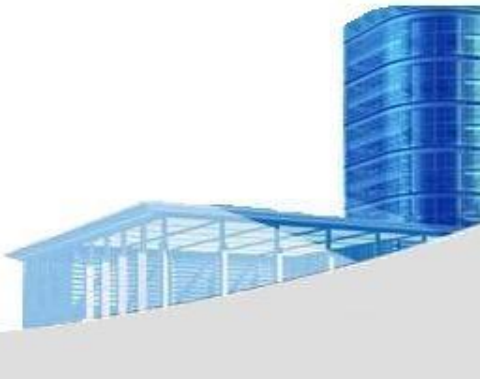
Ch.33 Estimation



- **Software Project Planning**

  The overall goal of project planning is to establish a pragmatic strategy for controlling, tracking, and monitoring a complex technical project.

  Why ?

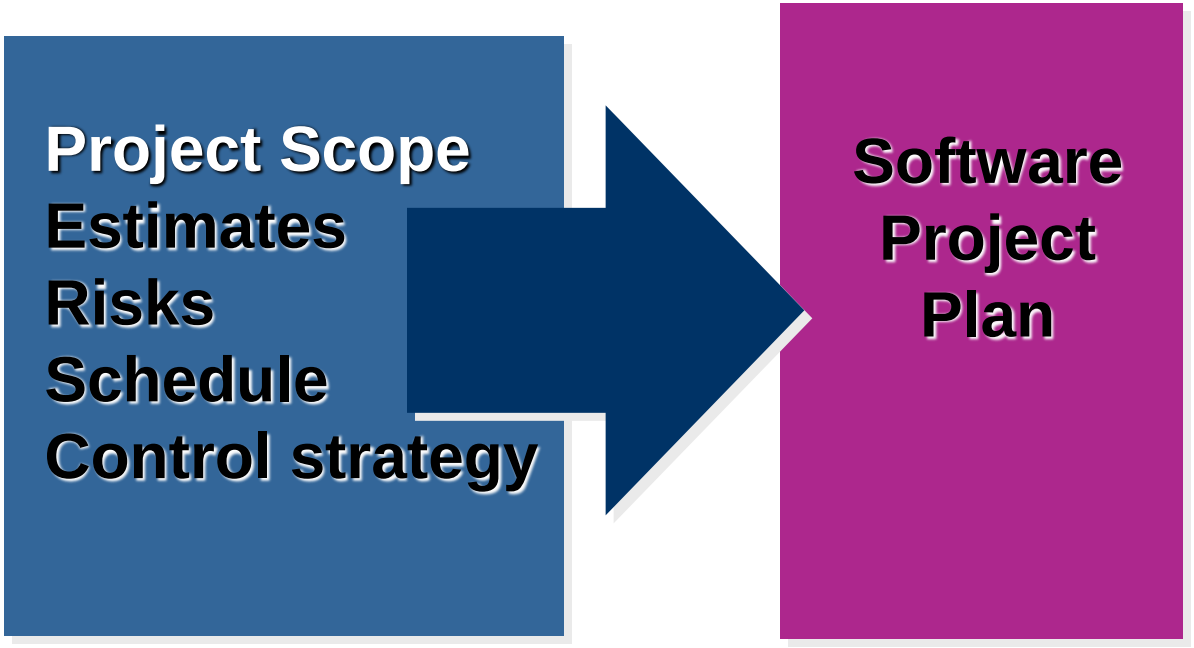
So the end result gets done on time, with quality!

- **Project Planning Task Set-I**
  - Establish project scope
  - Determine feasibility
  - Analyze risks
    - Risk analysis is considered in detail in Chapter 25.
  - Define required resources
    - Determine require human resources
    - Define reusable software resources
    - Identify environmental resources

- **Project Planning Task Set-II**
  - Estimate cost and effort
    - Decompose the problem
    - Develop two or more estimates using size, function points, process tasks or use-cases
    - Reconcile the estimates
  - Develop a project schedule
    - Scheduling is considered in detail in Chapter 34.
      - Establish a meaningful task set
      - Define a task network
      - Use scheduling tools to develop a timeline chart
      - Define schedule tracking mechanisms

- **Estimation**
  - Estimation of resources, cost, and schedule for a software engineering effort requires
    - experience
    - access to good historical information (metrics)
    - the courage to commit to quantitative predictions when qualitative information is all that exists
  - Estimation carries inherent risk and this risk leads to uncertainty

- **Write it Down!**

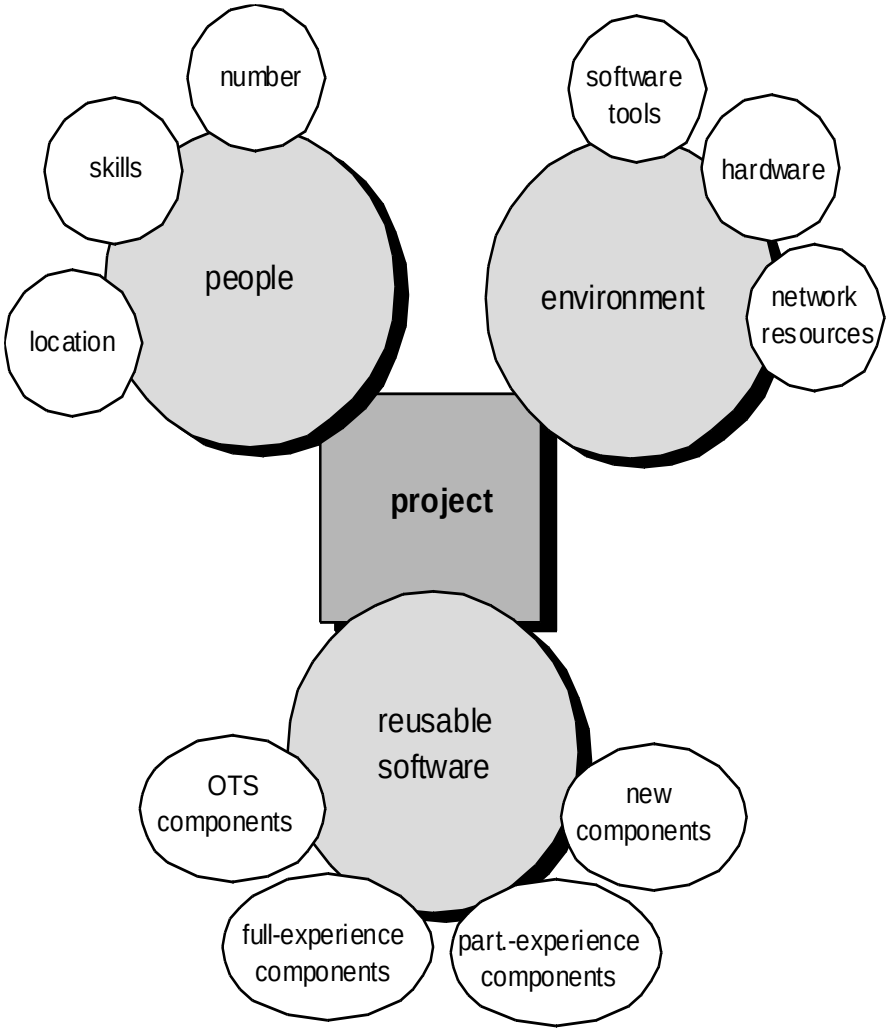


- **To Understand Scope ...**
  - Understand the customers needs
  - understand the business context
  - understand the project boundaries
  - understand the customer’s motivation
  - understand the likely paths for change
  - understand that ...

Even when you understand, nothing is guaranteed!

- **What is Scope?**
  - *Software scope* describes
    - the functions and features that are to be delivered to end-users
    - the data that are input and output
    - the “content” that is presented to users as a consequence of using the software
    - the performance, constraints, interfaces, and reliability that bound the system.
  - Scope is defined using one of two techniques:
    - A narrative description of software scope is developed after communication with all stakeholders.
    - A set of use-cases is developed by end-users.

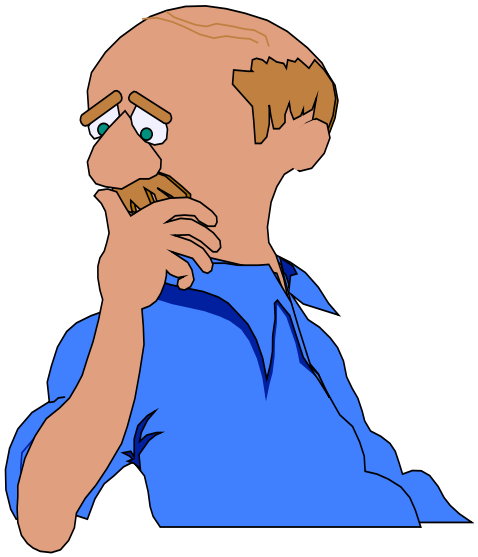
- **Resources**


number
skills
people
location
software tools
hardware
environment
network resources
project
reusable software
OTS components
new components
full-experience components
part.-experience components

- **Project Estimation**

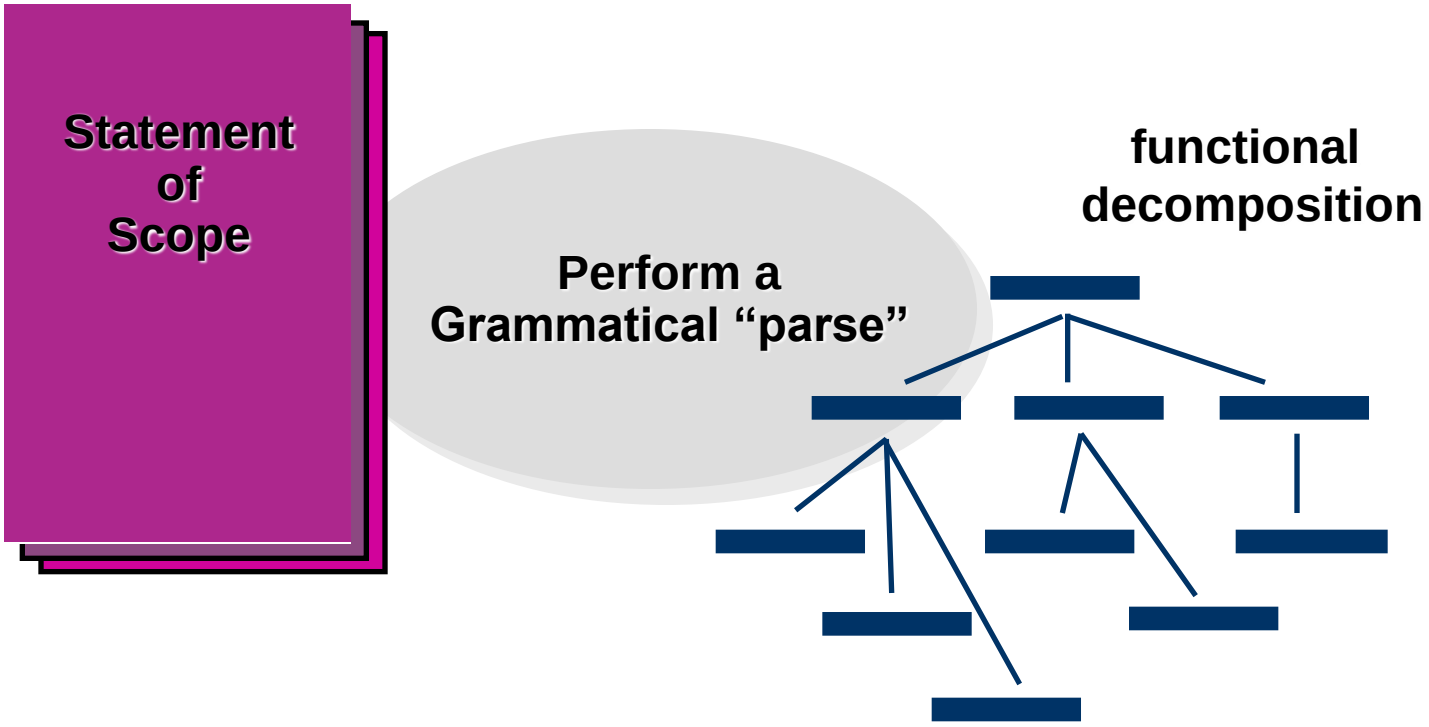
- Project scope must be understood
- Elaboration (decomposition) is necessary
- Historical metrics are very helpful
- At least two different techniques should be used
- Uncertainty is inherent in the process

- **Estimation Techniques**
  - Past (similar) project experience
  - Conventional estimation techniques
    - task breakdown and effort estimates
    - size (e.g., FP) estimates
  - Empirical models
  - Automated tools



- **Estimation Accuracy**
  - Predicated on …
    - ***the degree to which the planner has properly estimated the size of the product to be built***
    - the ***ability to translate*** the size estimate into human effort, calendar time, and dollars (a function of the availability of reliable software metrics from past projects)
    - the degree to which the project plan reflects the ***abilities of the software team***
    - the ***stability of product requirements*** and the environment that supports the software engineering effort.

- **Functional Decomposition**



- **Conventional Methods: LOC/FP Approach**

  - compute LOC/FP using estimates of information domain values
  - use historical data to build estimates for the project

- **Example: LOC Approach**

Function	Estimated LOC
user interface and control facilities (UICF)	2,300
two-dimensional geometric analysis (2DGA)	5,300
three-dimensional geometric analysis (3DGA)	6,800
database management (DBM)	3,350
computer graphics display facilities (CGDF)	4,950
peripheral control (PC)	2,100
design analysis modules (DAM)	8,400
estimated lines of code	33,200

Average productivity for systems of this type = 620 LOC/pm.

Burdened labor rate =$8000 per month, the cost per line of code is approximately $13.

Based on the LOC estimate and the historical productivity data, the total estimated project cost is *$431,000 and the estimated effort is 54 person-months.*

- **Example: FP Approach**

Information Domain Value	opt.	likely	pess.	est. count	weight	FP-count
number of inputs	20	24	30	24	4	97
number of outputs	12	15	22	16	5	78
number of inquiries	16	22	28	22	5	88
number of files	4	4	5	4	10	42
number of external interfaces	2	2	3	2	7	15
count-total						**321**

The estimated number of FP is derived:

$$FP_{estimated} = \text{count-total } 3 \ [0.65 + 0.01 \ 3 \ S \ (Fi)]$$

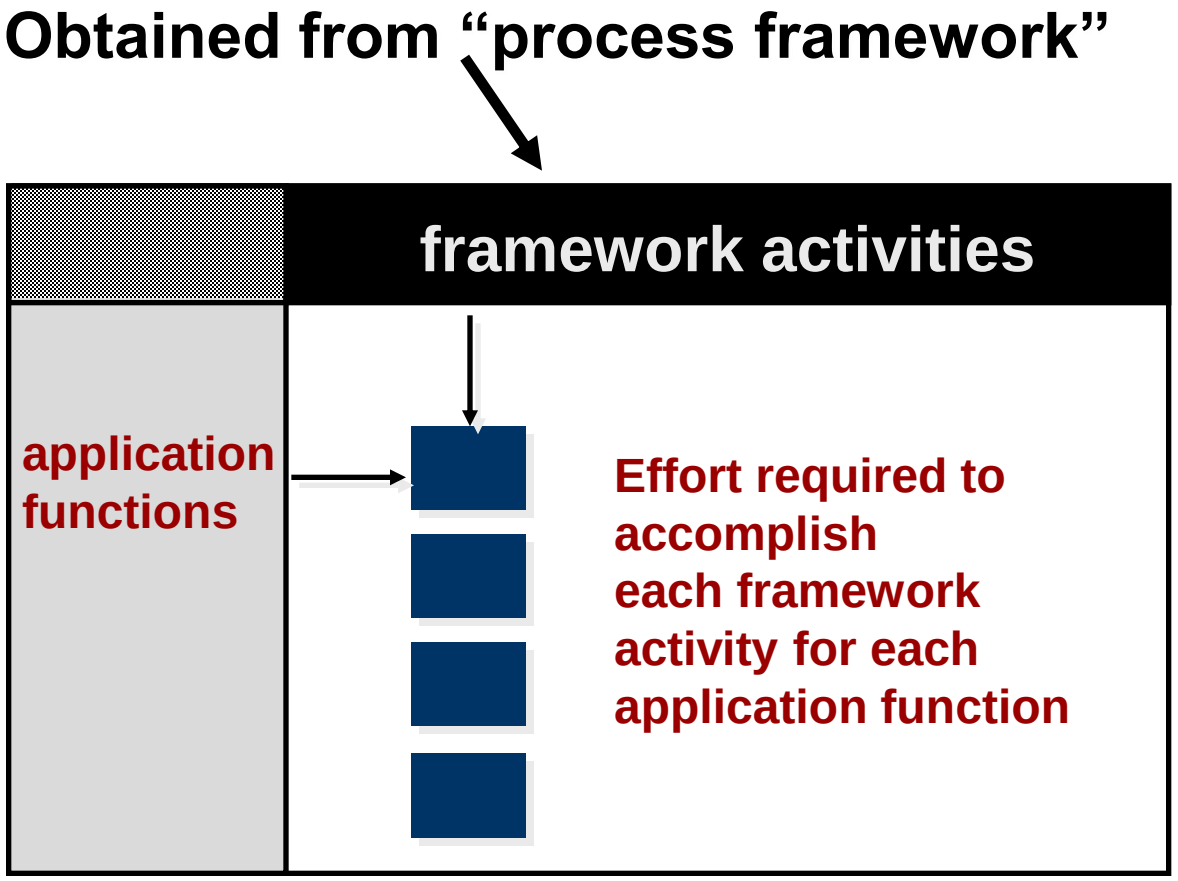
$$FP_{estimated} = 375$$

organizational average productivity = 6.5 FP/pm.

burdened labor rate = $8000 per month, approximately $1230/FP.

Based on the FP estimate and the historical productivity data, total estimated project cost is *$461,000 and estimated effort is 58 person-months.*

- **Process-Based Estimation**



• Process-Based Estimation Example

Activity →	CC	Planning	Risk Analysis	Engineering		Construction Release		CE	Totals
Task →				analysis	design	code	test		
Function									
▼									
UICF				0.50	2.50	0.40	5.00	n/a	8.40
2DGA				0.75	4.00	0.60	2.00	n/a	7.35
3DGA				0.50	4.00	1.00	3.00	n/a	8.50
CGDF				0.50	3.00	1.00	1.50	n/a	6.00
DSM				0.50	3.00	0.75	1.50	n/a	5.75
PCF				0.25	2.00	0.50	1.50	n/a	4.25
DAM				0.50	2.00	0.50	2.00	n/a	5.00
Totals	0.25	0.25	0.25	3.50	20.50	4.50	16.50		46.00
% effort	1%	1%	1%	8%	45%	10%	36%		

CC = customer communication CE = customer evaluation

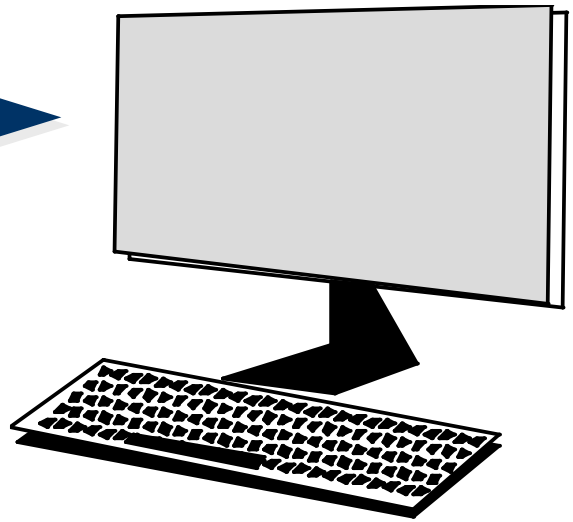
Based on an average burdened labor rate of $8,000 per month, *the total estimated project cost is $368,000 and the estimated effort is 46 person-months.*

- **Tool-Based Estimation**

project characteristics

calibration factors

LOC/FP data



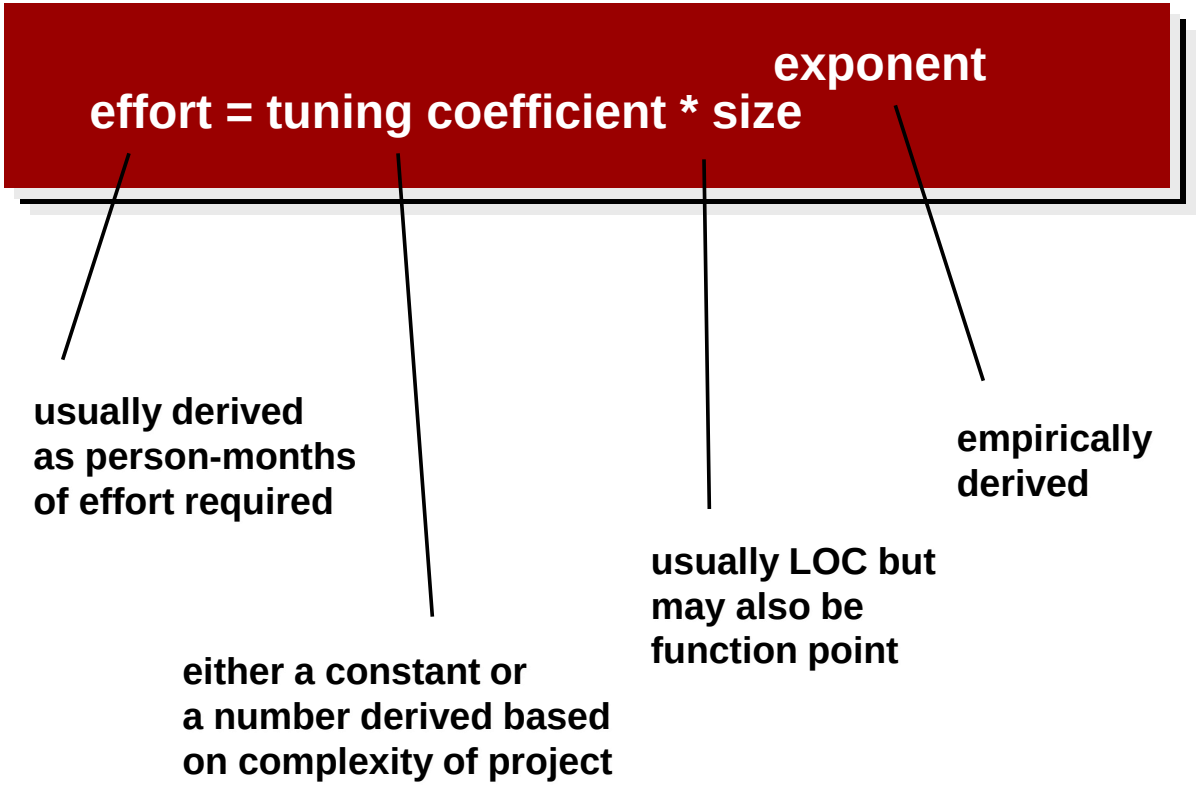
• Estimation with Use-Cases

	use cases	scenarios	pages	Ê	scenarios	pages	LOC	LOC estimate
User interface subsystem	6	10	6	Ê	12	5	560	3,366
Engineering subsystem group	10	20	8	Ê	16	8	3100	31,233
Infrastructure subsystem group	5	6	5	Ê	10	6	1650	7,970
				Ê	Ê	Ê	Ê	
Total LOC estimate				Ê	Ê	Ê	Ê	42,568

Using 620 LOC/pm as the average productivity for systems of this type and a burdened labor rate of $8000 per month, the cost per line of code is approximately $13. Based on the use-case estimate and the historical productivity data, *the total estimated project cost is $552,000 and the estimated effort is 68 person-months.*

- **Empirical Estimation Models**

General form:



- **COCOMO-II**
  - COCOMO II is actually a hierarchy of estimation models that address the following areas:
    - ***Application composition model.*** Used during the early stages of software engineering, when prototyping of user interfaces, consideration of software and system interaction, assessment of performance, and evaluation of technology maturity are paramount.
    - ***Early design stage model.*** Used once requirements have been stabilized and basic software architecture has been established.
    - ***Post-architecture-stage model.*** Used during the construction of the software.

- **The Software Equation**

A dynamic multivariable model

$$E = [LOC \times B^{0.333}/P]^3 \times (1/t^4)$$

where

E = effort in person-months or person-years

t = project duration in months or years

B = “special skills factor”

P = “productivity parameter”

Estimation for OO Projects-I

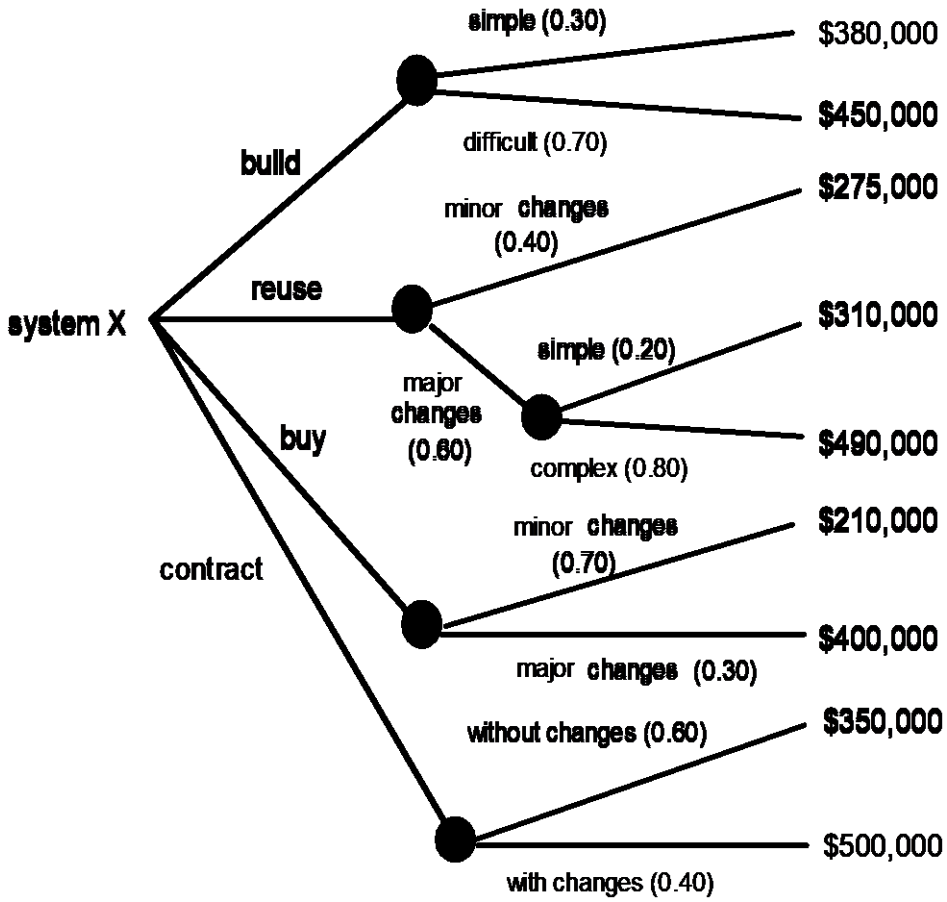
- Develop estimates using effort decomposition, FP analysis, and any other method that is applicable for conventional applications.
- Using object-oriented requirements modeling (Chapter 6), develop use-cases and determine a count.
- From the analysis model, determine the number of key classes (called analysis classes in Chapter 6).
- Categorize the type of interface for the application and develop a multiplier for support classes:

Interface type	***Multiplier***
No GUI	2.0
Text-based user interface	2.25
GUI	2.5
Complex GUI	3.0

- **Estimation for OO Projects-II**
  - Multiply the number of key classes (step 3) by the multiplier to obtain an estimate for the number of support classes.
  - Multiply the total number of classes (key + support) by the average number of work-units per class. Lorenz and Kidd suggest 15 to 20 person-days per class.
  - Cross check the class-based estimate by multiplying the average number of work-units per use-case

- **Estimation for Agile Projects**
  - Each user scenario (a mini-use-case) is considered separately for estimation purposes.
  - The scenario is decomposed into the set of software engineering tasks that will be required to develop it.
  - Each task is estimated separately. Note: estimation can be based on historical data, an empirical model, or “experience.”
    - Alternatively, the ‘volume’ of the scenario can be estimated in LOC, FP or some other volume-oriented measure (e.g., use-case count).
  - Estimates for each task are summed to create an estimate for the scenario.
    - Alternatively, the volume estimate for the scenario is translated into effort using historical data.
  - The effort estimates for all scenarios that are to be implemented for a given software increment are summed to develop the effort estimate for the increment.

- **The Make-Buy Decision**



- **Computing Expected Cost**

$$\text{expected cost} = \sum_i (\text{path probability})_i \times (\text{estimated path cost})_i$$

For example, the expected cost to build is:

$$\text{expected cost}_{build} = 0.30 (\$380K) + 0.70 (\$450K) = \$429\ K$$

similarly,

$$\text{expected cost}_{reuse} = \$382K$$

$$\text{expected cost}_{buy} = \$267K$$

$$\text{expected cost}_{contr} = \$410K$$