Measuring Software Engineering

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# Introduction

# Measuring Software Engineering

It is hard to accurately measure a software engineering process.

## PSP – Personal Software process

This is when you try to generate and analyse data yourself. Such as using information from projects that you worked on to try and measure the process. The specific data that you measure or the method you use isn’t necessary for this method and it can be mixed with other methods, where you would use them to just measure your own data.

There are 2 possible issues with this process:

1. Worse results than expected.
2. Manipulation of results.

The first case would occur when after analysing your results in some way, they come out differently than you would have expected. Mainly that they said you were not as good as you thought. You may still be in a fair to good standing but even showing that you’re not in the top tier of programmers can be disheartening to some people. This may mean that they may dis-regard the results and/or process and start again using different methods hoping for another outcome, defeating the purpose of an objective measurement of the engineering process.

The second case could even be a continuation of the first in some case or its own issue. Manipulation of the results when measuring a process can occur even without them being biased consciously. They may subconsciously think that they would come off in a better light or the results would be closer to what they expected if certain things were measured more or brought more into focus for the spec and the results become changed without them fully realising. It can also happen consciously, such as mentioned in the first issue, when they may be unhappy with the results they’re getting and change them purposefully to get what they want. This is probably the most common issue when it comes to the PSP method of measuring an engineering process.

# Measurable data

# Algorithmic approaches

# Ethics

# Conclusion