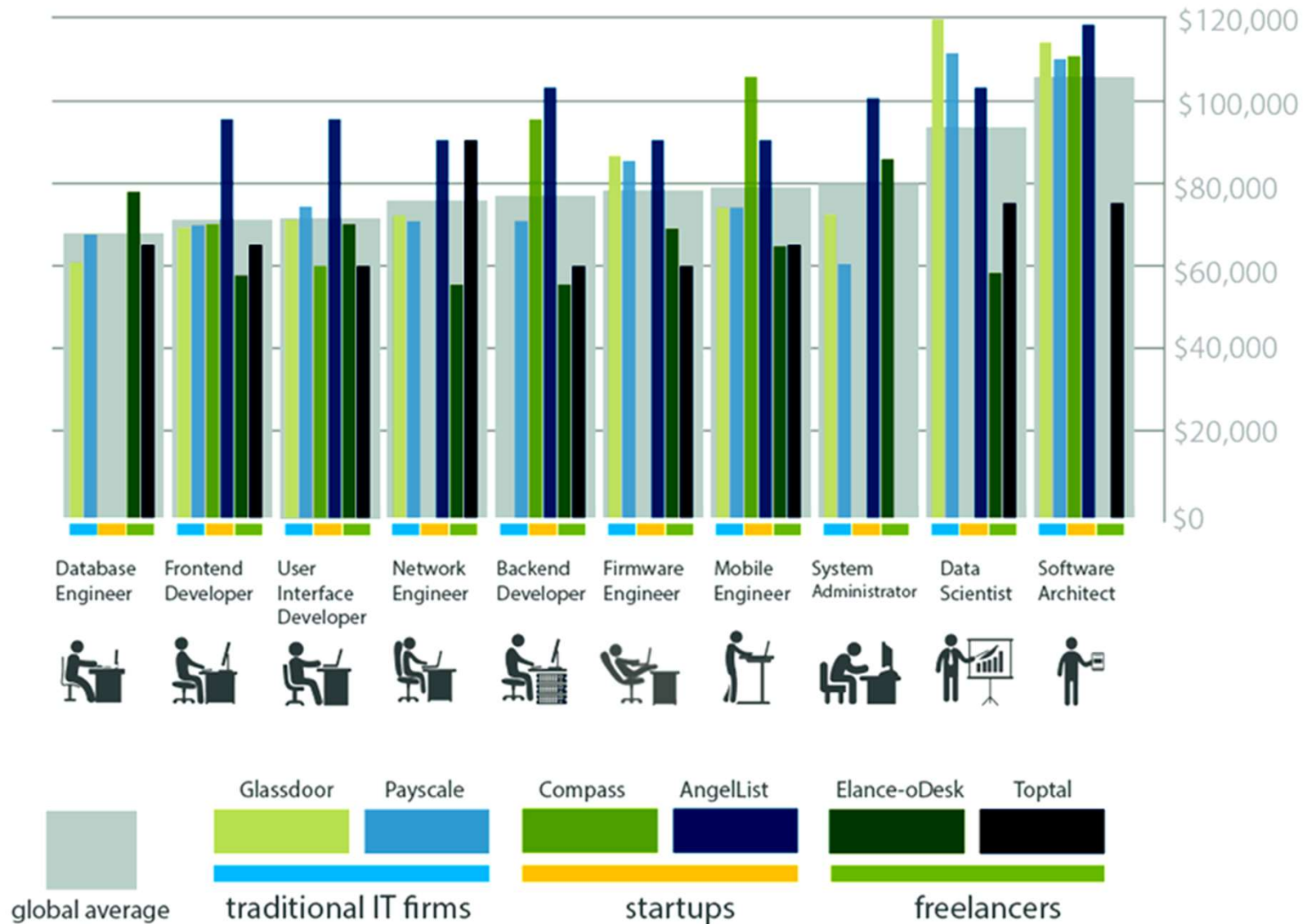
16





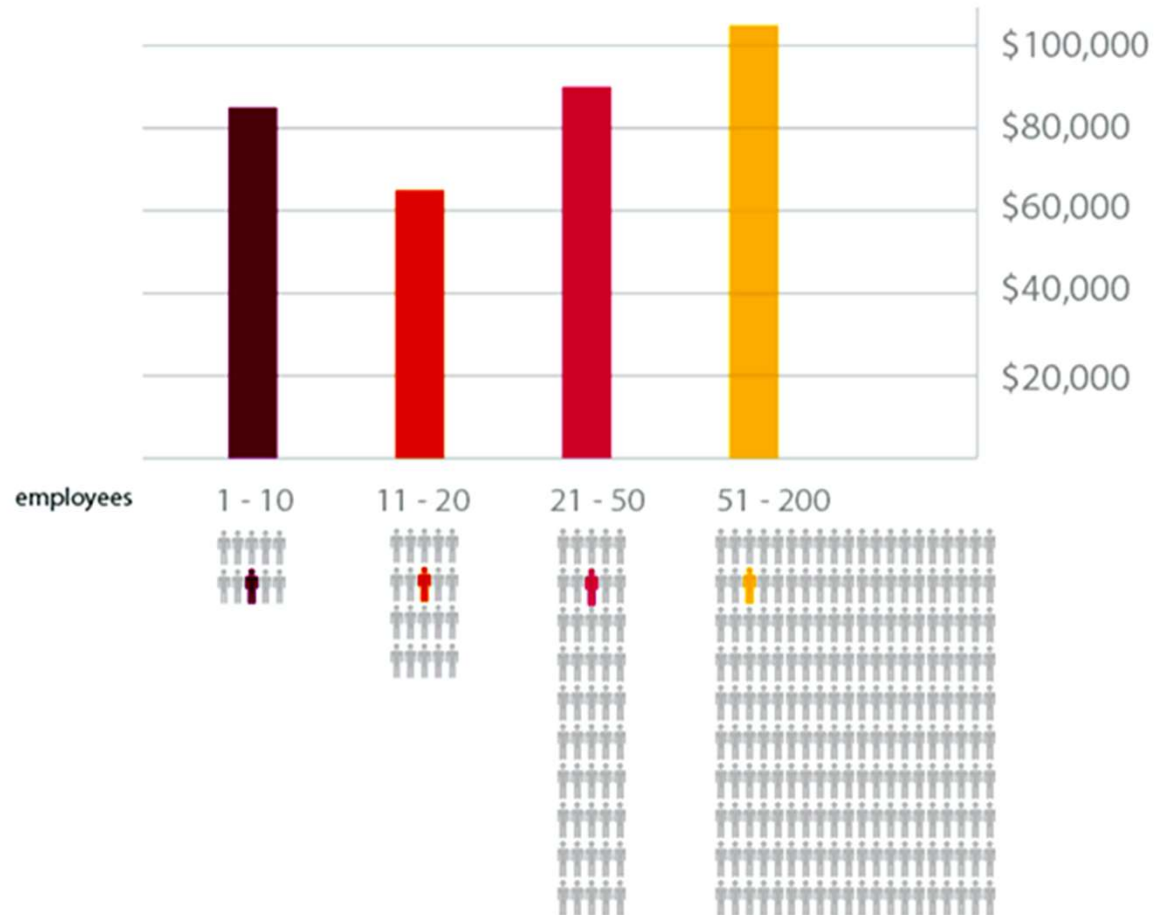
# What are the options?

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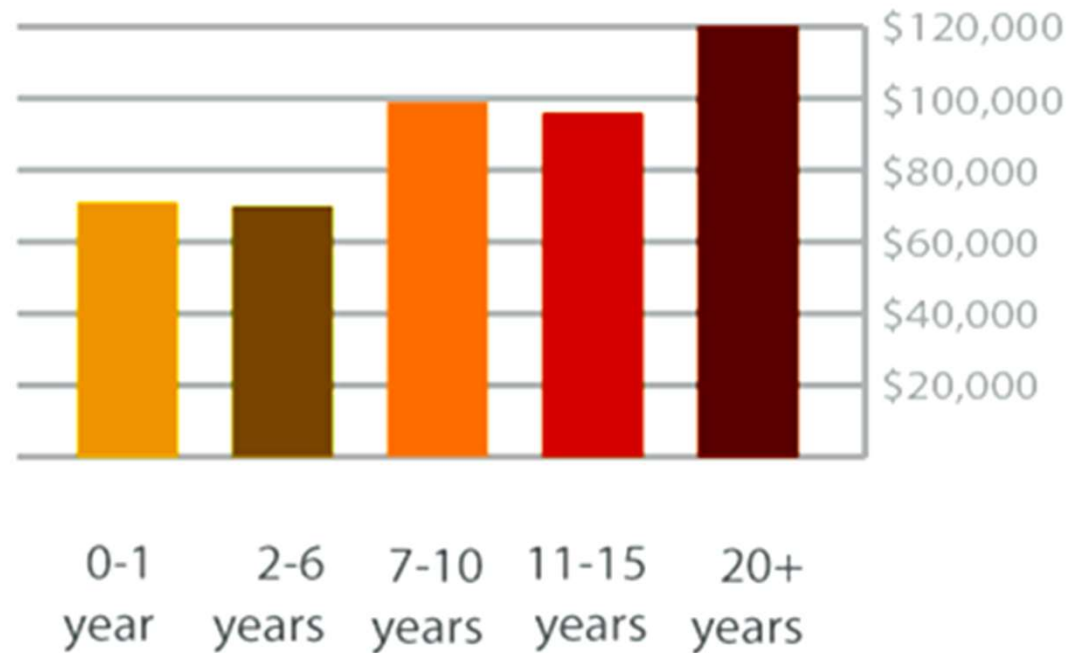
# Big or small startups?

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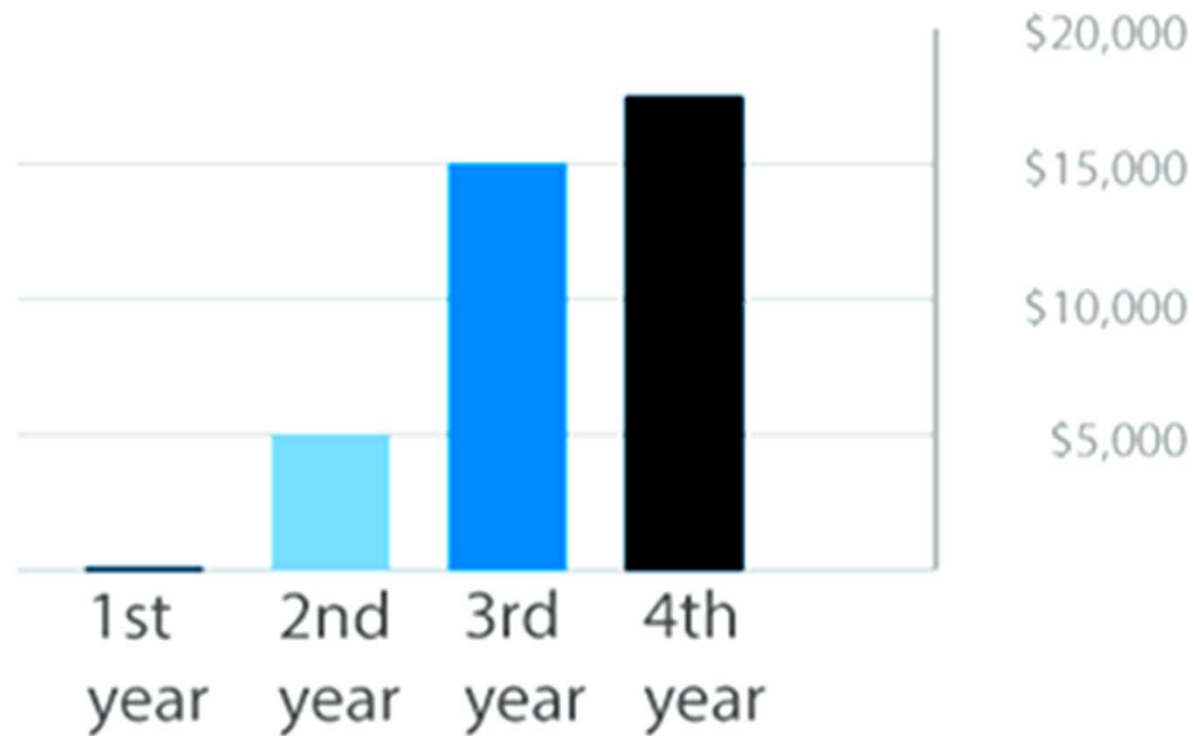
# Does experience matter?

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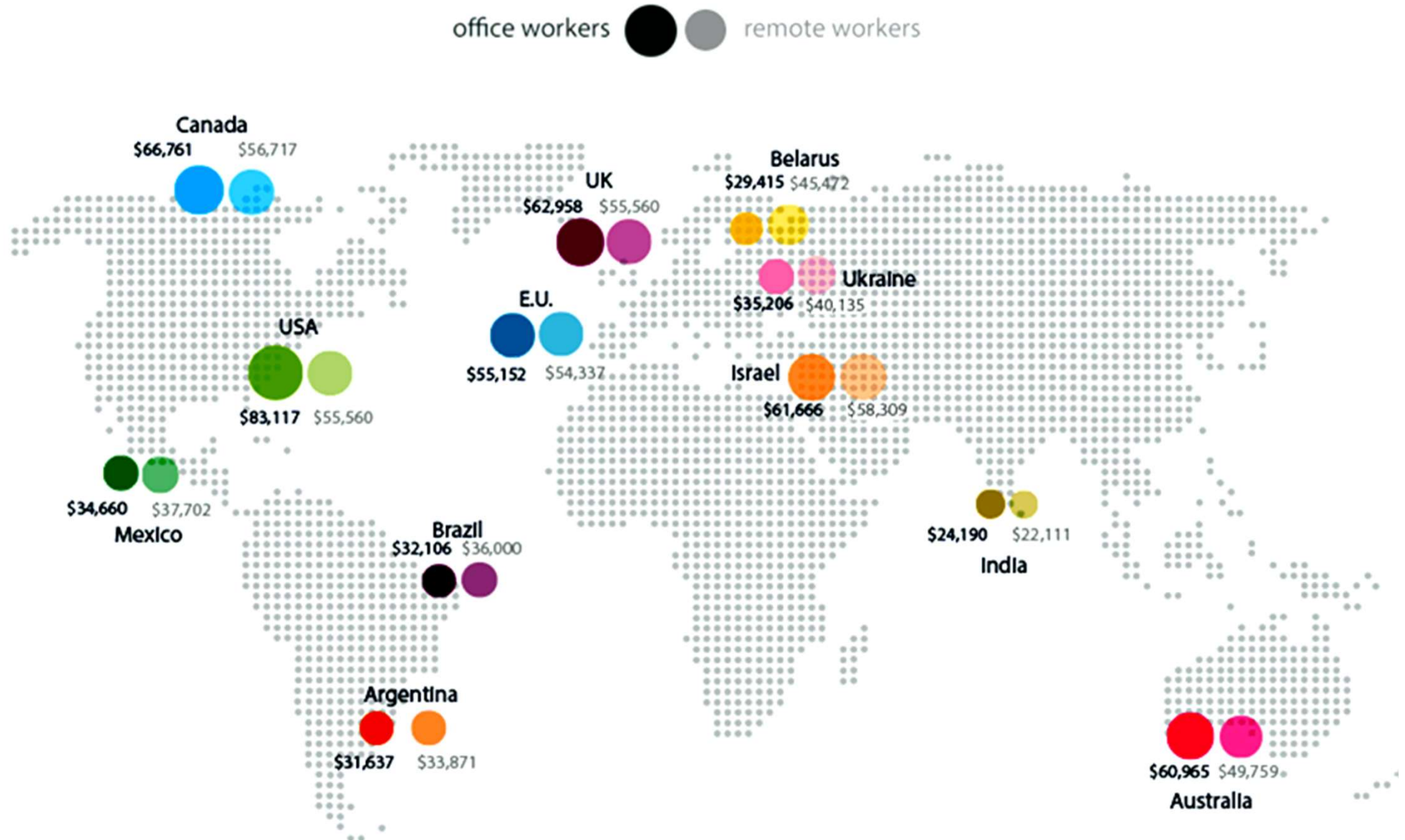
# How about a raise?

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# Does location matter?

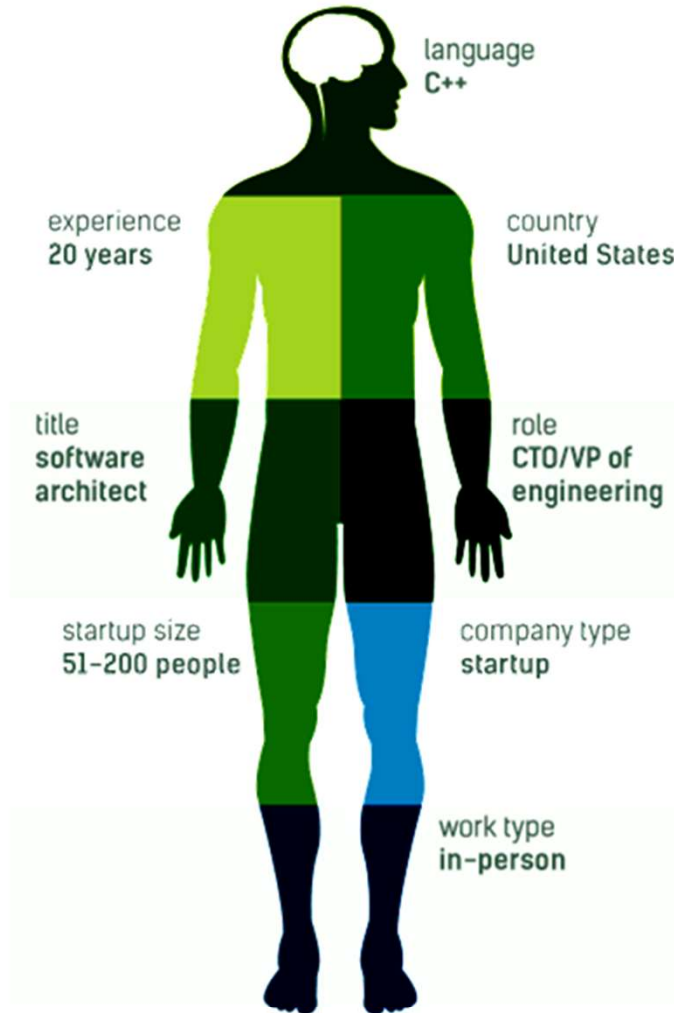
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# Highest-paid vs lowest-paid case

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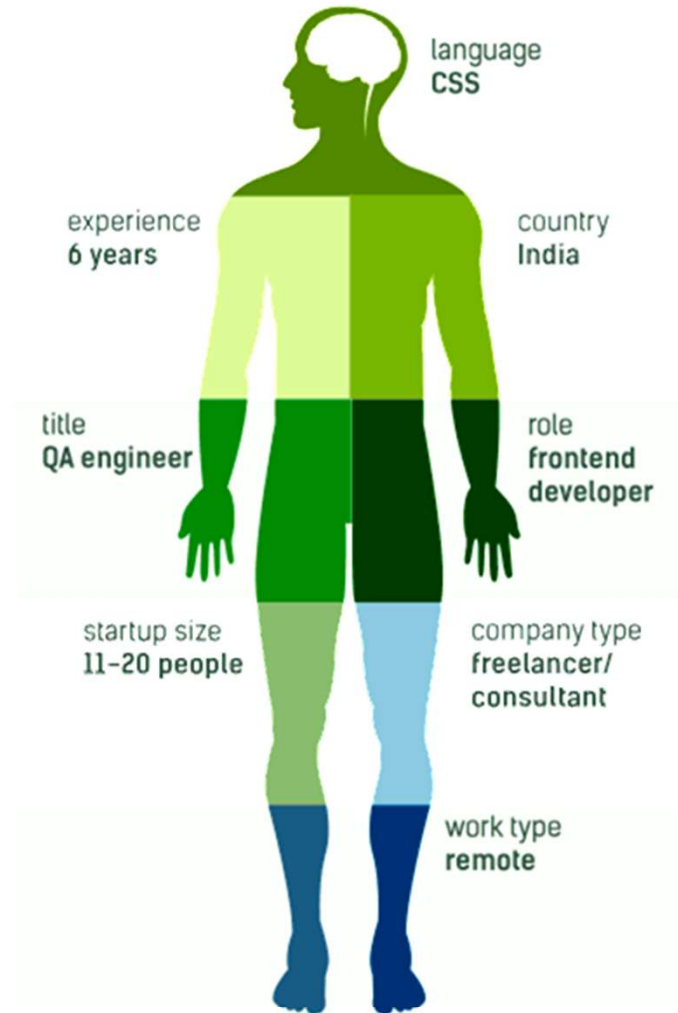
Hypothetical Best Case \$95,600



data by **COMPASS**  
compass.co

data aggregated from Compass users, Elance-oDesk, Toptal, Payscale, Glassdoor, AngelList

Hypothetical Worst Case \$53,440



**F&F** Funders and Founders  
visualized by Anna Vital

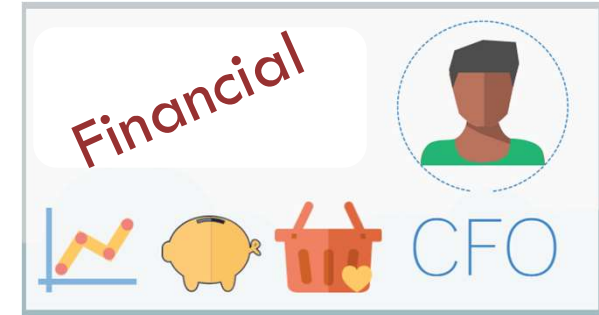
Thanks to David Bizer, Fadi Bishara and Laurie Deneschuk for reading drafts of this.

# CEO-COO-CMO-CFO-CIO-CTO-CCO

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Chief Executive Officer



IEBS Mireia More

<https://www.iebschool.com/blog/ceo-cfo-cio-cto-digital-business/>



# Cost vs Price

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- Cost: How much money is necessary to carry out the project.
- Price: How much money the customer will have to pay.



# Pricing models

## Cost-plus pricing

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- Is considered fair pricing.
- The organization accounts for all the costs and adds reasonable profit to the final cost.

# Pricing models

## Opportunity pricing

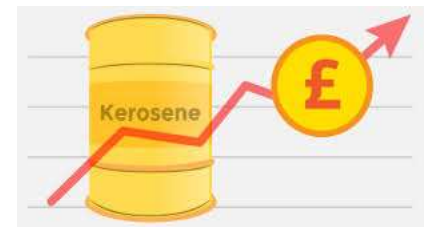


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- Pricing depends on the opportunity presented by the purchaser.
- If the customer has no other choice, the price is high.
- If there is much competition, the price is low.
- It may even price the project at a loss.
- Variants:
  - Introductory/Penetration pricing: a new entrant to a market already overflowing with existing providers.
  - Skimming pricing: An early bird in an emerging market charges a higher price before competition enters, then lowers the price.

# Pricing models

## Going rate pricing



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- Organizations in fields where there is plenty of competition and the price is well known to purchasers.
- The organization envisages the price other suppliers are offering.

# Pricing models

## Monopolistic / Oligopolistic pricing

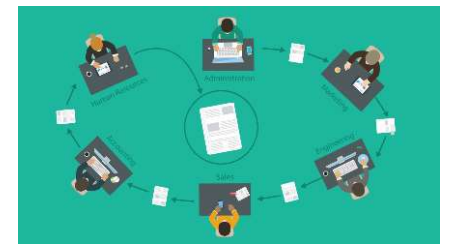


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- Monopolistic pricing—The seller plays up some unique feature and prices the product either higher or lower than the going rate.
- Oligopolistic pricing—Only a limited number of suppliers are present in the market and they collaborate to establish a fixed price.

# Pricing models

## Transfer pricing



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- Between two departments within the same organization.
- Only actual cost is transferred.

# Pricing models

## Loss leader pricing



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- Trying to lure clients away from their current vendors.
- Provides products or services at a loss.
- They speculate that this loss will be offset.

# Per-person-hour cost

## Overhead

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Yearly cost of direct staff (persons who do not "produce" are not included)	C
Cost per person-hour ( $H \approx 1920$ )	$K = C/H$
Yearly cost of indirect staff	I
Yearly cost of fixed costs (e.g. rent)	F
Yearly cost of variable expenses (e.g. electricity)	V
Other yearly costs not specific to the project	M
Overhead cost per person-hour	$O = (I + F + V + M)/H$
Per-person-hour cost	$T = K + O$
Overhead percentage	$P = (I + F + V + M)/C * 100$

not specific to the project

# Per-person-hour cost

## Overhead

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Ref. no.	Staff category	Estimated hours		Rate per hour	Amount	
		Best case	Worst case		Best case	Worst case
1	Programmers	100	125	15	1,500	1,875
2	Database administrators	25	30	20	500	600
3	Module leaders	30	40	30	900	1,200
4	Graphic designers	10	15	40	400	600
5	Business analysts	30	45	50	1,500	2,250
6	Application experts	15	20	60	900	1,200
7	Total direct effort cost	210	275		5,700	7,725
8	Overhead @ 25 percent				1,425	1,931
9	Total effort cost				7,125	9,656



# Other costs to estimate

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- Travel
- Special software tools needed for the project
- Special hardware
- Special training
- ...

# Other costs specific to the project

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Ref. no.	Item	Best-case scenario	Worst-case scenario
1	Effort cost	7,125	9,656
2	Travel cost	1,500	1,700
3	Special software tools cost	600	750
4	Special hardware cost	400	500
5	Miscellaneous expenses	100	150
6	Total cost	9,725	12,756

specific to the project

# How much does an employee cost?

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- What is the gross salary?
- How much does the employee receive?
- How much is paid to the State?

# How much does an employee cost?

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Case 1: 1500 € gross monthly salary (indefinite contract)

- The company pays another 501€ to the Seguridad Social (Social Security):

354,00 €	(23,6 %)	Contingencias comunes: pensions.
82,50 €	(5,5 %)	Unemployment.
52,50 €	(3,5 %)	Eventual work accidents or professional illness (% depends on the workplace).
9,00 €	(0,6 %)	Trainig.
3,00 €	(0,2 %)	FOGASA, severance pay after dismissal of companies in bankruptcy.

- Total cost for the company: 2001€

# How much does an employee cost?

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Case 1: 1500 € gross monthly salary (indefinite contract)

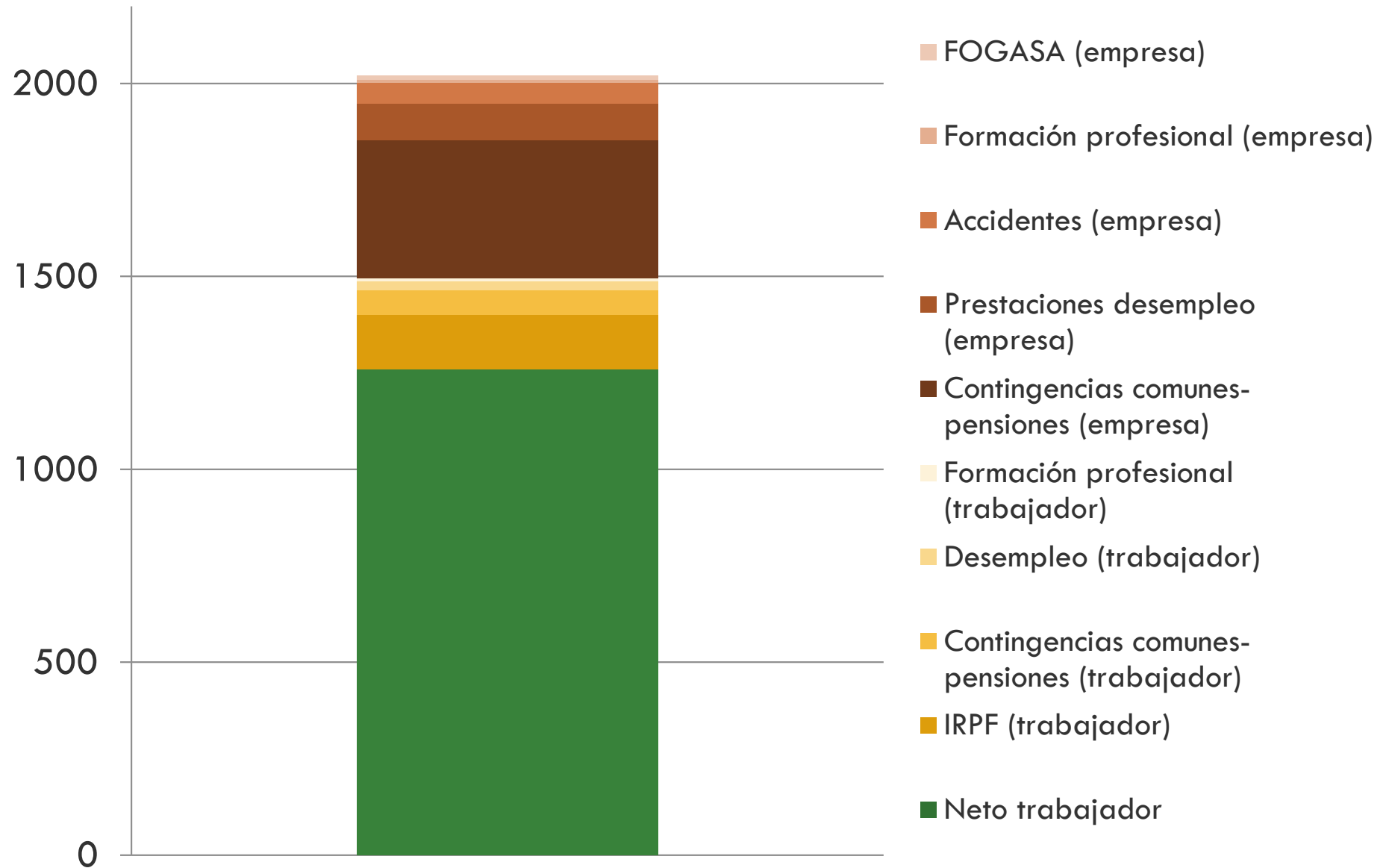
- The employee pays 256,25 € from their salary

161,00 €	(10,75 %)	IRPF. This % can change according to family status and type of contract.
95,25 €		Seguridad Social, that can be divided into
70,50 €	(4,7%)	Contingencias comunes (mainly pensions).
23,25€	(1,55%)	Unemployment.
1,50 €	(0,1%)	Training.

- Net salary: 1243€

# How much does an employee cost?

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# How much does it cost to be self-employed?

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## ■ Seguridad social (flat rate)

50,00 €	first 6 months
275,00 €	later

## ■ Finance minist. (trimestral) % of net income

**IRPF to pay = (Income – expenses) x (0,07 – 0,15 – 0,19 – ...)**

7%	Professional first 3 years
15%	Professional later
19%	Non profesional

## ■ VAT(IVA)/IGIC (was never yours)

# How much does it cost to be self-employed?

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## Other expenses

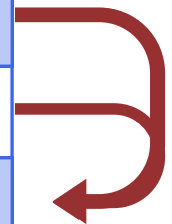
- Consultant
- Office rent
- Vehicle
- Communications
- Employees



# How much does it cost to be self-employed?

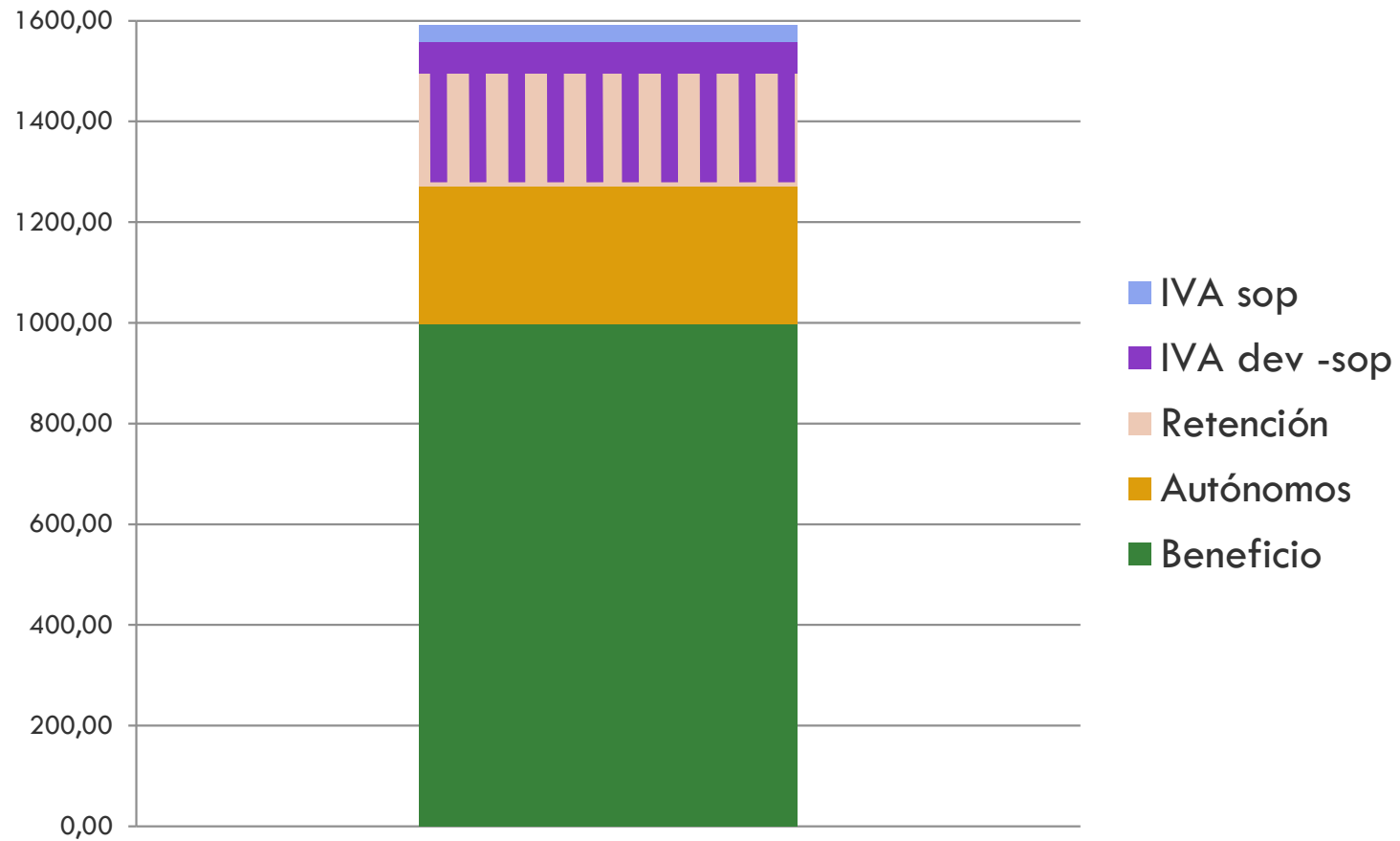
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Tax base		1 500,00 €	
	Withholding	225,00 €	15%
	VAT	315,00 €	21%
Turned over (tax Incl.)		1 590,00 €	
Expenses (w/o tax)		100,00 €	To compensate
VAT (paid)		30,00 €	
VAT (to pay)		285,00 €	
Self-employment		275,00 €	
Total profit		1 030,00 €	



# How much does it cost to be self-employed?

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# References

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SOFTWARE ESTIMATION BEST PRACTICES, TOOLS, &  
TECHNIQUES

Murali Chemuturi

J. Ross Publishing, 2009