# **SOFTWARE ENGINEERING**

# **QUALITY MANAGEMENT**

#### TOPRUS COVERED

- Software quality assurance
- Software reviews
- Statistical software quality assurance
- Software reliability, availability, and safety
- SQA plan

### WHAT IS QUALITY MANAGEMENT

- Also called software quality assurance (SQA)
- Serves as an <u>umbrella activity</u> that is applied throughout the software process
- Involves doing the software development <u>correctly</u> versus doing it over again
- Reduces the amount of <u>rework</u>, which results in lower costs and improved time to market
- Encompasses
  - A software quality assurance process
  - Specific quality assurance and quality control tasks (including formal technical <u>reviews</u> and a multi-tiered <u>testing</u> strategy)
  - Effective software engineering practices (methods and tools)
  - Control of all software work products and the changes made to them
  - A procedure to ensure compliance with software development standards
  - Measurement and reporting mechanisms

# QUALITY DEFINED

- Defined as a characteristic or attribute of something
- Refers to <u>measurable</u> characteristics that we can compare to known standards
- In software it involves such measures as cyclomatic complexity, cohesion, coupling, function points, and source lines of code
- Includes variation control
  - A software development organization should strive to <u>minimize</u> the variation between the <u>predicted</u> and the <u>actual</u> values for cost, schedule, and resources
  - They should make sure their <u>testing</u> program covers a <u>known</u> <u>percentage</u> of the software from one release to another
  - One goal is to ensure that the <u>variance</u> in the number of bugs is also <u>minimized</u> from one release to another

# QUALITY DEFINED (CONTINUED)

#### • Two kinds of quality are sought out

- Quality of <u>design</u>
  - The characteristic that designers specify for an item
  - This encompasses requirements, specifications, and the design of the system
- Quality of <u>conformance</u> (i.e., implementation)
  - The degree to which the design specifications are followed during manufacturing
  - This focuses on how well the implementation follows the design and how well the resulting system meets its requirements

#### • Quality also can be looked at in terms of user satisfaction

User satisfaction = compliant product

+ good quality

+ delivery within budget and schedule

# QUALITY CONTROL

- Involves a series of <u>inspections</u>, <u>reviews</u>, and <u>tests</u> used throughout the software process
- Ensures that each work product meets the <u>requirements</u> placed on it
- Includes a <u>feedback loop</u> to the process that created the work product
  - This is essential in minimizing the errors produced
- Combines <u>measurement</u> and <u>feedback</u> in order to adjust the process when product specifications are not met
- Requires all work products to have defined, measurable specifications to which practitioners may compare to the output of each process

#### **QUALITY ASSURANCE FUNCTIONS**

- Consists of a set of <u>auditing and reporting functions</u> that <u>assess</u> the effectiveness and completeness of <u>quality control</u> activities
- Provides management personnel with data that provides <u>insight</u> into the quality of the products
- Alerts management personnel to quality problems so that they can apply the necessary resources to <u>resolve</u> quality issues

# THE COST OF QUALITY

- Includes all costs incurred in the pursuit of quality or in performing quality-related activities
- Is studied to
  - <u>Provide a baseline</u> for the current cost of quality
  - <u>Identify opportunities</u> for reducing the cost of quality
  - Provide a normalized basis of comparison (which is usually dollars)
- o Involves various kinds of quality costs (See next slide)
- Increases dramatically as the activities progress from
  - Prevention  $\rightarrow$  Detection  $\rightarrow$  Internal failure  $\rightarrow$  External failure

"It takes less time to do a thing right than to explain why you did it wrong." Longfellow

### KINDS OF QUALITY COSTS

- Prevention costs
  - Quality planning, formal technical reviews, test equipment, training
- <u>Appraisal</u> costs
  - Inspections, equipment calibration and maintenance, testing
- <u>Failure</u> costs subdivided into <u>internal</u> failure costs and <u>external</u> failure costs
  - Internal failure costs
    - Incurred when an error is detected in a product prior to shipment
    - Include rework, repair, and failure mode analysis
  - <u>External</u> failure costs
    - Involves defects found after the product has been shipped
    - Include complaint resolution, product return and replacement, help line support, and warranty work

# **SOFTWARE QUALITY ASSURANCE**

# SOFTWARE QUALITY DEFINED

Definition: "Conformance to explicitly stated functional and performance <u>requirements</u>, explicitly documented development <u>standards</u>, and implicit <u>characteristics</u> that are expected of all professionally developed software"

# SOFTWARE QUALITY DEFINED (CONTINUED)

#### • This definition emphasizes three points

- <u>Software requirements</u> are the foundation from which quality is measured; lack of conformance to requirements is lack of quality
- <u>Specified standards</u> define a set of development criteria that guide the manner in which software is engineered; if the criteria are not followed, lack of quality will almost surely result
- A set of <u>implicit requirements</u> often goes unmentioned; if software fails to meet implicit requirements, software quality is suspect
- Software quality is <u>no longer</u> the sole responsibility of the programmer
  - It <u>extends</u> to software engineers, project managers, customers, salespeople, and the SQA group
  - Software engineers <u>apply</u> solid technical methods and measures, conduct formal technical reviews, and perform well-planned software testing

### THE SQA GROUP

- Serves as the <u>customer's</u> in-house representative
- Assists the software team in achieving a high-quality product
- Views the software from the <u>customer's</u> point of view
  - Does the software adequately meet quality factors?
  - Has software development been conducted according to preestablished standards?
  - Have technical disciplines properly performed their roles as part of the SQA activity?
- Performs a set of of <u>activities</u> that address quality assurance planning, oversight, record keeping, analysis, and reporting (See next slide)

# SQA ACTIVITIES

- Prepares an SQA plan for a project
- <u>Participates</u> in the development of the project's software process description
- <u>Reviews</u> software engineering activities to <u>verify</u> compliance with the defined software process
- <u>Audits</u> designated software work products to <u>verify</u> compliance with those defined as part of the software process
- <u>Ensures</u> that deviations in software work and work products are documented and handled according to a documented procedure
- <u>Records</u> any noncompliance and <u>reports</u> to senior management
- <u>Coordinates</u> the control and management of change
- Helps to <u>collect</u> and <u>analyze</u> software metrics

# SOFTWARE REVIEWS

### PURPOSE OF REVIEWS

- Serve as a <u>filter</u> for the software process
- Are applied at <u>various points</u> during the software process
- Uncover errors that can then be removed
- Purify the software analysis, design, coding, and testing activities
- Catch <u>large classes</u> of errors that <u>escape</u> the originator more than other practitioners
- Include the <u>formal technical review</u> (also called a walkthrough or inspection)
  - Acts as the most effective SQA filter
  - Conducted by software engineers for software engineers
  - Effectively uncovers errors and improves software quality
  - Has been shown to be up to 75% effective in uncovering <u>design</u> <u>flaws</u> (which constitute 50-65% of all errors in software)
- Require the software engineers to <u>expend</u> time and effort, and the organization to cover the costs

# FORMAL TECHNICAL REVIEW (FTR)

• Objectives

- To <u>uncover</u> errors in function, logic, or implementation for any representation of the software
- To verify that the software under review meets its requirements
- To <u>ensure</u> that the software has been represented according to predefined standards
- To <u>achieve</u> software that is developed in a uniform manner
- To <u>make</u> projects more manageable
- Serves as a <u>training ground</u> for junior software engineers to observe different approaches to software analysis, design, and construction
- Promotes <u>backup and continuity</u> because a number of people become familiar with other parts of the software
- May sometimes be a <u>sample-driven</u> review
  - Project managers must <u>quantify</u> those work products that are the primary targets for formal technical reviews
  - The sample of products that are reviewed must be <u>representative</u> of the products as a whole

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#### • THE FTR MEETING Has the following <u>constraints</u>

- From 3-5 people should be involved
- Advance preparation (i.e., reading) should occur for each participant but should require <u>no more than two hours</u> a piece and involve only a small subset of components
- The duration of the meeting should be less than two hours
- Focuses on a <u>specific</u> work product (a software requirements specification, a detailed design, a source code listing)
- Activities <u>before</u> the meeting
  - The <u>producer</u> informs the project manager that a work product is complete and ready for review
  - The project manager contacts a review leader, who evaluates the product for readiness, generates copies of product materials, and distributes them to the reviewers for advance preparation
  - Each <u>reviewer</u> spends one to two hours reviewing the product and making notes <u>before</u> the actual review meeting
  - The <u>review leader</u> establishes an agenda for the review meeting and schedules the time and location

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(More on next slide)

# THE FTR MEETING (CONTINUED)

- Activities during the meeting
  - The meeting is attended by the review leader, all reviewers, and the producer
  - One of the reviewers also serves as the <u>recorder</u> for all issues and decisions concerning the product
  - After a brief introduction by the review leader, the <u>producer</u> proceeds to "walk through" the work product while reviewers ask questions and raise issues
  - The <u>recorder</u> notes any valid problems or errors that are discovered; <u>no</u> <u>time or effort</u> is spent in this meeting to <u>solve</u> any of these problems or errors
- Activities at the conclusion of the meeting
  - All attendees must decide whether to
    - Accept the product without further modification
    - <u>Reject</u> the product due to severe errors (After these errors are corrected, another review will then occur)

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- <u>Accept</u> the product <u>provisionally</u> (Minor errors need to be corrected but no additional review is required)
- All attendees then complete A sign-off\_in\_which they indicate that they took
  part in the review and that they concur with the findings

# THE FTR MEETING (CONTINUED)

o Activities following the meeting

- The <u>recorder</u> produces a list of review issues that
  - Identifies problem areas within the product
  - <u>Serves as an action item checklist</u> to guide the producer in making corrections
- The recorder includes the list in an FTR summary report
  - This one to two-page report describes <u>what</u> was reviewed, <u>who</u> reviewed it, and <u>what</u> were the findings and conclusions
- The <u>review leader</u> follows up on the findings to ensure that the <u>producer</u> makes the requested corrections

# FTR GUIDELINES

- 1) Review the <u>product</u>, not the producer
- 2) Set an <u>agenda</u> and maintain it
- Limit debate and rebuttal; <u>conduct</u> in-depth discussions offline
- 4) <u>Enunciate</u> problem areas, but <u>don't attempt</u> to solve the problem noted
- 5) Take <u>written notes</u>; utilize a wall board to capture comments
- 6) Limit the <u>number of participants</u> and insist upon <u>advance</u> <u>preparation</u>
- 7) Develop a <u>checklist</u> for each product in order to structure and focus the review
- 8) Allocate <u>resources</u> and schedule <u>time</u> for FTRs
- 9) Conduct meaningful <u>training</u> for all reviewers
- 10) Review your earlier reviews to <u>improve</u> the overall review process

# **STATISTICAL SOFTWARE QUALITY ASSURANCE**

### PROCESS STEPS

- <u>Collect</u> and <u>categorize</u> information (i.e., causes) about <u>software defects</u> that occur
- 2) Attempt to <u>trace</u> each defect to its <u>underlying cause</u> (e.g., nonconformance to specifications, design error, violation of standards, poor communication with the customer)
- Using the <u>Pareto principle</u> (80% of defects can be traced to 20% of all causes), isolate the 20%

# A SAMPLE OF POSSIBLE CAUSES FOR DEFECTS

- o Incomplete or erroneous specifications
- Misinterpretation of customer communication
- Intentional <u>deviation</u> from specifications
- <u>Violation</u> of programming standards
- o Errors in data representation
- o Inconsistent component interface
- o Errors in design logic
- o Incomplete or erroneous testing
- o Inaccurate or incomplete documentation
- o Errors in programming language translation of design
- <u>Ambiguous</u> or <u>inconsistent</u> human/computer interface

# SIX SIGMA

- Popularized by Motorola in the 1980s
- Is the most widely used strategy for statistical quality assurance
- Uses data and statistical analysis to <u>measure</u> and <u>improve</u> a company's operational <u>performance</u>
- Identifies and eliminates <u>defects</u> in manufacturing and servicerelated processes
- The "Six Sigma" refers to six standard deviations (3.4 defects per a million occurrences)

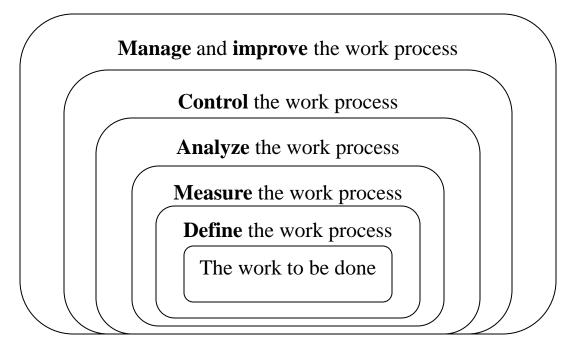
# SIX SIGMA (CONTINUED)

• Three core steps

- <u>Define</u> customer requirements, deliverables, and project goals via welldefined methods of customer communication
- <u>Measure</u> the existing process and its output to determine current quality performance (<u>collect defect metrics</u>)
- <u>Analyze</u> defect metrics and determine the vital few causes (the 20%)
- Two <u>additional</u> steps are added for existing processes (and can be done in parallel)
  - <u>Improve</u> the process by eliminating the <u>root causes</u> of defects
  - <u>Control</u> the process to ensure that future work <u>does not reintroduce</u> the causes of defects

# SIX SIGMA (CONTINUED)

- All of these steps need to be performed so that you can <u>manage</u> the process to accomplish something
- You <u>cannot</u> effectively <u>manage</u> and <u>improve</u> a process until you first do these steps (in this order):



# SOFTWARE RELIABILITY, AVAILABILITY, AND SAFETY

#### RELIABILITY AND AVAILABILITY • Software failure

- Defined: Nonconformance to software requirements
- Given a set of <u>valid</u> requirements, all software <u>failures</u> can be traced to design or implementation problems (i.e., nothing wears out like it does in hardware)
- o Software reliability
  - Defined: The <u>probability</u> of <u>failure-free</u> operation of a software application in a specified environment for a specified time
  - Estimated using historical and development data
  - A simple measure is MTBF = MTTF + MTTR = Uptime + Downtime
  - Example:
    - MTBF = 68 days + 3 days = 71 days

• Failures per 100 days = (1/71) \* 100 = 1.4

#### Software <u>availability</u>

- Defined: The <u>probability</u> that a software application is <u>operating</u> according to <u>requirements</u> at a given point in time
- Availability = [MTTF/ (MTTF + MTTR)] \* 100%
- Example:

• Avail. = [68 days / (68 days + 3 days)] \* 100 % = 96%

### SOFTWARE SAFETY

- Focuses on identification and assessment of <u>potential hazards</u> to software operation
- o It differs from software reliability
  - Software <u>reliability</u> uses statistical analysis to determine the <u>likelihood</u> that a software failure <u>will occur</u>; however, the failure <u>may not</u> necessarily result in a hazard or mishap
  - Software <u>safety</u> examines the ways in which failures result in <u>conditions</u> that can <u>lead to</u> a hazard or mishap; it identifies <u>faults</u> that may lead to <u>failures</u>
- Software failures are evaluated in the context of an entire computer-based system and its environment through the process of <u>fault tree analysis</u> or <u>hazard analysis</u>



### PURPOSE AND LAYOUT

- Provides a <u>road map</u> for instituting software quality assurance in an organization
- Developed by the SQA group to serve as a <u>template</u> for SQA activities that are instituted for each software project in an organization
- Structured as follows:
  - The purpose and scope of the plan
  - A <u>description</u> of all software engineering work products that fall within the purview of SQA
  - All applicable <u>standards</u> and practices that are applied during the software process
  - SQA <u>actions and tasks</u> (including reviews and audits) and their placement throughout the <u>software process</u>
  - The tools and methods that support SQA actions and tasks
  - Methods for assembling, safeguarding, and maintaining all SQArelated records
  - Organizational roles and responsibilities relative to product quality
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