

TOPICS

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SOFTWARE PROJECT ESTIMATION

 Overview

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Overview

Estimation of:

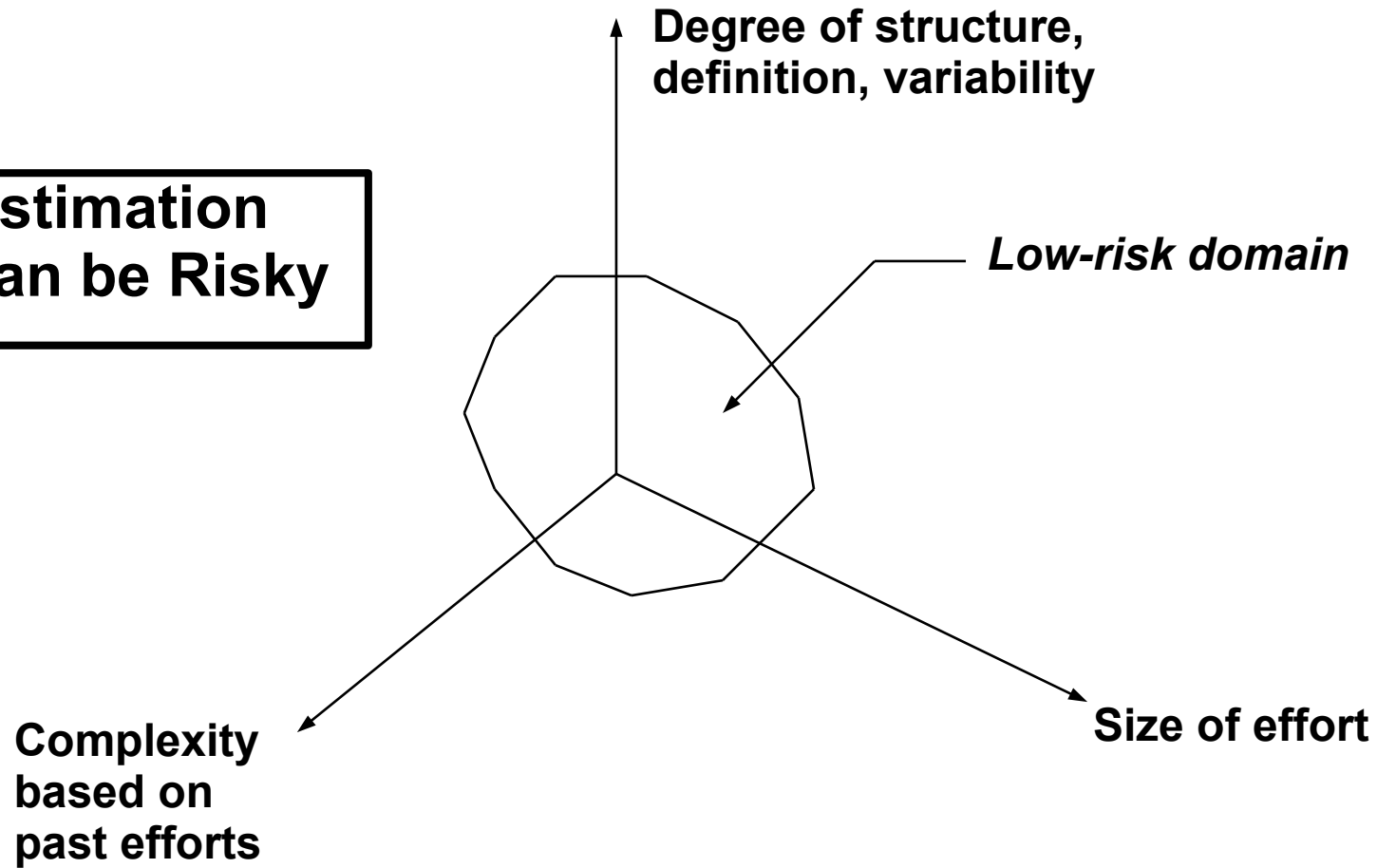
- **resources**
- **costs**
- **schedules**

Requires:

- **experience**
- **historical information**
- **quantitative measures of qualitative data**

Overview, Continued

**Estimation
can be Risky**



Resources

Planning Task 1: Software Scope

1. Statement of software scope must be bounded
2. Software scope describes:

function

performance

constraints

interfaces

reliability

evaluated together



Resources, Continued

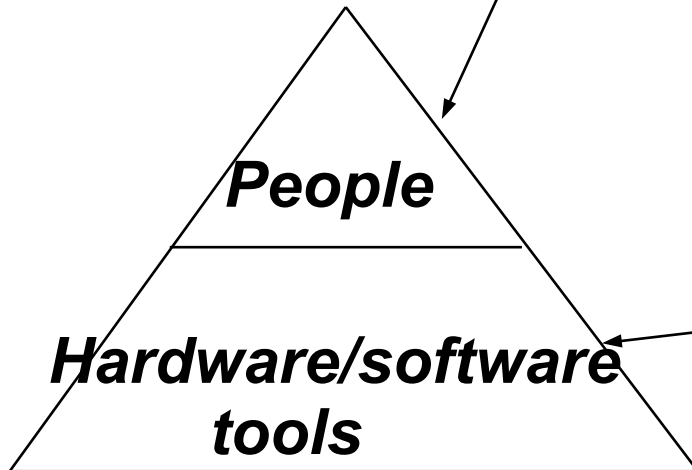
**Planning Task 2:
Estimation of
Needed
Resources**

Specify:

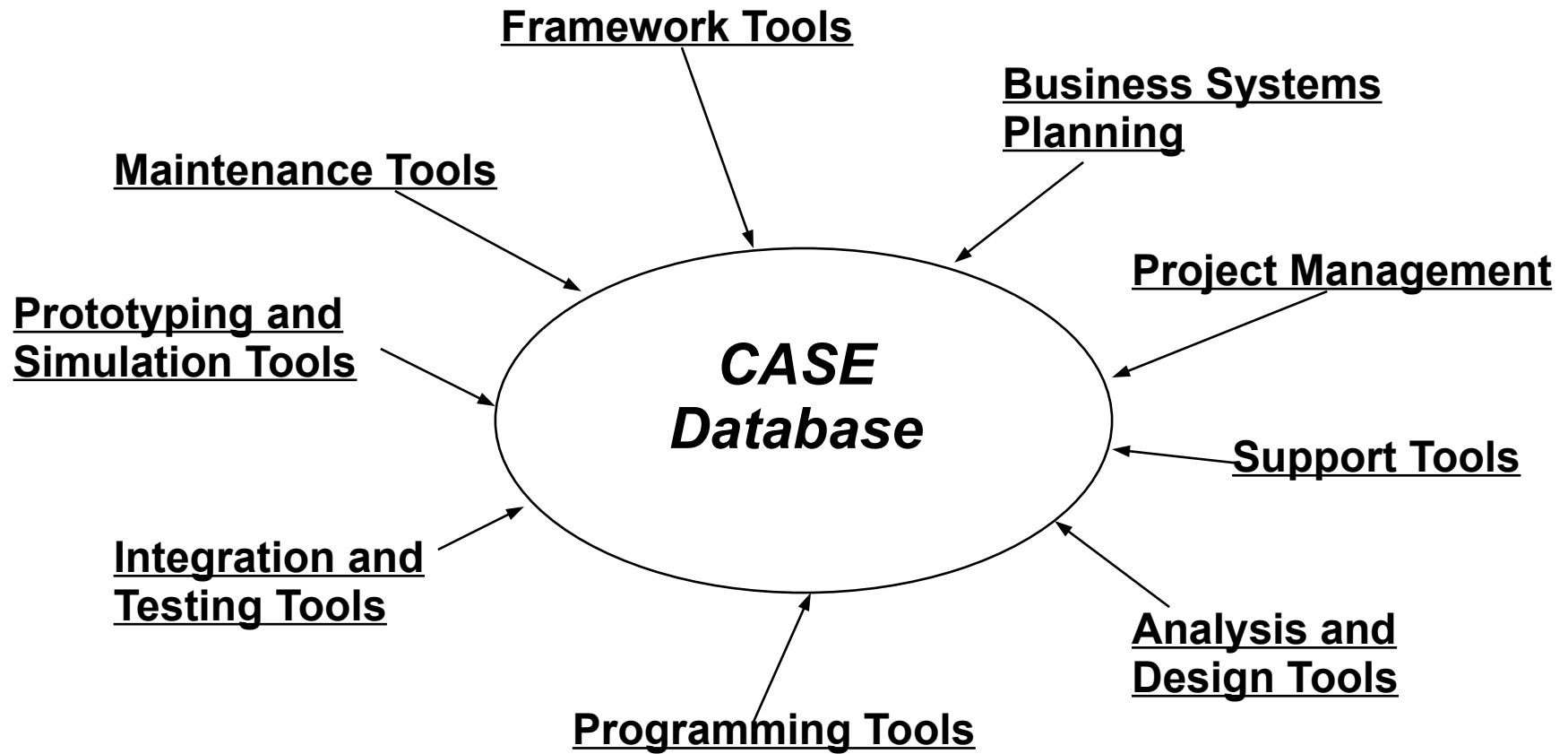
- Required skills
- Availability
- Duration of tasks
- Start date

Specify:

- Description
- Availability
- Duration of use
- Delivery date



Resources, Continued



CASE - Computer-Aided Software Engineering

Resources, Continued

Reuse - A Resource

Two rules:

1. If existing software meets requirements, then

acquire and use it!

2. If existing software can meet requirements with some modification, then

be careful!

The cost of modification can exceed the cost of new development!

Decomposition Techniques

 **LOC and FP Estimation**

 **Effort Estimation**

Decomposition Techniques, Continued

LOC and FP Estimation

The idea is that the person planning the software project:

- creates a bounded statement of the scope of the software
- decomposes the scope into smaller subfunctions
- estimates LOC or FP for each subfunction
- applies baseline productivity metrics (e.g., LOC/person-month) to LOC or FP estimates to produce a cost or effort estimate for each subfunction
- combines estimates for each subfunction to derive estimates for the entire project

Decomposition Techniques, Continued

Differences Between LOC and FP

- FP estimation techniques require less detail than LOC
- LOC is estimate directly while FP is estimated indirectly

Using LOC or FP to Estimate Effort

1. Estimate LOC or FP values for each subfunction

☐ Use historical data (or intuition, if necessary)

☐ Three estimates: optimistic (o), most likely (m), and pessimistic (b)

2. Calculate expected value for each subfunction $E = \frac{a + 4m + b}{6}$

3. Apply productivity data to get effort to be expended; two ways:

1. Total expected LOC or FP for all subfunctions and divide this by the expected LOC or FP completed per person-month (estimated from past projects); example:

$$\begin{aligned} \text{Effort} &= 310 \text{ expected FP for project} / 5.5 \text{ expected FP per person-month} \\ &= 56 \text{ person-months} \end{aligned}$$

2. Multiply each subfunction LOC or FP by the adjusted productivity value (based on the estimated complexity of the function) and sum the results for all subfunctions in the project

Effort Estimation by Function

CAD Program Example

| <i>Function</i> | <i>Optimistic</i> | <i>Most Likely</i> | <i>Pessimistic</i> | <i>Expected</i> | <i>\$/Line</i> | <i>Line/Month</i> | <i>Cost</i> | <i>Months</i> |
|------------------------|-------------------|--------------------|--------------------|-----------------|----------------|-------------------|-------------|---------------|
| User interface control | 1800 | 2400 | 2650 | 2,340 | \$14 | 315 | \$ 32,760 | 7.4 |
| 2-D geometric analysis | 4100 | 5200 | 7400 | 5,380 | \$20 | 220 | \$107,600 | 24.4 |
| 3-D geometric analysis | 4600 | 6900 | 8600 | 6,800 | \$20 | 220 | \$136,000 | 30.9 |
| Data structure mgmt | 2950 | 3400 | 3600 | 3,350 | \$18 | 240 | \$ 60,300 | 13.9 |
| Graphics display | 4050 | 4900 | 6200 | 4,950 | \$22 | 200 | \$108,900 | 24.7 |
| Peripheral control | 2000 | 2100 | 2450 | 2,140 | \$28 | 140 | \$ 59,920 | 15.2 |
| Design analysis | 6600 | 8500 | 9800 | 8,400 | \$18 | 300 | \$151,200 | 28.0 |
| Estimated Effort | | | | 33,360 | | | \$656,680 | 144.5 |

Estimated Cost: \$ 656,680

Estimated Effort: 144.5 person-months

Effort Estimation by Task

CAD Program Example

| <i>Function</i> | <i>RA</i> | <i>Design</i> | <i>Code</i> | <i>Test</i> | <i>Total</i> |
|------------------------|-------------|---------------|-------------|-------------|--------------|
| User interface control | 1.0 | 2.0 | 0.5 | 3.5 | 7.0 |
| 2-D geometric analysis | 2.0 | 10.0 | 4.5 | 9.5 | 26.0 |
| 3-D geometric analysis | 2.5 | 12.0 | 6.0 | 11.0 | 31.5 |
| Data structure mgmt | 2.0 | 6.0 | 3.0 | 4.0 | 15.0 |
| Graphics display | 1.5 | 11.0 | 4.0 | 10.5 | 27.0 |
| Peripheral control | 1.5 | 6.0 | 3.5 | 5.0 | 16.0 |
| Design analysis | 4.0 | 14.0 | 5.0 | 7.0 | 30.0 |
| Total | 14.5 | 61.0 | 26.5 | 50.5 | 152.5 |

Estimated Cost: \$ 708,075

Estimated Effort: 152.5 person-months

| | | | | |
|------------------------|--------|---------|---------|---------|
| Rate | 5200 | 4800 | 4250 | 4500 |
| Cost (\$) | 75,000 | 252,000 | 112,625 | 227,250 |
| Effort (person-months) | 14.5 | 61.0 | 26.5 | 50.5 |
| Total | 152.5 | 708,075 | | |

Empirical Estimation Models

Static single-variable model (example: COCOMO)

$$\text{Resource} = cx^d$$

where

x is the estimated characteristic (LOC, FP, effort, etc.)

c and d are constants derived from data collected from past projects

Static multivariable model

$$\text{Resource} = cx^a dy^b \dots$$

where

x, y, \dots and c, d, \dots are as above

Dynamic multivariable model

Project resource requirements are determined over a series of time steps

Theoretical (example: Putman Estimation Model)

Uses equations derived from hypothesized expenditure curves

COCOMO

☐ Involves basic, intermediate, and advanced models

☐ Basic model:

$$\text{Effort} = a(b)KLOC^{b(b)} \text{ person - months}$$

$$\text{Development_Time} = c(b)\text{Effort}^{d(b)} \text{ months}$$

$a(b)$, $b(b)$, $c(b)$, and $d(b)$ are determined from the table:

| <i>Software Project</i> | <i>a(b)</i> | <i>b(b)</i> | <i>c(b)</i> | <i>d(b)</i> |
|-------------------------|-------------|-------------|-------------|-------------|
| Organic | 2.4 | 1.05 | 2.5 | 0.38 |
| Semidetached | 3.0 | 1.12 | 2.5 | 0.35 |
| Embedded | 3.6 | 1.20 | 2.5 | 0.32 |

COCOMO, Continued

Example of COCOMO basic model on the CAD program:

$$\begin{aligned}\text{Effort} &= 3.0 (\text{LOC})^{1.12} \\ &= 3.0 (33.3)^{1.12} \\ &= 152 \text{ person-months}\end{aligned}$$

$$\begin{aligned}\text{Development Time} &= 2.5 (\text{Effort})^{0.35} \\ &= 2.5 (152)^{0.35} \\ &= 14.5 \text{ months}\end{aligned}$$

Thus, estimated number of people N is:

$$\begin{aligned}N &= \text{Effort} / \text{Development Time} \\ &= 152 / 14.5 \\ &= 11 \text{ people}\end{aligned}$$

Putman Estimation Model

- Data is derived from large projects
- Model is applicable to smaller projects as well
- The distribution of effort is described by the Rayleigh-Norden curve

