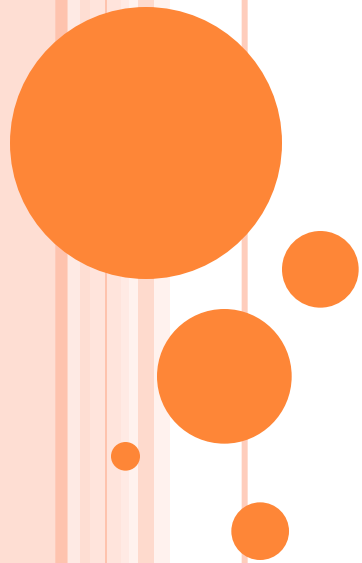


# SOFTWARE ENGINEERING



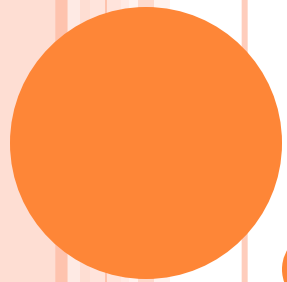
# LECTURE-16



**Process and Project Metrics**

# TOPICS COVERED

- Introduction
- Metrics in the Process Domain
- Metrics in the Project Domain
- Software Measurement
- Integrating Metrics within the Software Process



# INTRODUCTION

# WHAT ARE METRICS?

- Software process and project metrics are quantitative measures
- They are a management tool
- They offer insight into the effectiveness of the software process and the projects that are conducted using the process as a framework
- Basic quality and productivity data are collected
- These data are analyzed, compared against past averages, and assessed
- The goal is to determine whether quality and productivity improvements have occurred
- The data can also be used to pinpoint problem areas
- Remedies can then be developed and the software process can be improved



# A QUOTE ON MEASUREMENT

“When you can measure what you are speaking about and express it in numbers, you know something about it; but when you cannot measure, when you cannot express it in numbers, your knowledge is of a meager and unsatisfactory kind; it may be the beginning of knowledge, but you have scarcely, in your thoughts, advanced to the stage of science.”

LORD WILLIAM KELVIN (1824 – 1907)



# USES OF MEASUREMENT

- Can be applied to the software process with the intent of improving it on a continuous basis
- Can be used throughout a software project to assist in estimation, quality control, productivity assessment, and project control
- Can be used to help assess the quality of software work products and to assist in tactical decision making as a project proceeds



# REASONS TO MEASURE

- To characterize in order to
  - Gain an understanding of processes, products, resources, and environments
  - Establish baselines for comparisons with future assessments
- To evaluate in order to
  - Determine status with respect to plans
- To predict in order to
  - Gain understanding of relationships among processes and products
  - Build models of these relationships
- To improve in order to
  - Identify roadblocks, root causes, inefficiencies, and other opportunities for improving product quality and process performance





# METRICS IN THE PROCESS DOMAIN



# METRICS IN THE PROCESS DOMAIN

- Process metrics are collected across all projects and over long periods of time
- They are used for making strategic decisions
- The intent is to provide a set of process indicators that lead to long-term software process improvement
- The only way to know how/where to improve any process is to
  - Measure specific attributes of the process
  - Develop a set of meaningful metrics based on these attributes
  - Use the metrics to provide indicators that will lead to a strategy for improvement

(More on next slide)



# METRICS IN THE PROCESS DOMAIN (CONTINUED)

- We measure the effectiveness of a process by deriving a set of metrics based on outcomes of the process such as
  - Errors uncovered before release of the software
  - Defects delivered to and reported by the end users
  - Work products delivered
  - Human effort expended
  - Calendar time expended
  - Conformance to the schedule
  - Time and effort to complete each generic activity

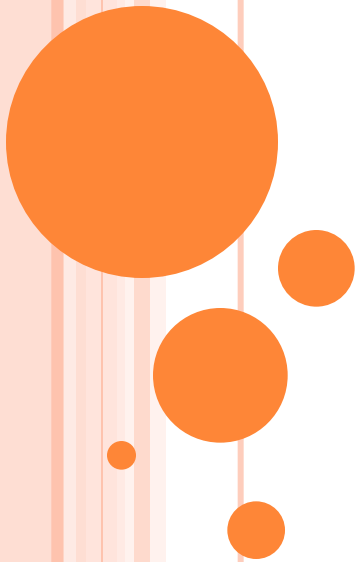


# ETIQUETTE OF PROCESS METRICS

- Use common sense and organizational sensitivity when interpreting metrics data
- Provide regular feedback to the individuals and teams who collect measures and metrics
- Don't use metrics to evaluate individuals
- Work with practitioners and teams to set clear goals and metrics that will be used to achieve them
- Never use metrics to threaten individuals or teams
- Metrics data that indicate a problem should not be considered “negative”
  - Such data are merely an indicator for process improvement
- Don't obsess on a single metric to the exclusion of other important metrics



# METRICS IN THE PROJECT DOMAIN



# METRICS IN THE PROJECT DOMAIN

- Project metrics enable a software project manager to
  - Assess the status of an ongoing project
  - Track potential risks
  - Uncover problem areas before their status becomes critical
  - Adjust work flow or tasks
  - Evaluate the project team's ability to control quality of software work products
- Many of the same metrics are used in both the process and project domain
- Project metrics are used for making tactical decisions
  - They are used to adapt project workflow and technical activities



# USE OF PROJECT METRICS

- The first application of project metrics occurs during estimation
  - Metrics from past projects are used as a basis for estimating time and effort
- As a project proceeds, the amount of time and effort expended are compared to original estimates
- As technical work commences, other project metrics become important
  - Production rates are measured (represented in terms of models created, review hours, function points, and delivered source lines of code)
  - Error uncovered during each generic framework activity (i.e, communication, planning, modeling, construction, deployment) are measured

(More on next slide)

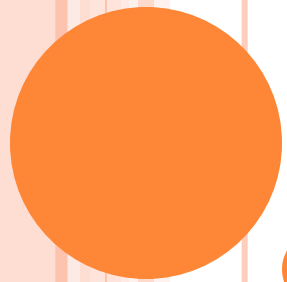


# USE OF PROJECT METRICS (CONTINUED)

- Project metrics are used to
  - Minimize the development schedule by making the adjustments necessary to avoid delays and mitigate potential problems and risks
  - Assess product quality on an ongoing basis and, when necessary, to modify the technical approach to improve quality
- In summary
  - As quality improves, defects are minimized
  - As defects go down, the amount of rework required during the project is also reduced
  - As rework goes down, the overall project cost is reduced







# SOFTWARE MEASUREMENT

# CATEGORIES OF SOFTWARE MEASUREMENT

- Two categories of software measurement
  - Direct measures of the
    - Software process (cost, effort, etc.)
    - Software product (lines of code produced, execution speed, defects reported over time, etc.)
  - Indirect measures of the
    - Software product (functionality, quality, complexity, efficiency, reliability, maintainability, etc.)
- Project metrics can be consolidated to create process metrics for an organization



# SIZE-ORIENTED METRICS

- Derived by normalizing quality and/or productivity measures by considering the size of the software produced
- Thousand lines of code (KLOC) are often chosen as the normalization value
- Metrics include
  - Errors per KLOC - Errors per person-month
  - Defects per KLOC - KLOC per person-month
  - Dollars per KLOC - Dollars per page of documentation
  - Pages of documentation per KLOC

(More on next slide)



# SIZE-ORIENTED METRICS (CONTINUED)

- Size-oriented metrics are not universally accepted as the best way to measure the software process
- Opponents argue that KLOC measurements
  - Are dependent on the programming language
  - Penalize well-designed but short programs
  - Cannot easily accommodate nonprocedural languages
  - Require a level of detail that may be difficult to achieve



# FUNCTION-ORIENTED METRICS

- Function-oriented metrics use a measure of the functionality delivered by the application as a normalization value
- Most widely used metric of this type is the function point:

$$FP = \text{count total} * [0.65 + 0.01 * \text{sum (value adj. factors)}]$$

- Material in Chapter 15 covered this in more detail
- Function point values on past projects can be used to compute, for example, the average number of lines of code per function point (e.g., 60)



# FUNCTION POINT CONTROVERSY

- Like the KLOC measure, function point use also has proponents and opponents
- Proponents claim that
  - FP is programming language independent
  - FP is based on data that are more likely to be known in the early stages of a project, making it more attractive as an estimation approach
- Opponents claim that
  - FP requires some “sleight of hand” because the computation is based on subjective data
  - Counts of the information domain can be difficult to collect after the fact
  - FP has no direct physical meaning...it’s just a number



# RECONCILING LOC AND FP METRICS

- Relationship between LOC and FP depends upon
  - The programming language that is used to implement the software
  - The quality of the design
- FP and LOC have been found to be relatively accurate predictors of software development effort and cost
  - However, a historical baseline of information must first be established
- LOC and FP can be used to estimate object-oriented software projects
  - However, they do not provide enough granularity for the schedule and effort adjustments required in the iterations of an evolutionary or incremental process
- The table on the next slide provides a rough estimate of the average LOC to one FP in various programming languages



# LOC PER FUNCTION POINT

<b>Language</b>	<b>Average</b>	<b>Median</b>	<b>Low</b>	<b>High</b>
Ada	154	--	104	205
Assembler	337	315	91	694
C	162	109	33	704
C++	66	53	29	178
COBOL	77	77	14	400
Java	55	53	9	214
PL/1	78	67	22	263
Visual Basic	47	42	16	158





# OBJECT-ORIENTED METRICS

- Number of scenario scripts (i.e., use cases)
  - This number is directly related to the size of an application and to the number of test cases required to test the system
- Number of key classes (the highly independent components)
  - Key classes are defined early in object-oriented analysis and are central to the problem domain
  - This number indicates the amount of effort required to develop the software
  - It also indicates the potential amount of reuse to be applied during development
- Number of support classes
  - Support classes are required to implement the system but are not immediately related to the problem domain (e.g., user interface, database, computation)
  - This number indicates the amount of effort and potential reuse

(More on next slide)



# OBJECT-ORIENTED METRICS (CONTINUED)

- Average number of support classes per key class
  - Key classes are identified early in a project (e.g., at requirements analysis)
  - Estimation of the number of support classes can be made from the number of key classes
  - GUI applications have between two and three times more support classes as key classes
  - Non-GUI applications have between one and two times more support classes as key classes
- Number of subsystems
  - A subsystem is an aggregation of classes that support a function that is visible to the end user of a system



# METRICS FOR SOFTWARE QUALITY

## ○ Correctness

- This is the number of defects per KLOC, where a defect is a verified lack of conformance to requirements
- Defects are those problems reported by a program user after the program is released for general use

## ○ Maintainability

- This describes the ease with which a program can be corrected if an error is found, adapted if the environment changes, or enhanced if the customer has changed requirements
- Mean time to change (MTTC) : the time to analyze, design, implement, test, and distribute a change to all users
  - Maintainable programs on average have a lower MTTC



# DEFECT REMOVAL EFFICIENCY

- Defect removal efficiency provides benefits at both the project and process level
- It is a measure of the filtering ability of QA activities as they are applied throughout all process framework activities
  - It indicates the percentage of software errors found before software release
- It is defined as  $DRE = E / (E + D)$ 
  - E is the number of errors found before delivery of the software to the end user
  - D is the number of defects found after delivery
- As D increases, DRE decreases (i.e., becomes a smaller and smaller fraction)
- The ideal value of DRE is 1, which means no defects are found after delivery
- DRE encourages a software team to institute techniques for finding as many errors as possible before delivery





# **INTEGRATING METRICS WITHIN THE SOFTWARE PROCESS**

# ARGUMENTS FOR SOFTWARE METRICS

- Most software developers do not measure, and most have little desire to begin
- Establishing a successful company-wide software metrics program can be a multi-year effort
- But if we do not measure, there is no real way of determining whether we are improving
- Measurement is used to establish a process baseline from which improvements can be assessed
- Software metrics help people to develop better project estimates, produce higher-quality systems, and get products out the door on time

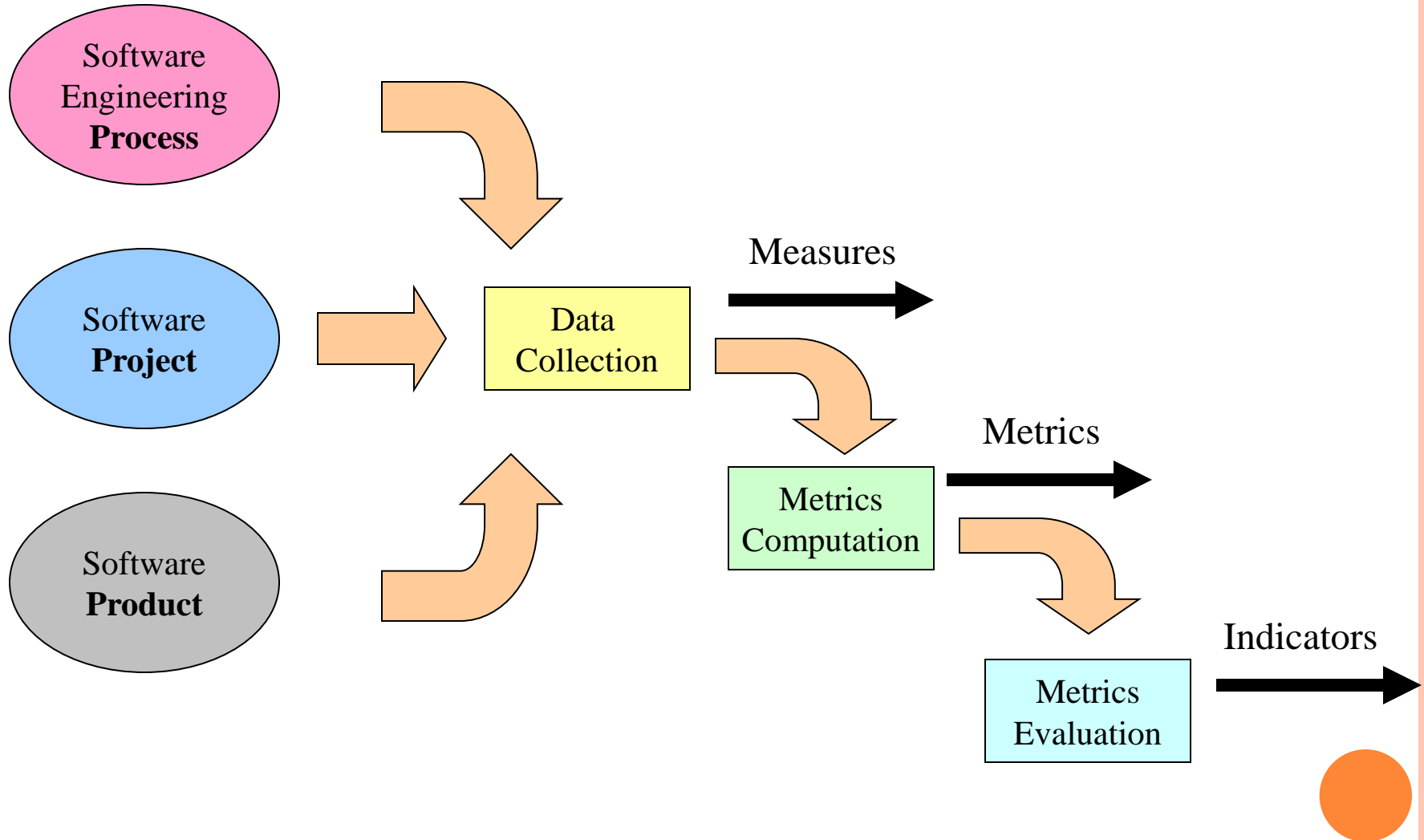


# ESTABLISHING A METRICS BASELINE

- By establishing a metrics baseline, benefits can be obtained at the software process, product, and project levels
- The same metrics can serve many masters
- The baseline consists of data collected from past projects
- Baseline data must have the following attributes
  - Data must be reasonably accurate (guesses should be avoided)
  - Data should be collected for as many projects as possible
  - Measures must be consistent (e.g., a line of code must be interpreted consistently across all projects)
  - Past applications should be similar to the work that is to be estimated
- After data is collected and metrics are computed, the metrics should be evaluated and applied during estimation, technical work, project control, and process improvement



# SOFTWARE METRICS BASELINE PROCESS





# GETTING STARTED WITH METRICS

- 1) Understand your existing process
- 2) Define the goals to be achieved by establishing a metrics program
- 3) Identify metrics to achieve those goals
  - Keep the metrics simple
  - Be sure the metrics add value to your process and product
- 4) Identify the measures to be collected to support those metrics

(More on next slide)



# GETTING STARTED WITH METRICS (CONTINUED)

- 5) Establish a measurement collection process
  - a) What is the source of the data?
  - b) Can tools be used to collect the data?
  - c) Who is responsible for collecting the data?
  - d) When are the data collected and recorded?
  - e) How are the data stored?
  - f) What validation mechanisms are used to ensure the data are correct?
- 6) Acquire appropriate tools to assist in collection and assessment
- 7) Establish a metrics database
- 8) Define appropriate feedback mechanisms on what the metrics indicate about your process so that the process and the metrics program can be improved

