Software Testing Project Estimation



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Outline

- Purposes
- Software testing project estimation
 - Best guess
 - Ad-hoc method
 - Experience based
 - Work breakdown structure (WBS) and three-point method
 - Delphi technique
 - Function point
 - Test case point
 - Combination of different estimate methods
- Testing effort distribution
- Project references



Purposes

 This presentation introduces some methods used for estimating a software testing project



Best Guess

- □ Based on experience a little bit
- Based on feeling
- Guess
- Uncertainty
 - **-** ~100%



Ad-hoc Method

- Based on timeframe, usually set by
 - Boss
 - Client
 - Sale/marketing person
 - Manager
- Without experience or guess
- Uncertainty
 - **1**00% 200%





Experience-based

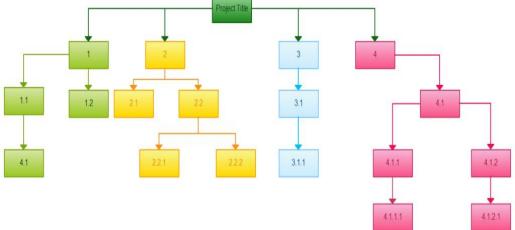


Based on

- Collecting metrics of similar previous projects (domain, industry, technology...)
- Already tested similar projects
- Getting ideas of experts who have a lot of experiences or know the application very well

WBS and Three-point Method

- Work break-down
 - Modules -> sub-modules -> smallest modules as possible
 - Features -> sub-features -> smallest features as possible
 - Tasks -> sub-tasks -> smallest task as possible
 - Rule of thump
 - 08-80 hour rule
 - should NOT be longer than a single reporting period
 - if it makes sense

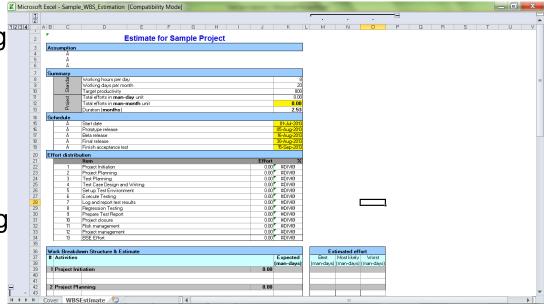


- Estimate effort for smallest tasks
 - Three point method
 - Estimate effort for a task in three cases
 - > Best
 - Most likely
 - > Worst
 - Expected effort = (1 * Best + 4 * Most likely + 1 * Worst)/6



WBS and Three-point Method (Task-based estimation)

- 1. Project Initiation
- 2. Project Planning
- 3. Test Planning
- 4. Test Case Design and Writing
- 5. Set up Test Environment
- 6. Execute Testing
 - 6.1 Integration Testing
 - 6.2 System Testing
 - 6.3 Performance Testing
 - 6.4 Etc.
- 7. Bug, log and report test results
- 8. Regression Testing
- 9. Prepare Test Report
- 10. Project closure



See the Excel template file for details



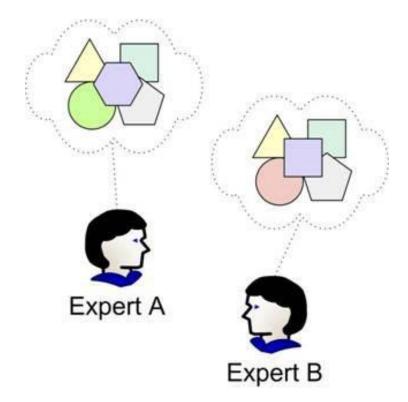
WBS and Three-point Method (Test case-based up every single bug estimation)

- □ List all the test cases
- Estimate testing effort required for each test case
- □ Use three-point method for estimating effort needed for each test case
- Get total expected effort



Delphi Technique

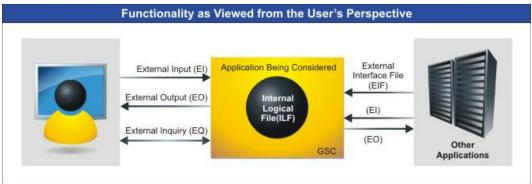
- The same with WBS and three-point method
- Assign team members/experts to estimate tasks/functionalities they will do
- Collect and calculate total effort





Function Point

 To calculate Function Point for a project, refer to "FP-Counting Project Estimate" course of GCS



- Use Caper Jones' formula
 - Total number of test cases = (Count of Function Points) raised to the power of 1.2.
- User David Longstreet's formula
 - Total number of **UAT** test cases, which is = 1.2 x (Count of Function Points)
- Basing on FPs
 - Calculate total development effort of project
 - Estimate testing effort based on project effort distribution
 - Testing effort distribution: 20% 50% of total development effort



Test Case Point (TCP) Analysis

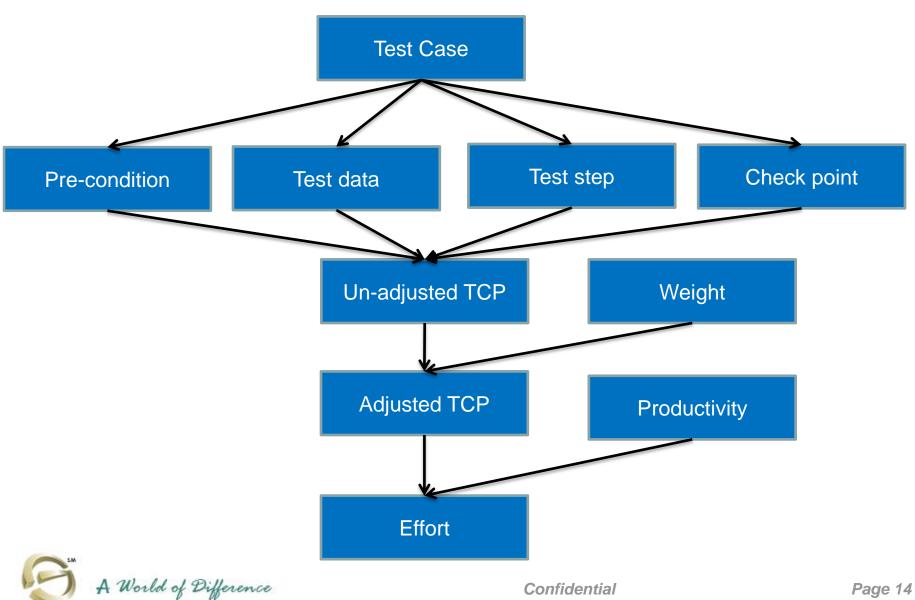
- □ Test case's complexity is based on
 - Number of steps
 - Number of checkpoints
 - Complexity of test setup or precondition
 - Complexity of test data
 - Types of test
 - Domain of test

System Object Functi Versio	n: tive: on: n / Release: : (Draft / In Prod			ETST	nvironment: est ID: creen: est Type:	Req	. ID:
Step Sr.	Step Description	Path & Action	Test Data		Expected Results	Actual Result Pass / Fail	Comments
01							i i
02	Y						
03							
04	8		1				
05							
06	8						
07	1			2			
08							
09							
10				-			
End	9			- 0			



- □ Step 1: Select test case
- Step 2: Count number of test step, checkpoint, determine complexity of Precondition and Test data
- Step 3: Calculate Un-adjusted TCP
- Step 4: Determine weight (type of testing)
- Step 5: Calculate Adjusted TCP
- Step 6: Determine productivity
- □ Step 7: Calculate Effort



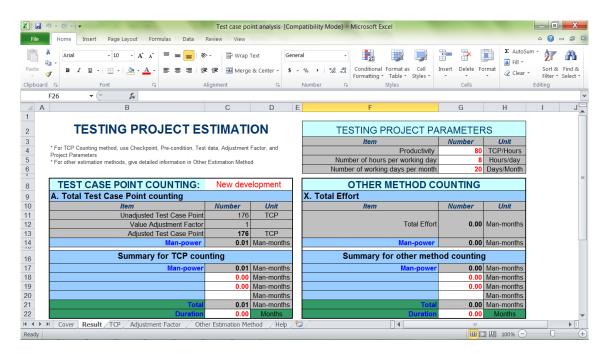


	Number	TCP
Test step	а	а
Checkpoint	b	b
	Complexity	TCP
Pre- condition	None	0
	Low	1
	Medium	3
	High	5
Test data	None	0
	Low	1
	Medium	3
	High	6

Type of Test	Weight
User Interface and functional testing	1
API	1.22
Database	1.36
Security	1.39
Installation	1.09
Networking	1.27
Algorithm and computing	1.38
Usability testing	1.12
Performance	1.33
Recovery testing	1.07



- Need to determine (should base on historical information):
 - Weight
 - Productivity
 - Adjust variables

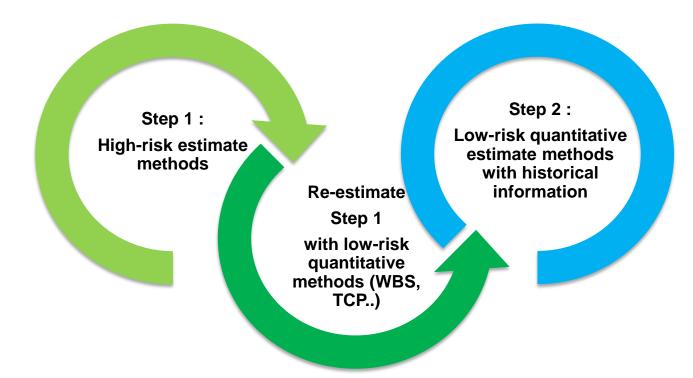


See the Excel template file for details



Combination of Different Methods

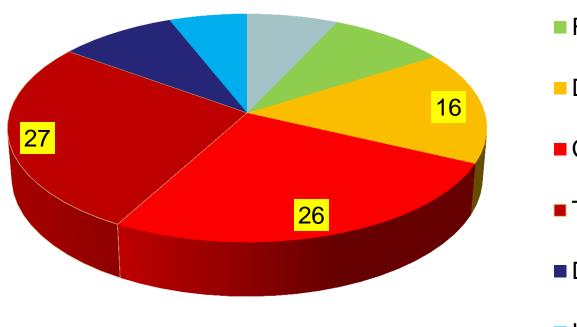
- Depending on each project, we can use two or many methods to estimate, then compare each others
- At the beginning, project may be unclear, we can use high-risk method first.





Testing Effort Distribution

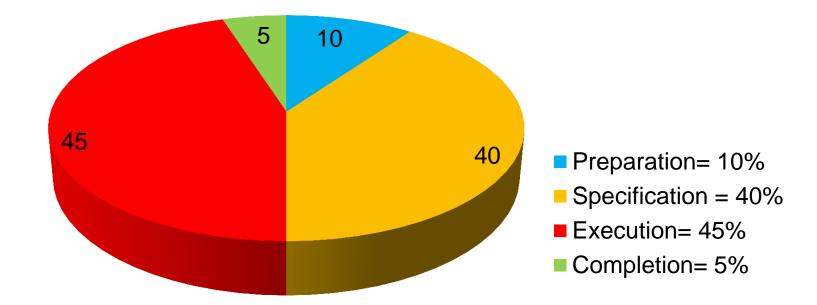
Software Development Effort Distribution



- Project management 7%
- Requirements 9%
- Design 16%
- Coding 26%
- Test (all test phases) 27%
- Documentation 9%
- Installation and training6%

Testing Effort Distribution

Testing Effort Distribution





Project References

DTV-US			
Total number of test cases	1570		
Total number of test steps	15103		
Total number of TCPs	35640		
Actual effort	642.7 man-hours(4.01 mm)		
Productivity	55 TCP/man-hour		
	01 TC/24 minutes (average)		



Thank you very much!

