

# Project Quality Management

# The importance of software quality

- Increasing criticality of software
- The intangibility of software
- Project control concerns:
  - errors accumulate with each stage
  - errors become more expensive to remove the later they are found
  - it is difficult to control the error removal process (e.g. testing)

# Quality specifications

Where there is a specific need for a quality, produce a quality specification

- Definition/description of the quality
- Scale: the unit of measurement
- Test: practical test of extent of quality
- Minimally acceptable: lowest acceptable value, if compensated for by higher quality level elsewhere
- Target range: desirable value
- Now: value that currently applies

# ISO standards

## ISO 9126 Software product quality

### Attributes of software product quality

- External qualities i.e. apparent to the user of the deliverable
- Internal qualities i.e. apparent to the developers of the deliverables and the intermediate products

## ISO 14598 Procedures to carry out the assessment of the product qualities defined in ISO 9126

# Types of quality assessment

- During software development, to assist developers to build software with the required qualities
- During software acquisition to allow a customer to compare and select the best quality product
- Independent evaluation by assessors rating a software product for a particular community of users

# Quality in use

- Effectiveness – ability to achieve user goals with accuracy and completeness
- Productivity – avoids excessive use of resources in achieving user goals
- Safety – within reasonable levels of risk of harm to people, business, software, property, environment etc,
- Satisfaction – happy users!

‘users’ include those maintain software as well as those who operate it.

# ISO 9126 software qualities

|                        |  |
|------------------------|--|
| <b>functionality</b>   | does it satisfy user needs?                                  |
| <b>reliability</b>     | can the software maintain its level of performance?          |
| <b>usability</b>       | how easy is it to use?                                       |
| <b>efficiency</b>      | relates to the physical resources used during execution      |
| <b>maintainability</b> | relates to the effort needed to make changes to the software |
| <b>portability</b>     | how easy can it be moved to a new environment?               |

# Sub-characteristics of Functionality

- **Suitability**
- **Accuracy**
- **Interoperability**
  - ability of software to interact with other software components
- **Functionality compliance**
  - degree to which software adheres to application-related standards or legal requirements e.g audit
- **Security**
  - control of access to the system



# Sub-characteristics of Reliability

- **Maturity**
  - frequency of failure due to faults - the more the software has been used, the more faults will have been removed
- **Fault-tolerance**
- **Recoverability**
  - note that this is distinguished from 'security' - see above
- **Reliability compliance**
  - complies with standards relating to reliability

# Sub-characteristics of Usability

- **Understandability**
  - easy to understand?
- **Learnability**
  - easy to learn?
- **Operability**
  - easy to use?
- **Attractiveness** – this is a recent addition
- Usability compliance
  - compliance with relevant standards

# Sub-characteristics of Efficiency

- **Time behaviour**
  - e.g. response time
- **Resource utilization**
  - e.g. memory usage
- **Efficiency compliance**
  - compliance with relevant standards

# Sub-characteristics of Maintainability

- Changeability
  - how easy is software to change?
- “Testability”
- Maintainability conformance

# Sub-characteristics of portability

- Adaptability
- “Installability”
- Co-existence
  - Capability of co-existing with other independent software products

# Using ISO 9126 quality standards (development mode)

- Judge the importance of each quality for the application
  - for example, safety critical systems - *reliability* very important
  - real-time systems - *efficiency* important
- Select relevant external measurements within ISO 9126 framework for these qualities, for example
  - mean-time between failures for reliability
  - response-time for efficiency

# Using ISO9126 approach for application software selection

- map engineering measurement to qualitative rating, map it to a score
- Rate the importance of each quality in the range 1-5
- Multiply quality and importance scores – see next slide

| <b>Response (secs)</b> | <b>Quality score</b> |
|------------------------|----------------------|
| <2                     | 5                    |
| 2-3                    | 4                    |
| 4-5                    | 3                    |
| 6-7                    | 2                    |
| 8-9                    | 1                    |
| >9                     | 0                    |

# Weighted quality scores

|                  |                       | Product A         |                        | Product B         |                        |
|------------------|-----------------------|-------------------|------------------------|-------------------|------------------------|
| Product quality  | Importance rating (a) | Quality score (b) | Weighted score (a x b) | Quality score (c) | Weighted score (a x c) |
| usability        | 3                     | 1                 | 3                      | 3                 | 9                      |
| efficiency       | 4                     | 2                 | 8                      | 2                 | 8                      |
| maintain-ability | 2                     | 3                 | 6                      | 1                 | 2                      |
| Overall totals   |                       |                   | 17                     |                   | 19                     |



# How do we achieve product quality?

- the problem: quality attributes tend to *retrospectively* measurable
- need to be able to examine processes by which product is created beforehand
- the production process is a network of sub-processes
- output from one process forms the input to the next
- errors can enter the process at any stage

# Correction of errors

- Errors are more expensive to correct at later stages
  - need to rework more stages
  - later stages are more detailed and less able to absorb change
- Barry Boehm
  - Error typically 10 times more expensive to correct at coding stage than at requirements stage
  - 100 times more expensive at maintenance stage

## For each activity, *define*:

- Entry requirements
  - these have to be in place before an activity can be started
  - example: 'a comprehensive set of test data and expected results be prepared and independently reviewed against the system requirement before program testing can commence'

## For each activity, *define*

- Implementation requirements
  - these define how the process is to be conducted
  - example ‘whenever an error is found and corrected, *all* test runs must be completed, including those previously successfully passed’

## For each activity, *define*

- Exit requirements
  - an activity will not be completed until these requirements have been met
  - example: 'the testing phase is finished only when all tests have been run in succession with no outstanding errors'