

## projects, teams and estimation

- practical software estimation
  - general principles of estimation
  - estimating size, complexity, test cases, bugs
  - estimating productivity
  - reasonable estimates and how to give them
- project risk
  - assessment
  - mitigation, monitoring, and management
  - common risk and management approaches

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## Project Estimation

*“Predictions are tough,  
particularly when they involve the future.”*

*Yogi Berra*

- project estimation involves imponderables
  - we aren't exactly sure what we will do
  - we don't know what problems will arise
  - we don't know what distractions we will have
- inaccurate estimates can be disastrous
  - projects fail because of bad estimates

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## estimates vs schedules

- estimates
  - time and resources required for each task
  - usually prepared by engineering
- schedules
  - which tasks will be performed when
  - which resources will be used when
  - when will each task be completed
  - usually prepared by management
- schedules are based on estimates
  - but incorporate much additional information

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## Estimation Principles

- estimates are not guesses
  - good estimate = good data + good analysis
- estimates are not precise or deterministic
  - it is not a number, but a confidence range
  - Estimates start out very “rough”
  - they are revised throughout life of project
- get estimates from multiple sources
  - ask different people to make the estimates
  - use multiple techniques to develop estimates

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## Estimation Principles - detail

- estimate at a low level of detail
  - for each component, or sub-component
  - for each activity, step, task, and sub-task
- low level estimates invite you to consider
  - the full range requirements to be satisfied
  - the design of the components to be built
  - the methodology to be used to build them
  - the kinds of problems that are likely to occur
- planning and estimating go hand-in-hand

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## Elements of an Estimate

- Program size
  - LOC, function points, routines, classes, ...
- Program complexity
  - algorithmic, data-structures, interactions, ...
- Programmer productivity
  - (ready-to-integrate) LOC / day
- Required test cases
  - test cases, LOC, time to get them working
- Bugs we will have to fix at each stage
  - with associated productivity rates

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## bugs, tests and project size

- simple logic & coding errors tend to be flat
  - for a particular person, problem, technology
- other errors scale with the problem
  - misunderstood specifications
  - misunderstood interfaces
  - unanticipated interactions
- test cases should scale with the risk
  - it will take more tests to find these problems
- interaction problems take longer to debug

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## Giving Estimates

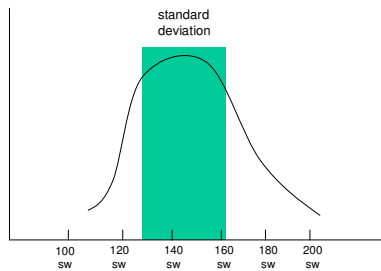
- you are not allowed to say “I can’t”
  - it is part of deciding if a project is viable
- don’t just make up a number
  - it will be both wrong and indefensible
- do what real engineers do
  - gather data, make assumptions, do analysis
    - put assumptions and analysis out for review
  - present results honestly (as confidence band)
    - be able to provide a basis for every number
    - have a plan for narrowing confidence bands

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## a reasonable estimate



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## a back-up slide

Requirements	Architecture	Integration	System test
8-12sw	12-15sw	8-12sw	12-20sw

Design	Coding				Testing			Debugging			total
	sw	LoC	rate /sw	cost (sw)	#	rate /sw	cost (sw)	#	rate /sw	cost (sw)	
U/I front	3	1500	150	8	150	20	6	25	8	3	20
end	4	2000	180	13	200	25	10	35	10	5	32
Task	2	1000	100	6	150	40	3	15	5	3	14
Applets	3	1200	150	12	240	50	6	25	6	5	26
Access	2	500	120	3	75	40	2	5	4	1	6
Clients	3	700	150	6	140	50	4	10	5	2	15
Storage	4	900	100	8	90	25	3	25	3	5	20
Server	5	1200	120	12	150	30	6	40	5	13	36
Content	1	6000	600	7	N/A	1200	5	100	40	2	15
	2	8000	900	13			6	120	50	3	24

Grand Total: 115-192 sw = 25-43sm

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## technical project risk

- Planning failures
  - incorrect or incomplete requirements
  - schedule based on inadequate analysis
  - schedules imposed without commitment
  - external dependencies with no back-ups
- Management failures
  - doing unnecessary work
  - assigning the wrong resources to a task
  - failure to monitor and respond to problems
  - poor inter/intra-group communication

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## technical project risk

- Changes to the problem
  - requirements changes
  - resource or schedule changes
- Unanticipated technical difficulties
  - team lacks training and experience
  - issues with new tools & techniques
  - designs that can't be built or won't work
  - problems that prove harder than expected
  - unexpectedly low productivity

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## risk assessment

- like software failure mode enumeration
  - enumerate all plausible sources of risk
    - unclear/unstable requirements
    - poorly understood technical problems
    - staff size, skills, experience, tools
    - complexities of the domain and platform
  - describe each in as much detail as possible
  - rate each for likelihood and impact
  - order them by risk exposure (likelihood \* impact)
  - decide which warrant inclusion in the plan

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## risk management

- for each high exposure risk, formulate
  - proactive mitigation measures
    - what can we do to reduce its likelihood
    - what can we do to reduce its expected impact
  - reactive monitoring and management plan
    - what danger signs should we watch for
    - how will we respond when problem happens
- cost-benefit comparison of alternatives
  - determine the most cost-effective approach
- incorporate into plans and schedules

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## For Next Lecture

- Wikipedia
  - Gant Charts (brief intro)
  - PERT Charts (brief intro)
  - Work Breakdown Structure (brief intro)
  - Earned Value Analysis (long discussion)
- Kampe: project milestones
  - characteristics of good milestones
- Idiot's Guide to Open Workbench
  - quick intro to a typical scheduling tool

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## Supplementary Slides

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## Estimation Principles - other stuff

- be sure to include other process activities
  - recruiting and training new personnel
  - participation in reviews
  - training for customers, sales and support
  - customer driven travel and meetings
  - hand-holding alpha customers
- be sure to include waiting time
  - for hires, feedback, turn-around time

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## other project risks

- business risk
  - our business strategy will change (*executive*)
  - the market will change (*inbound marketing*)
  - we won't be able to sell it (*sales*)
- project risk
  - failure to fund or staff (*executive*)
  - external dependencies (*program management*)
  - failure to monitor and manage (*project management*)
- these risks are assumed by other people
  - this is why there are project approval processes

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