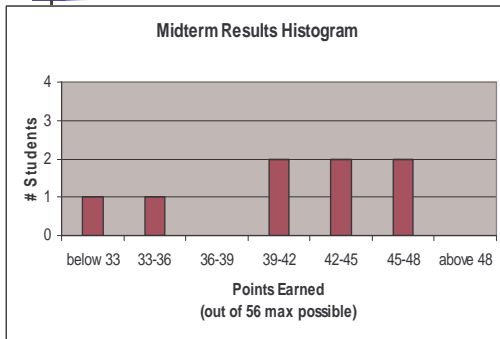


Midterm Exam Statistics



Other statistics:

- Average: 40.6
- Median: 42.3
- Std Dev: 6.2
- Max: 46.5
- Min: 28

Easiest Problems:

4, 3, 11

Hardest Problems:

8, 2, 10, 9

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Lecture 15: Scheduling, Estimation, and Prioritization (Part I)

"Good judgement comes from experience. Experience comes from bad judgement."

"Doing things at the last minute is much more expensive than just before the last minute." -- Randy Pausch

"Plans are worthless, but planning is everything."
-- Dwight Eisenhower

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Outline

- n Software project estimation
- n Prioritization
- n Scheduling
 - n Being behind schedule, ahead of schedule
- n Frequent scheduling and prioritization-related mistakes students make
- n Best practices for project scheduling
- n Scheduling in the context of your projects

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Resources

- n *Rapid Development*, by Steve McConnell
 - n Ch. 8, 9
 - n Ch. 29, 32 (short summaries of best practices)
 - n (optional) Ch. 14
- n *Death March (2nd ed.)*, by Ed Yourdon
 - n Critical-Chain Scheduling (pp.175-177)
- n *The Mythical Man-Month*, by Fred Brooks
- n *Code Complete*, by Steve McConnell
- n *Software Requirements*, by Karl Wiegers

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

How The Three Concepts Tie Together

- n You need an up-to-date *schedule* to keep you on track in the project.
- n Items on the schedule must be continuously *estimated* (both in length and in start / completion times).
- n Items on the schedule must have realistic *priorities*.

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Software Project Estimation Approaches

- n Estimate pieces of the project, then add the pieces together.
- n Refer to estimate data from previous projects.
- n Use an algorithmic approach (e.g., COCOMO).
- n Use established time-tested models.
 - n E.g.: expected-time = $3.0 * \text{man-months}^{1/3}$
- n Use scheduling software.
- n Have outside experts do the project estimate.
- n and many others...

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

How Are Software Projects Estimated?

- n Software project estimation, as software development, is done through gradual refinement.
 - n You will know better when you have seen more.
- n An estimate is best represented as a **range of values** with an associated **confidence level**.
 - n **Not** a single point!
- n There is a trade-off between estimation accuracy and project control.
 - n Why?

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Advice on Giving Estimates

- n Avoid giving estimates that are more precise than you can make them.
 - n Otherwise, you risk hurting the estimate's accuracy.
- n Estimates should **not** be "the most optimistic prediction that has a non-zero probability of coming true."
- n If you don't know, **don't** make up a quick estimate under pressure.
 - n Say you don't know but will let them know as soon as you do.
 - n "I'll get back to you" is the mantra to remember.

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Does This Apply to You Too?

- n As you practice estimating (and see where you were initially wrong), you will learn to do it more accurately and reliably over time.
 - n Rule of thumb: If you don't have any idea how long things will take, they will probably take ~3 times as long as you would guess.
- n Practicing in a safe environment now is much better than practicing in a high-stakes situation later when your job may be on the line.

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Prioritization

- n "... means balancing the business benefit of each requirement [component] against its cost and any implications it has for the architectural foundation and future evolution of the product."
- n Helps to resolve conflicts, plan for staged deliveries, and make needed trade-offs

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Prioritization: Questions

- n Who does requirements / task prioritization?
 - n Developers, managers, or customers?
- n When is the best time to set priorities?
 - n Early in the project?
 - n Just-in-time with the development of the relevant piece?
 - OR
 - n After a simple prototype of the feature / component has been completed?
- n At what level do you prioritize?
 - n Use cases, features, or detailed functional requirements?

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Prioritization – A Simple Example

A knapsack problem:

- n Fill a knapsack that can hold maximum 10 lbs of weight with as much *value* as possible from the following ingredients:

	Value per unit	Weight per unit (in lbs)
A	10	1
B	50	3
C	70	6
D	60	5

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov

Student Submission



Prioritization Factors

Assume you have 100 features to implement.

- n What are the main factors to consider when prioritizing features for your project?

- n How do you put them together in a formula to arrive at a priority level for each feature?

27 Jul 2006

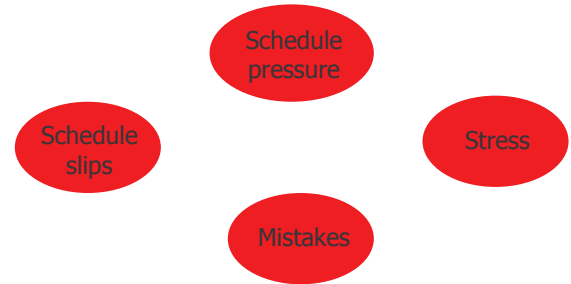
CSE403, Summer'06, Lecture 15

Valentin Razmov



Scheduling Concepts

- n Schedule Pressure



27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov



Scheduling Woes

- n If your project moves forward both on budget and on schedule, you are in the minority...
- n What can you do if that's not the case?

27 Jul 2006

CSE403, Summer'06, Lecture 15

Valentin Razmov