

SE III (Unit II)

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## # Software Project Management:

→ Project: A Project is well defined task, which is a collection of several operations done in order to achieve a goal (eg: S/w development & delivery) A Project can be characterize as:-

- Every Project may has a unique & distinct goals
- Project has its start & end time

## # Software Project Management

A S/w project is the complete procedure of s/w development from requirement gathering to testing and maintenance, carried out according to the execution methodologies, in a specified period of time to achieve intended S/w product.

### → Need of S/w Project management.

Delivering a high quality product while staying within the Client's budget and completing the project on time are important component of the S/w organization.



The image shows the triple constraint for S/w project. It is an essential part of the S/w organization to deliver quality product keeping the cost within

Client budget constraint & delivering the project as per scheduled. There are several factors, both internal and external, which may

## → S/W Project management

A S/W Project manager is a person who undertakes the responsibility of executing the S/W project. S/W Project manager is thoroughly aware of all the phases of SDLC that the S/W would go through. Project manager never directly involved in the producing the end product but he controls & manage the activities. uninvolved in production

## → Responsibilities of Project manager.

### → Managing People

- Act as a Project leader
- managing human resources.
- Setting up reporting hierarchy etc.

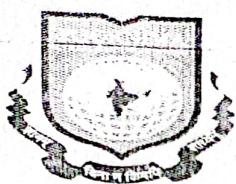
### → Managing Project

- Defining & setting the project scope
- Managing Project management activities
- Monitoring Progress & Performance
- Risk analysis at every phase
- take necessary steps to avoid or come out of problems
- Act as Project Spokesperson.

## # S/W Management Activities

S/W management includes many activities, that includes:

- 1) Project planning & tracking
- 2) Project resource management
- 3) Scope management



- 4) Estimation management
- 5) Project risk management
- 6) Scheduling management
- 7) Project communication management
- 8) Configuration management

## 1) Project Planning

In the planning phase, all the necessary tasks identified & scheduled. The development team then work on completing these tasks in the execution phase. This helps to track the progress of analysis phases of programming in order to ensure that the project is on track. Tracking allows managers to see where the project stands in progress & identify potential issues.

## 2) Project Resource Management

In order to successfully manage a SW development project, it is imp. to have clear understanding of the required resources. This includes both human & material resources. Human resources include the development team, as well as any other individuals who are involved in the project.

## 3) Scope Management

One of the most imp. aspect of Project management is scope management. This is the process of ensuring that all of the work required to complete the project is included in the scope. There are variety of tools that can be used to help with the scope management, such as Project templates & WBS (Work Breakdown Structure) chart.

## 4) Estimation Management

Estimation is the process of determining how long a project will take to complete & how much it will cost. This is an important part of project management, as it allows managers to set realistic expectations for the project. A variety of tools can be used for estimation, such as historical data & bottom up analysis. It is also imp. to have a clear understanding of the development process in order to make accurate estimates.

## 5) Project Risk Management.

Risk management is the process of identifying & assessing risk that could potentially impact the project. This includes things like schedule delays, cost overruns, & scope creep. There are a variety of tools that can be used to help risk management, such as risk registers & SWOT analysis.

## 6) Scheduling Management.

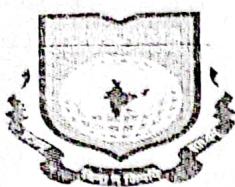
Scheduling is the process of creating a timeline for the project. This includes things like identifying when each task will be completed & who will be responsible for completing it, it allows manager to ensure that everything is on track.

## 7) Project Communication Management

Communication is a key part of Project management. This includes things like sending updates to stakeholders, as well as communicating changes to the development team.  
~~that all validity of~~

## 8) Configuration Management!

Configuration Management is the process of managing the development team work this includes things like keeping track of code changes & managing development tools, it is imp part of Project management, as it allows to keep track of the project progress.



# S/W metrics

# Project estimation.

For an effective management accurate estimation of various measures is must. With correct estimation manager can manage & control the project more efficiently & effectively.

Project estimation may involve following

→ S/W Size Estimation:

S/W Size may be estimated either in terms of KLOC (Kilo Line of Code) or by calculating number of S/W size may be estimated. Lines of Code depends upon coding practices & function points vary according according to the user or S/W requirement.

→ Efforts estimation

The managers estimate efforts in terms of personal requirement & man hour required to produce the S/W. For efforts estimation S/W Size should be known. This can be derived by managers experience, organization historical data or S/W size can be converted into efforts by using some standard formulae.

## → Time estimation

once the size & efforts estimated, the time required to produce the S/W can be estimated. Efforts required is segregated into sub categories as per the requirement specification & interdependence of the various components of the S/W. S/W task divided into small tasks, activities arranged by work breakdown structure (WBS). The tasks are scheduled on day to day basis or in months. The sum of time required to complete all tasks in hours or days is the total time invested to complete the project.

## — Cost estimation.

This might be considered as the most difficult of all because it depends on more elements than any of the previous ones for cost estimation, it requires

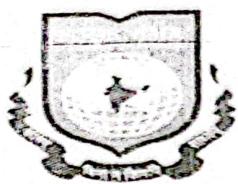
- Size of S/W
- S/W quality
- H/W
- Additional S/W tools, licenses etc
- Skilled personnel with task specific skills
- Travel expenses
- Communication
- Training & Support

## III. Project estimation techniques.

Project estimation techniques are

### → Decomposition Techniques

- LOC (Line of code)
- FP (Function point)



- Empirical estimation technique
  - Cocomo model
  - Putnam model

## ⇒ LOC (Lines of Code estimation)

Estimation is done on behalf of numbers of lines of code in the S/w product. LOC clearly consists of all lines containing the declarations of any variable, and executable & non executable statements. As LOC only count the volume of code, we can only use it to compare an estimate project that use the same language and are coded using the same coding standard.

### features:

Notation such as Sourcecode Code are used to set out a codebase.

LOC is frequently used in some kind of arguments.

They are used in assessing Project Performance or efficiency.

## Advantages:

- most used metric in cost estimation
- its alternatives have many problems compared to this metric.
- it is very easy in estimating after effort

## Disadvantages:

- it is very difficult to estimate the LOC of the final program from the problem specification
- it correlates poorly with quality & efficiency of code
- it doesn't consider complexity.

e.g.: void main()

{

int fN, sN, tN;

Count << "Enter two integers";

(in >> fN >> sN;

// sum of two numbers stored in variable  
sum

Sum = fN + sN

// print sum

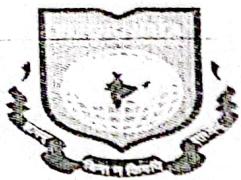
Count << fN << "+" << sN << "=" << sum;

return 0;

3

- LOC=11

LOC without cont & space = 9



## # FP (Functional Point) analysis

Functional point analysis was initially developed by Allan J Albrecht in 1979 at IBM, and further modified by (IFPUG) International function point user group.

FP analysis may be used for the test estimation of product. The functional size of the product is measured in term of function points, which is a standard of measurement to measure the S/w application.

### → Objective of FPA

- The objective of FPA is to measure the functionality that user request & receives.
- FPA is used to measure s/w development & maintenance independently of the technology used for implementation.
- It should simple enough to minimize the overhead of the measurement process.
- It should be a consistent measure among various projects and organization.

### Types of FPA analysis

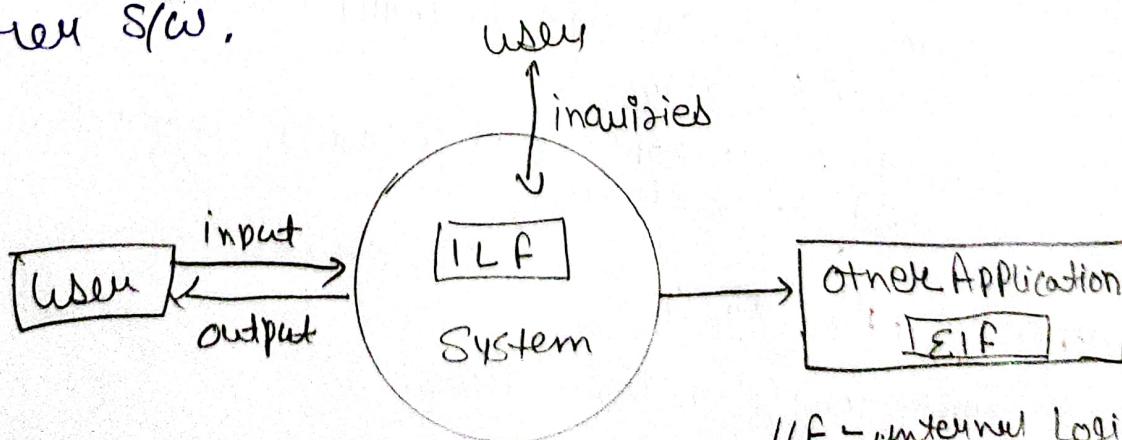
- Transactional functional type
- Data functional Type

## → Transactional functionality:

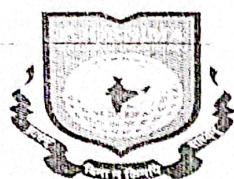
- External Input (EI): EI processes data or control information that comes from outside the application boundary. The EI is an elementary process.
- External output (EO): EO is an elementary process that generates data or control information sent outside the application boundary.
- External Inquiries (EQ): EQ is an elementary process made up of an input/output combination that result in data retrieval.

## → Data functional Type:

- Internal Logical file (ILF): A user identifiable group of logically related data or control information maintained within the boundary of the application.
- External Logical file (ELF): A group of user recognizable logically related data division to the S/w but maintained within the boundary of another S/w.



ILF - Internal Logical files  
EIF - External Logical files



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#### Theory of FP Attributes

Measurements Parameters	Example
Number of External inputs(EI)	Input screen & tables
Number of External output(EO)	Output screen & reports
Number of External inquiries(EQ)	Prompts & Interrupts
Number of internal files(ILF)	Database and directories
Number of external files(ELF)	Shared database & shared routines

$$\text{formula} = F.P = UFP * CAF$$

$$FP = \text{Count} - \text{Total} * [0.65 + 0.01 * \sum (f_i)]$$

$$= \text{Count} * CAF$$

$$\frac{\text{Count}}{\text{Total}} \\ \underline{\text{UFP}}$$

$$UFP = \text{Sum of all } EI, EO, EQ, ILFs \text{ & } ELF's$$

$$CAF = 0.65 + (0.01 * \sum f_i)$$

where  $f_i$  = Value adjustment factor based on responses to all 14 questions.

- 1) Data Communication
- 2) Distributed data processing
- 3) Performance
- 4) Heavily used configuration
- 5) Transaction Rate
- 6) Online Data Entry
- 7) End-user Efficiency
- 8) Online update
- 9) Complex Processing
- 10) Installation Ease
- 11) Reusability
- 12) Operational Ease
- 13) Multiple sites
- 14) Facilitate Changes

~~assumed b/w 0 to 5 range.~~  
Rate of each factor scaled 0 to 5

- 0 Non-influence
- 1 Incident
- 2 Moderate
- 3 Avg.
- 4 Significant
- 5 Essential

Eg : weigh factor

Functional Unit	Low	Avg	High
EI	3	4	6
EO	4	5	7
EQ	3	4	6
ILF	7	10	15
ELF	5	7	10

Given Counts

$EI = 10 \text{ (Low complexity)}$ ,  $EO = 13 \text{ (high complexity)}$

$EQ = 4 \text{ (Avg. complexity)}$ ,  $EQ = 2 \text{ (high complexity)}$

$ILF = 2 \text{ (Avg. complexity)}$ ;  $ELF = 9 \text{ (Low complexity)}$

→ So UFP calculated as

$$EI = 10 \times 3 = 30, EQ = 2 \times 6 = 12$$

$$EO = 13 \times 7 = 91, ILF = 2 \times 10 = 20$$

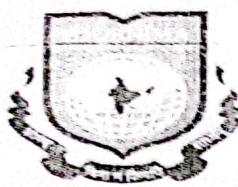
$$ELF = 9 \times 5 = 45$$

$$\text{TOTAL} = UFP = 214$$

→ So CAF calculated as

$$\boxed{CAF = 0.05 + 0.01 \times \sum F_i}$$

What is  $\sum F_i$



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$E_fi$  = total Complexity adjustment value

$f_i$  are the degree of influence & are based on responses on  
influence Standard questions.

→ factor value is given always for all 14 question  
but by default we can estimate all  
14 questions has 2

$$\Rightarrow \text{then } E_{f1} = 14 \times 2 = 28$$

$$CAF = 0.65 + (0.01 \times 28)$$

$$CAF = 0.93$$

TOTAL -  $\boxed{fp = UFP \times CAF}$

$$= 214 \times 0.93$$

$$\boxed{fp = 199.02.}$$

## ~~Cost~~ # ~~Cost~~ Estimation:

In any S/W Project it is necessary to know how much it will cost to develop and how much development time will it take. These estimation are needed before development is initiated, but how it will come. Several estimation procedures have been developed and are having the following attributes in common.

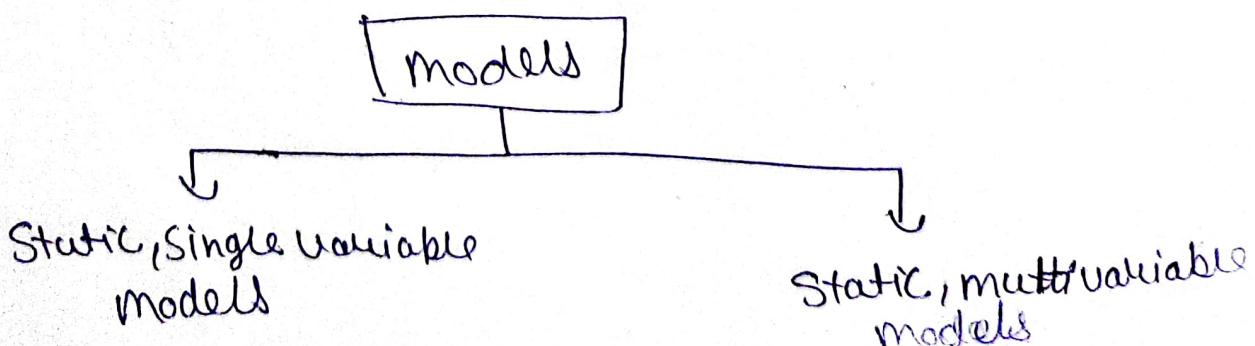
- 1) Project Scope must be established in advanced.
- 2) S/w metrics are used as a support from which evaluation is made
- 3) The project is broken into smaller parts which are estimated individually.
- 4) Delay estimation
- 5) Acquire one or more automated estimation tools.

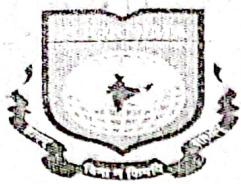
## Use of Cost estimation model

During the planning stage it is crucial to determine the number of engineers needed for a project and create a schedule. Monitoring the project progress ensures it follows procedure & required corrective action if needed.

## Cost estimation models.

A model may be static or dynamic. In static model a single variable is taken as a key element for calculating cost & time. In a dynamic model, all variables are interdependent and there is no basic variable.





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→ **STATIC, Single Variable Model:** When a model makes use of single variable to calculate desired values such as cost, time, efforts etc. it said to be a single variable model

equation is

$$C = aL^b$$

Where

$$C = \text{Cost}$$

$$L = \text{Size}$$

a and b are constants

The SIW Engineering laboratory, established a model called SEL model, for estimating its SIW product. This model is an example of the static, single variable model.

$$E = 1.4L^{0.93}$$

$$DOC = 30.4L^{0.40}$$

$$D = 4.6L^{0.26}$$

Where

E = Efforts (Person per month)

DOC = Documentation (no. of pages)

D = Duration (D, in months)

L = Number of lines per code

## → Static, Multivariable Models:

These models are based on

Method, they depends on several variables describing various aspects of the S/w development environment. In some models several variables are needed to describe the S/w development process & Selected equation combined these variables to give the estimate of time & cost. These model are called multivariable models.

WALSTON & FELIX develop the models at IBM provided the following equation give a relationship b/w line of source code and efforts.

$$E = 5.2 L^{0.91}$$

in the same manner duration of development is given by

$$D = 4.1 L^{0.36}$$

The productivity index use 29 variables which are found to be highly correlated productivity

$$I = \sum_{i=1}^{29} w_i x_i$$

where

$w_i$  is the weight factor for  $i^{\text{th}}$  variable and

$x_i = (-1, 0, +1)$  the estimator give  $x_i$  one of the value -1, 0, or +1 depending on the variables decrease, has no effects or increase the productivity.

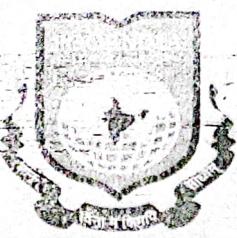
## ⇒ static Single & multivariable model eg:

Eg: Compare walston-felix model with the SEL model on S/w development expected to involve 8 person year of effort.

- Calculate the no. of line source code then can produced

The amount of manpower required = BPY

Sec in month = 96 Person-month



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The date is calculated in months

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$$C = a \cdot L^b$$

→ Single variables

$$E = 1.4L^{0.93} = \text{convert to months}$$

$$\Rightarrow L = (96 / 1.4)^{1/0.93}$$

$$= 94.264 \text{ LOC}$$

→ multivariables

$$E = S \cdot 2L^{0.91}$$

$$\Rightarrow L = (96 / S \cdot 2)^{1/0.91}$$

$$= 24.632 \text{ LOC}$$

b) Duration in months can be calculated by means of Equation

→ Single variable

$$D = 4.6(L)^{0.26}$$

$$= 4.6(94.264)^{0.26} = 15 \text{ months}$$

→ multivariables

$$D = 4.1L^{0.36}$$

$$= 4.1(24.632)^{0.36} = 13 \text{ months}$$

Productivity

C) = Productivity is the line of code produced  
Per Person/month (Year)

$$P = \frac{Loc}{P}$$

single P =  $\frac{94264}{8} = 11783$  Loc / Person-year

multi P =  $\frac{24632}{8} = 3079$  Loc / Person-year

Productivity Means line of code divided by  
Person per year.

D) Average manning is the average number  
of persons recruited per month in Project

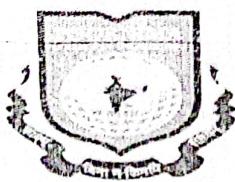
Single workers  $\rightarrow \frac{96 P - m}{15 m} = 6.4$  persons

multi workers  $\rightarrow \frac{96 P - m}{13 m} = 7.4$  persons

F-

Avg. Person per month

No of Person	months
Duration	



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#### # S/W metrics

A S/W metrics is a measure of S/W characteristic which are measurable & countable. S/W metrics are valuable for many reasons including measuring S/W performance, planning, workben measuring productivity and many other uses.

→ Classification of S/W metrics.

- 1) Product metrics
- 2) Process metrics

→ Product metrics: These are the measures of various characteristic of the S/W product.

- size & complexity of the S/W
- quality & reliability of S/W

→ Process metric: these are measures of various characteristics of the S/W development process. For eg., the efficiency of fault detection. They are also used to measure the characteristics of methods, techniques, & tools that are used for developing S/W.

## Types of metrics

- 1) internal metrics: internal metrics are used for measuring properties that are viewed to be greater imp. to S/W developer. e.g. Loc (Line of code)
- 2) External metrics: are used to measure properties that are viewed to be greater in importance to user. e.g.: Portability, Reliability, functionality etc.
- 3) Hybrid metrics: its combination of product, process & resource metrics. e.g: Cost per FP (Function Point)
- 4) Project metrics: are used by project manager to check the project progress. data from last projects are used to collect historical metrics like time, cost these estimates are used as a base of new S/W.