Planning
A game of estimating

- Estimates should be

  - as accurate as possible

  - as precise as necessary to keep the cost of estimation low

- Developer spends a small amount of time choosing the smallest range the remains accurate.

Trivariate Analysis
Planning for large tasks

- Numbers of confidence estimates

  - Best case (5%)

  - Nominal case (50%)

  - Worse case (95%)

- A mathematical method behind it

  - PERT (Program Evaluation and Review Technique)