

# Estimating software-intensive projects

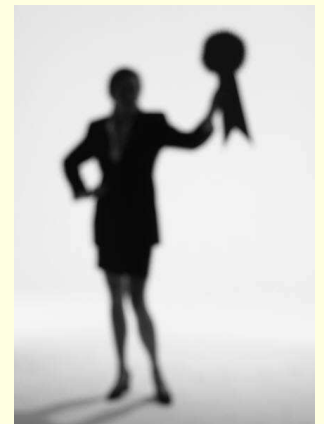
Combining techniques for the right result.

Emmanuel Gonnet, September 2008

# Game Time

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- You can win a prize!
- Estimate how many slides I will go through during my presentation?



# Agenda

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- ➡ ■ Solving business problems
- Examining some fundamentals
- Reviewing the estimation methods
  - Historical data
  - Counting
  - Decomposition
- Combining methods for better results
- Concluding – Best practices

# What business problems?

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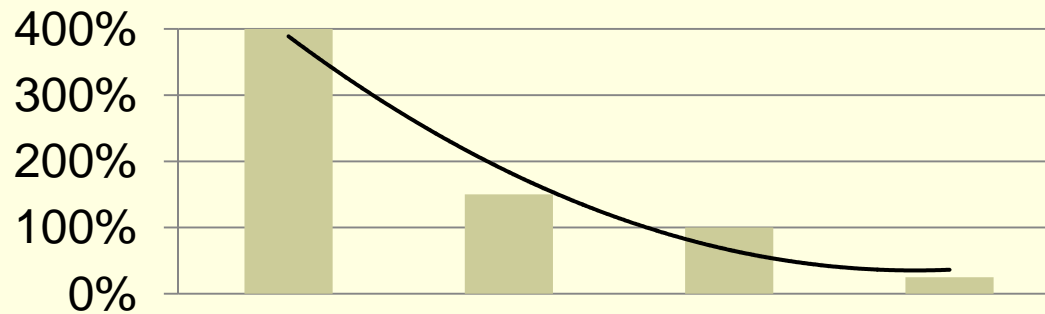
- Estimation solves issues related to “guesstimation” by:
  - Reducing gaps between targets and reality
  - Enabling planning and monitoring activities
    - Resource planning
    - Scheduling
  - Gating the investment process
  - Facilitating communication and transparency

# Agenda

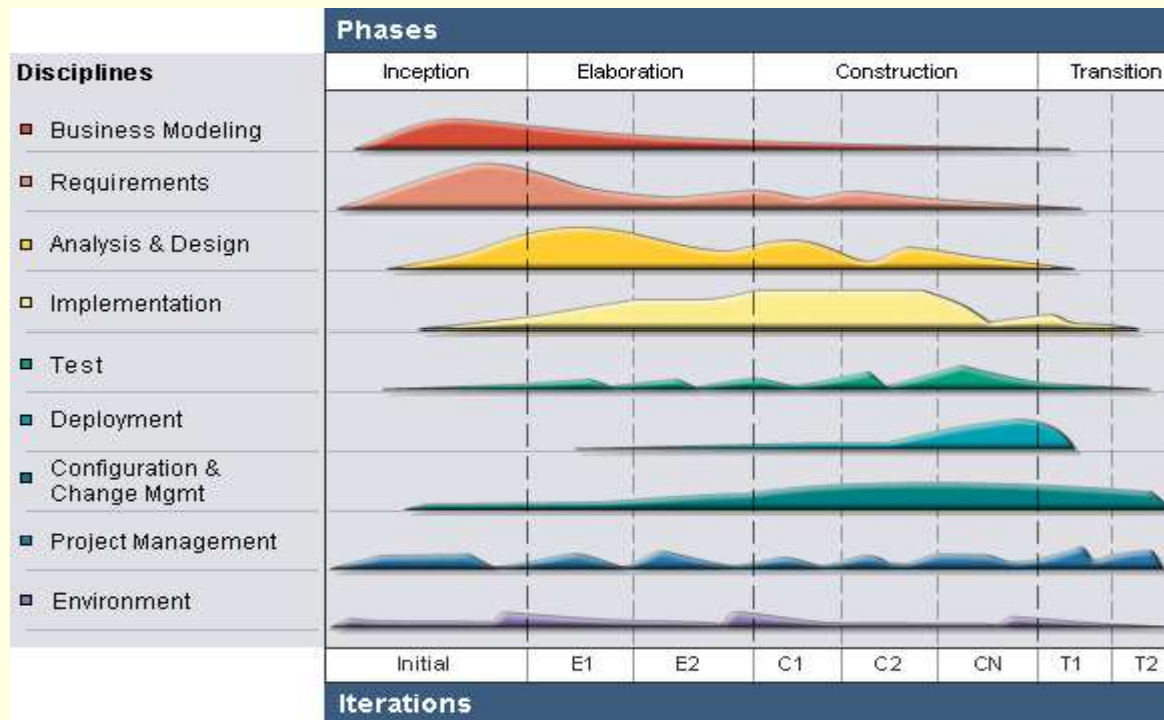
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- Solving business problems
- ➡ ■ Examining some fundamentals
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  - Expert judgment
  - Historical data
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- Concluding – Best practices

# Accuracy varies with time



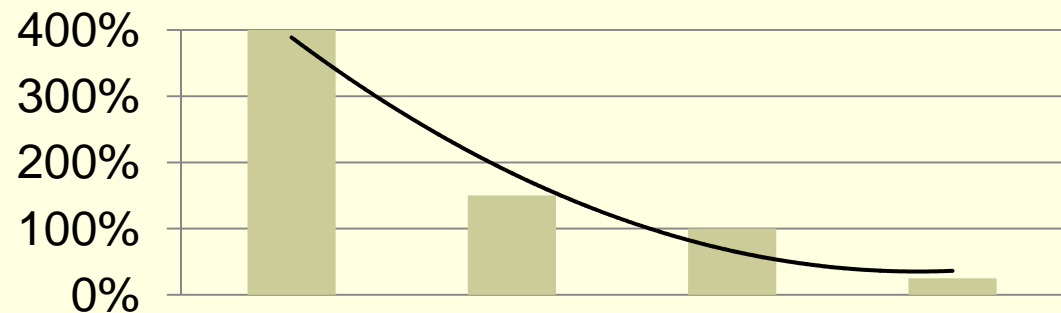
Source: COCOMO



Source: The Rational Unified Process

# Implications

- Single point estimates are not accurate
- Accuracy should improve with time
- The estimation method should change as the project progresses.



# Choice of an estimation method

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- The choice of estimation method depends on:
  - The nature of the software (embedded, ...)
  - The size of the project (small, medium..)
  - The point in time when the estimation is done
  - The type of project (Greenfield, maintenance...)
  - Others?



# Implications

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- Organizations should master multiple estimation methods that map to the possible scenarios they may face.
  - Some estimation techniques are not appropriate for certain combinations of variables
- A decision tree is needed to identify the right technique in the right context

# Cost is size times productivity

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$$\text{Cost} = \text{Size} * \text{Productivity}$$

Where

- Cost could be “days”
- Size could be “number of work units”
- Productivity could be “days/number of work units”

# Implications

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- Regardless of the technique used:
  - Size of the effort should be estimated
  - Productivity and contextual assumptions should be articulated.
- Sizing and productivity information should be transferable between estimation techniques
  - Establishing “work units” is paramount
  - Productivity is a major data element

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# Historical data

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- Based on past experience and recorded information
- Techniques are:
  - Expert judgments (i.e. wideband delphi)
  - Industry benchmarks
  - Recorded data (i.e. Timesheets)
  - Analogy
- Are you records in the  $C=S \cdot P$  format?

# Counting

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- Based on the computation of certain elements
- Techniques are:
  - Function points, use case points...
  - Proxy-based methods
  - What else can you count?
- Good way to size the effort
  - Still require productivity information

# Decomposition

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- Based on the division of work into “bite-size” components
- Techniques are:
  - Decomposition into WBS
  - Decomposition of functions...
- Still requires historical data and counts:
  - List of tasks
  - Counting the functions ...
- Benefits from the law of large numbers

# Focus on use case points

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- $(AW + UW) * TF * EF * PHF$ 
  - Where  $(AW+UW) * TF$  represent the size
  - Where  $EF*PHF$  represents the productivity
- Requires
  - The counting of use cases and actors
  - Measures of productivity elements (data)
- Preferred method for the unified process post inception-phase

AW: Actor Weight, UW: Use Case Weight, TF: Technical Factors, EF: Environment Factors, PHF: Person Hour Factor

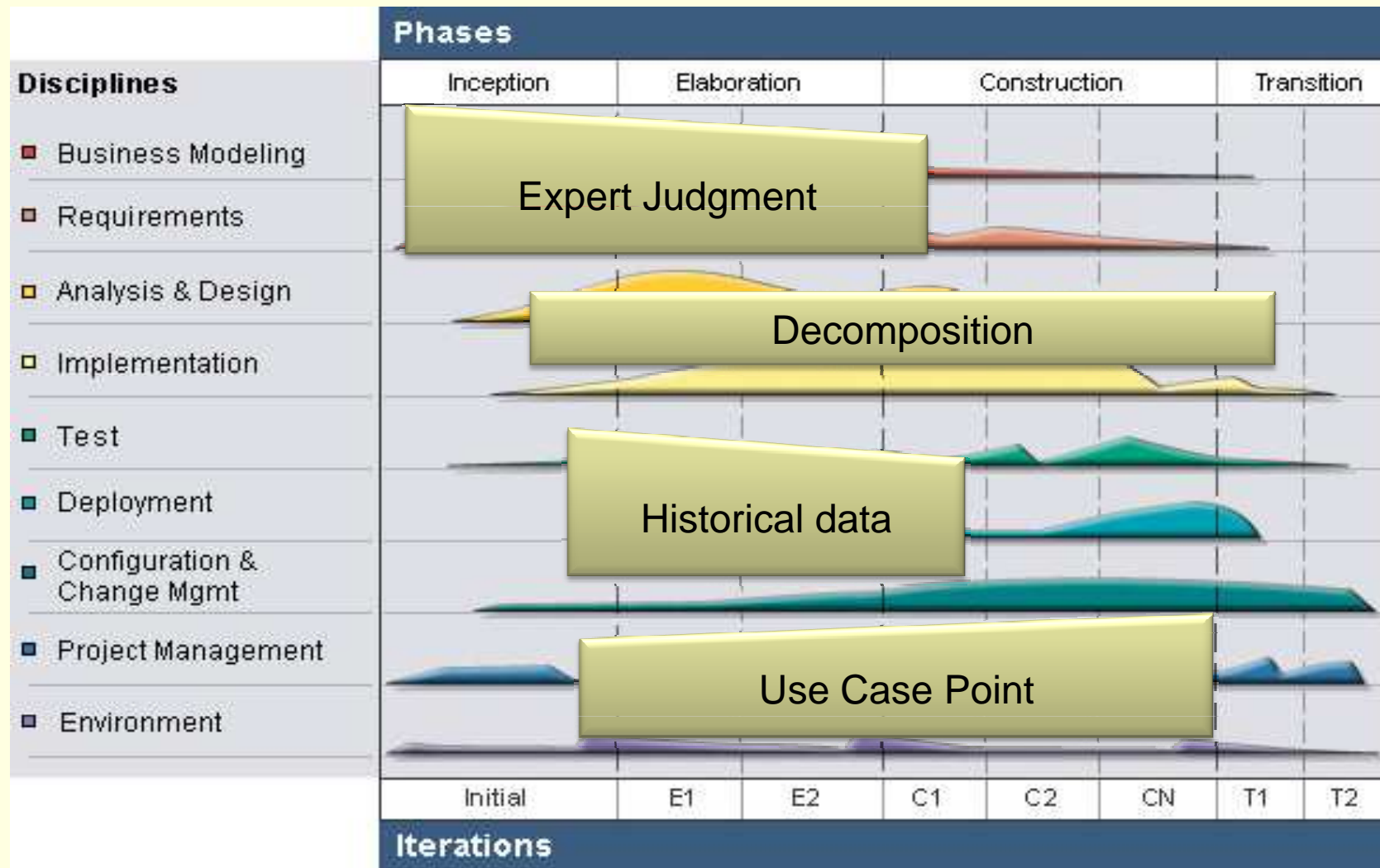


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# Example: combining techniques for better accuracy



# Best practices

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- Contextualize the estimation process
  - Adopt the method that matches the situation
  - Combine methods for better results
- Choose work units and a data collection scheme
  - Measure both size and productivity
  - Employ measurable work units
  - Record data for better calibration and process improvement (learning)

# Thanks you! Q/A

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# Winners?

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- This presentation had 21 slides.

