

# Software Engineering Process – Economy & Quality

ETSF 01

<http://cs.lth.se/etsf01>

Course and project introduction,  
Activity Planning  
Chapters 1, 3 & 6

Elizabeth Bjarnason

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# Welcome to ETSF01: Software Engineering Process – Economy & Quality!



**Elizabeth  
Bjarnason**  
Course resp



**Johan Linåker & Daniel Helgesson**  
Exercise tutors



**Lena Ohlsson**  
administration

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## SW Development

Goal: make \$ by meeting needs



Dev organisation ——— Factories, Campaigns

Dev project(s) ———

Requirements – WHAT?

Architectural design – Tech HOW?

Code – Impl requirements

Test – Verify reqts

SPM – HOW reach goal?

Measurements

Process – Practical HOW work?

Quality – DONE?

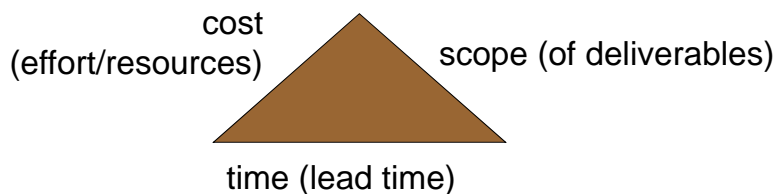
*SPM – Software Project Management*

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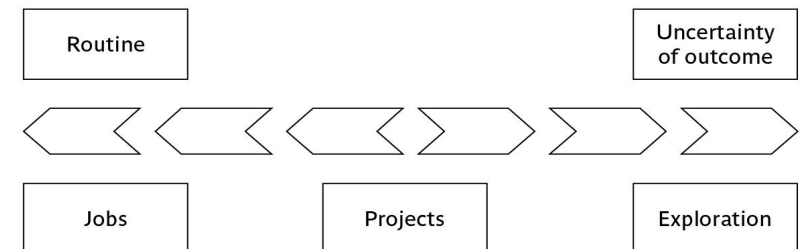
## What is a project?

- Specific target
  - usual large &/ complex (e.g.) product, service, result
- Temporary: has an end!
 

("A Guide to the Project Management Body of Knowledge" 3:rd ed)



## Jobs (Sv: uppgifter) versus projects



‘Jobs’ – repetition of very well-defined and well understood tasks with very little uncertainty

‘Exploration’ – e.g. finding a cure for cancer: the outcome is very uncertain

Projects – in the middle!



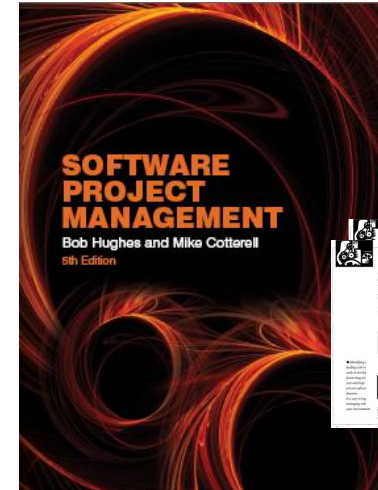
## Organised as Project or Job (Sv: uppgift)?

- Develop new product or service
- Acquire/Purchase new information system
- Implement new business process or procedure
- Technical customer support
- Competitor analysis
- Prototyping a new user interface

## ETSF01 vt 2017

### Delta

- Revised course project descr
- Improved exercise infrastructure
- Active lectures



Software ...

§ Metrics

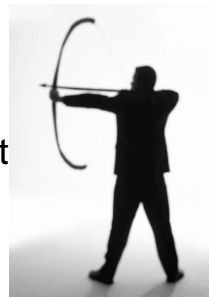
§ Process Improvement

§ Quality Management

+ presentation techniques

## Learning aims of the course

Kunskap om: planering och ledning av **utvecklingsprojekt** inklusive ekonomiska aspekter och kvalitetsarbete på organisationsnivå.



- **planering, kostnadsskattning, risk hantering, ledning & uppföljning av utvecklingsprojekt**  
Software Project Management – SPM
- projekt- och **organisationsnivåer**
- föreslå, utföra och analysera **mått / mätningar**
- skriva **teknisk rapport** ... struktur, referenshantering etc
- hur **kvalitetsarbete** på organisationsnivå går till (SQM)
- **mjukvaruprocessförbättring** (SPI - CMMI) Se kursplan

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Kursprojekt  
2 hp

Tenta  
2 hp

[elizabeth@cs.lth.se](mailto:elizabeth@cs.lth.se)

- **Current:** Biträdande universitets lektor
- **2010-2013** PhD: Integrated Requirements Engineering
- **1997** Lic: Domain-Specific Languages / Semantic analysis
- **1990** MSc: Computer Science

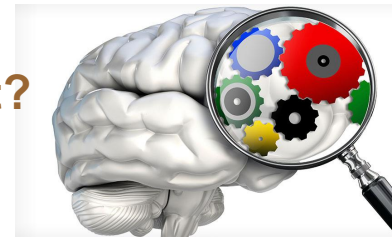
[elizabeth@sonyericssonmobile.com](mailto:elizabeth@sonyericssonmobile.com)

**1998-2013**

- Developer
- Project manager
- Requirements engineer
- Process engineer



## How learn course content?



- **Read** course literature
- **Attend** lectures
- **Practice** in course project at exercise classes, own exercises

### WARNING!

Lectures slides designed for **presentation**, not reading!

## REFLECT and ASK QUESTIONS!

## What is Project Management?



## What makes a software development **project** successful?



Qlik Q



GAMBRO



# Project problems and failures

Average cost overruns of software projects 30%

One out of six IT projects is a 'black swan'\* with a **cost overrun of 200%** on average, and a **schedule overrun** of almost **70%**.

\*Extreme outlier that plays vastly larger role than regular occurrence



SOURCE: Flyvbjerg, B., Budzier, A. (2011): Why Your IT Project May Be Riskier Than You Think. HBR, September 2011

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## Software Project Management - SPM

Main areas

- Activity planning
- Effort estimation
- Risk management
- Resource allocation
- Monitor & control execution

## Haveriet inifrån: Så gick Pust från succé till fiasko

Dela på Facebook Tweeta in G+ 50 delningar

**DEBATT** Polisens utskälda it-system Pust skrotas. Hundratals miljoner skattekröner har gått åt till ingen nytta. Hur kunde det gå så snabbt? Computer Sweden kan i dag publicera en unik redogörelse inifrån Pust-projektet.

## Försenat IT-projekt skapar frustration i stans skolor

PUBLICERAD 2010-02-08 DN - Stockholm

## Försenat, dåligt och dyrt - TechWorlds läsare berättar om värsta it-projekten

## AF betalade 100 miljoner för ny sajt - som inte blev av

Under två år har Arbetsförmedlingen satsat 100 miljoner på att utveckla en helt ny webbplats. Efter att tidsplanen spruckit förlängs nu satsningen med ett halvår och ännu fler miljoner. Men målsättningen om en helt ny webbplats - stryks. SVT 6 mars 2016

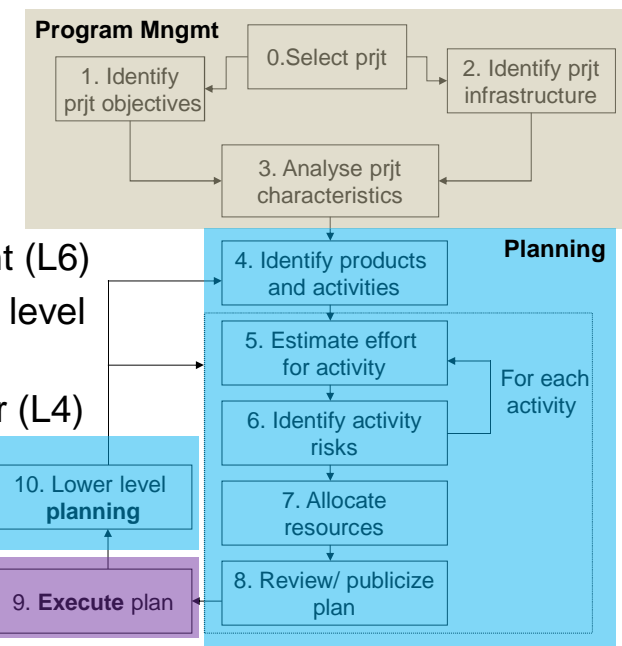
Underskattat tekniska utmaningar

Men därefter har inriktningen i praktiken ändrats radikalt av projektets styrrupp. Enligt Erik Sandström upptäckte man redan första halvåret 2015 att man inte skulle klara målsättningen om en ny sajt, bland annat eftersom man hade underskattat de tekniska utmaningarna. Andra halvåret 2015 användes för att komma fram till hur projektet skulle ändras, vilket nu resulterar i en reviderad projektplan.

## Main project activities

- Start of project – program management (L6)
- Planning: High – Low level (L1-L3)
- Execute plan: Monitor (L4)

Execute at least as important as Planning



# Course Project

Scope: ETSF01 \ {SPI, SQM}

- Evaluate **tools** for SPM for a given **case company**
- Define and apply **measurements**
- Analyse and recommend tools for two types of projects
- **Present info** in a structured way: report + presentation

§ 6 students / group

§ Exercise classes connected to project

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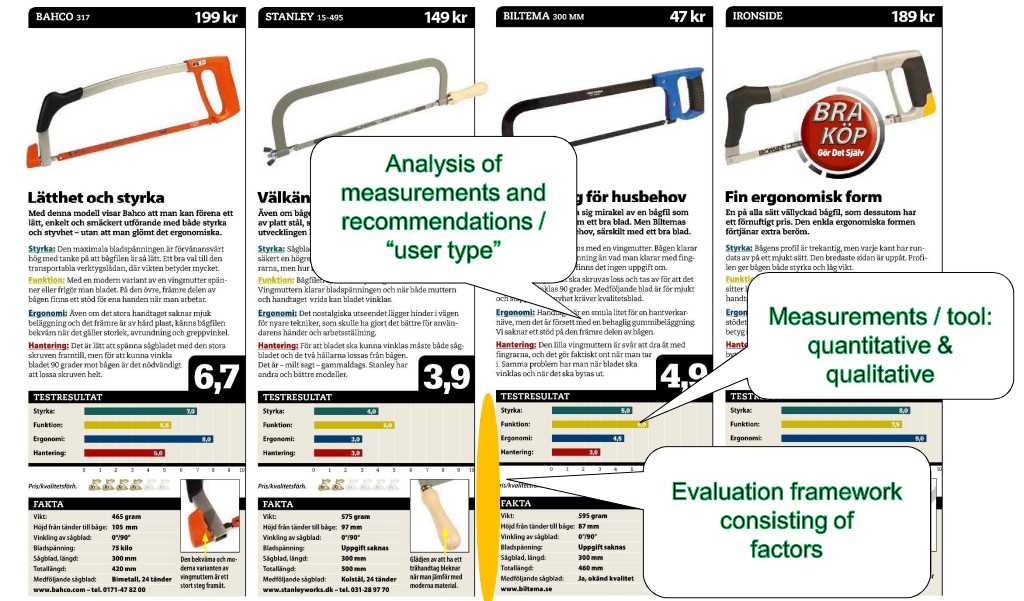
## Tools for Software Project Management

- 2-plan
- Aceproject
- Apache Bloodhound
- Assembla
- Basecamp
- Bug-Genie
- Clarizen
- Collabtive
- Feng Office
- GanttProject
- Gemini Tracker
- MS Project (covered by LU license)
- LibrePlan
- OpenERP
- Project Open
- TACTIC
- Teamwork
- Trello
- ....

Pick 3 to evaluate!

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## Tool Evaluation



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## Your Case: DauMob Ltd



Fictive, but realistic large-scale software dev company

### Case-based teaching / learning

- An active learning strategy based on complex, real-life scenarios
- Stimulates analytical thinking skills and decision-making

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Project Sign-up

Course Literature

Lectures

Exercises

Exam

Project description

+ articles

# ETSFo1 - Software Engineering Process - Economy and Quality

Välkomna till upprop och första föreläsning må 20 mars, kl 13.15 i M:A (OBS! M-huset)

Att göra nu:

- Anmäl dej till projektgrupp och övningstimer [här](#) (OBS! Inom första föreläsningen!)
- Bekanta dej med projekt.
- Beställ kursboken nu, t.e

Log

170310 Projektanmälan öppnad [här](#). [Projektbeskrivning](#) publicerad. Kursschema uppdaterat.

170306 Kursprogram & schema publicerat, se panelen till höger. OBS! Schemat innehåller läsinstrux o kommer att uppdateras löpande - [Här](#)

Sidansvarig: [Elizabeth Bjarnason](#) | 2017-03-10 [Logga Ut](#)

FACTS ABOUT THE COURSE

Credits: 4 hp

Study period: VT2, 2016

Schedule (TimeEdit): [Click here!](#)

Course responsible: [Elizabeth Bjarnason](#)

Student representatives:

C - TBD

Course plan: [Here](#)

Course program: [Here](#)

Course schedule: [Here](#)

Literature: see [Course Literature page](#)

GENERAL LINKS:

Rules regarding compulsory course moments (available in Swedish only): see [here](#).

Cooperation or Plagiarism: Rules can be found [here](#).

Course evaluation (available in Swedish only): see [here](#).

Course program

Course schedule w läshänvisningar

Läsvecka		Lectures	Exercises <sup>1</sup>	Exercise topic	Project deliveries
		Red references are final, Blue are preliminary			Ex2-3 in moodle, final via email
Mar 20	1	L1 Overview, Course project overview, Activity planning <a href="#">Ch 1</a> [not 1.8, 1.9, 1.11, 1.14], <a href="#">Ch 3</a> , <a href="#">Ch 6</a> [not 6.16], <a href="#">P1</a>	Exercise 1	PROJECT KICK-OFF	Define groups
Mar 27	2	L2 Course project details, Effort estimation, Resource allocation, Organisation <a href="#">Ch 5</a> [not 5.11-5.12], <a href="#">Ch 8</a>			
Apr 3	3	L3 Risk management, Agile project management <a href="#">Ch 2.6</a> , <a href="#">Ch 7</a> [not 7.3, 7.8 & 7.11], <a href="#">Ch 4.10-11</a> , <a href="#">4.13-15</a> , <a href="#">P2</a> , <a href="#">P3</a>	Exercise 2	SPA I (Student Peer Assessment)	Draft 1: 50 h prior to exercise class SPA I reports: prior to exercise class
Apr 24	5	L4 Monitor & control, SW Process Improvement, Software quality management, <a href="#">Ch 9</a> [not 9.6], <a href="#">12.4</a> , <a href="#">P4</a> [Sect 3.2], <a href="#">Ch 13</a> , <a href="#">P5</a> [Sect 1-3]			
	TUE L5	Managing people, <a href="#">Ch 11.1-3</a> , <a href="#">11.6</a> , <a href="#">11.8</a> Guest lecture: Magnus Lidholm, Sony Mobile			
May 1	6		Exercise 3	SPA II	Draft 2: 50 h prior to exercise class SPA II reports: prior to exercise class
May 8	7	L6 Portfolio & Program management, <a href="#">Ch 2</a> [not 2.9, 2.10-13], <a href="#">Ch 4.2</a> , <a href="#">Ch 10:1-2</a> , Guest lecturer: Thomas Ohlsson, SICS			
May 15	8	L7 Exam walk-through & tips.	Exercise 4	PROJECT CONFERENCE	Presentation material: 26 h prior to exercise class Final report:
		EXAM –Wed 31/5, kl 14-19, MA9			

Examination

- Written exam based on the book, articles (P1-P5) and lectures
- Structure
  - 1 terminology: definition & examples
  - 1 practical
  - 2 essay Qs with keywords
- Project: IG / G + up to 10 BPs

Exam + bonus points	Final grade
>=30, at least 27 for exam	3
>=41	4
>=51	5

Replacement for ETSF01

- ETSF25 Affärsdriven programvaruutveckling (7,5 hp)
- Överlappar ETSA05 Ingenjörprocessen-samhällsaspekter med 4 hp
- Frågor? Kontakta Roger von Moltzer, *Studievägledare*



# PLANNING

No challenge is too great if you plan ahead. And have pointy ears.

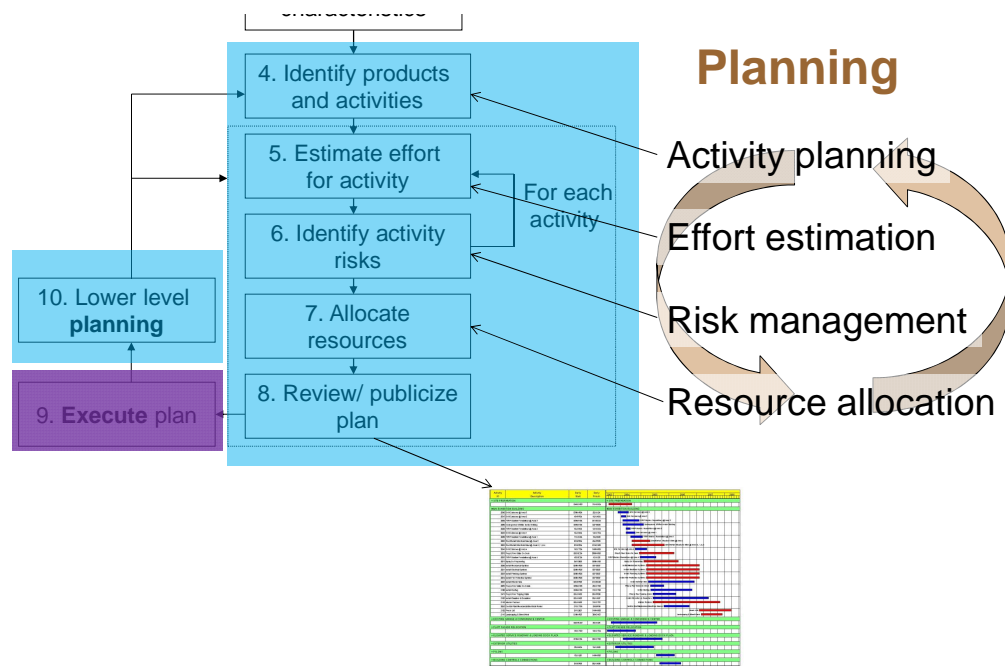
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<http://cs.lth.se/etsf01>



## Activity planning [Ch 6]

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## Activity Planning

Identifies

- **What** to do?
  - In which **order**?
- to reach project TARGET

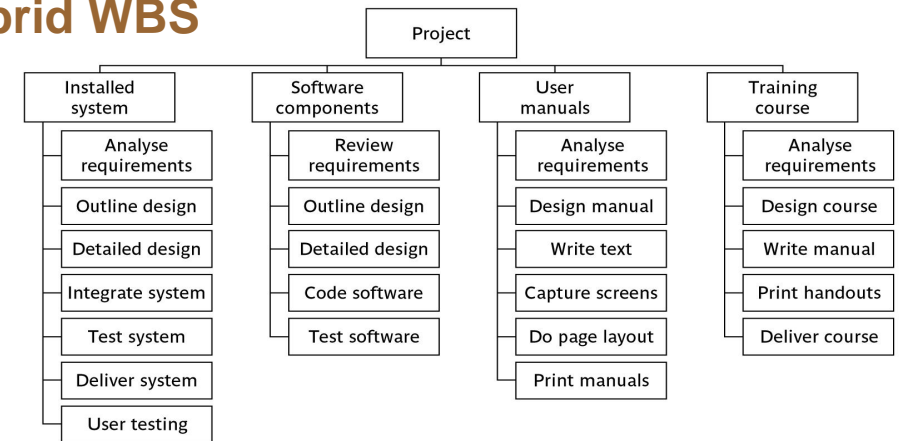
TO DO:  
 Make a  
 To-Do List!



# Identifying activities

- **Activity-based approach**
  - Work Breakdown Structure (WBS), breakdown main tasks into detailed tasks
- **Product-based approach**
  - Product Breakdown Structure (PBS) list the deliverable and intermediate products of project
  - Identify the order of products
  - Identify activities needed to create the products
- **Hybrid approach**
  - Identify deliverables/products, then activities. Iterate.

## Hybrid WBS



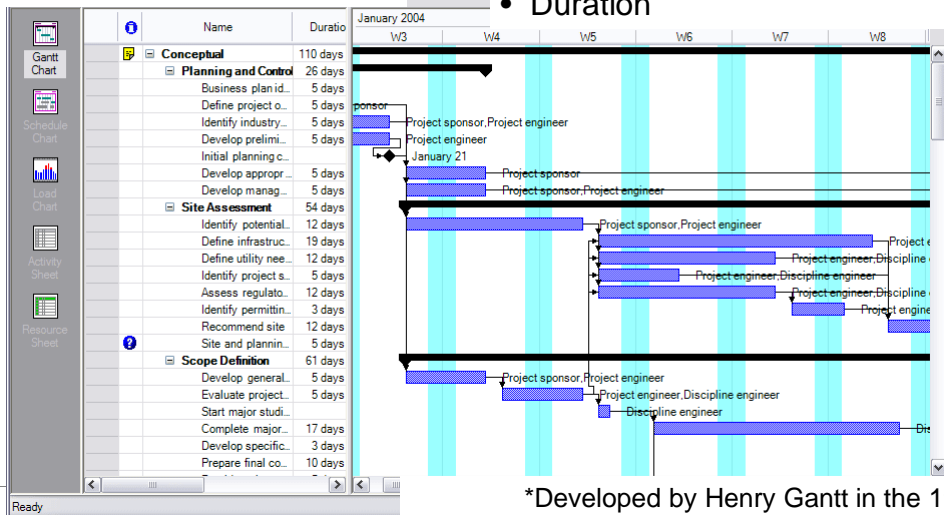
IBM's MTP approach suggests

- Level 1: Project
- Level 2: Deliverables
- Level 3: Components
- Level 4: Work packages
- Level 5: Tasks

## The outcome of the planning process

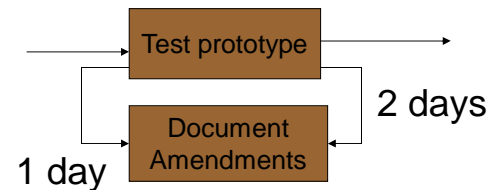
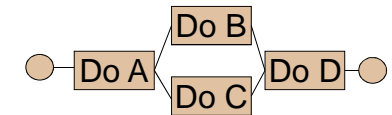
A project plan in MS Project as a **bar chart or Gantt Schema\***

- Represents WBS/PBS
- Dependencies bt activities
- Duration



\*Developed by Henry Gantt in the 1910s

## Activity networks

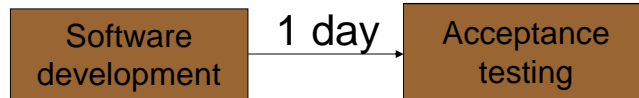


Support

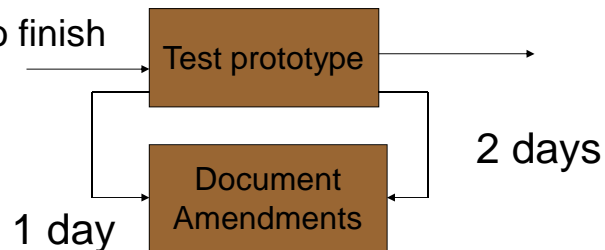
- Assess feasibility of project **completion date**
- Identify **when resources** will be needed
- Calculate **when costs** will be incurred
- Allows co-ordination and motivation of the **project team**

## Dependencies between activities

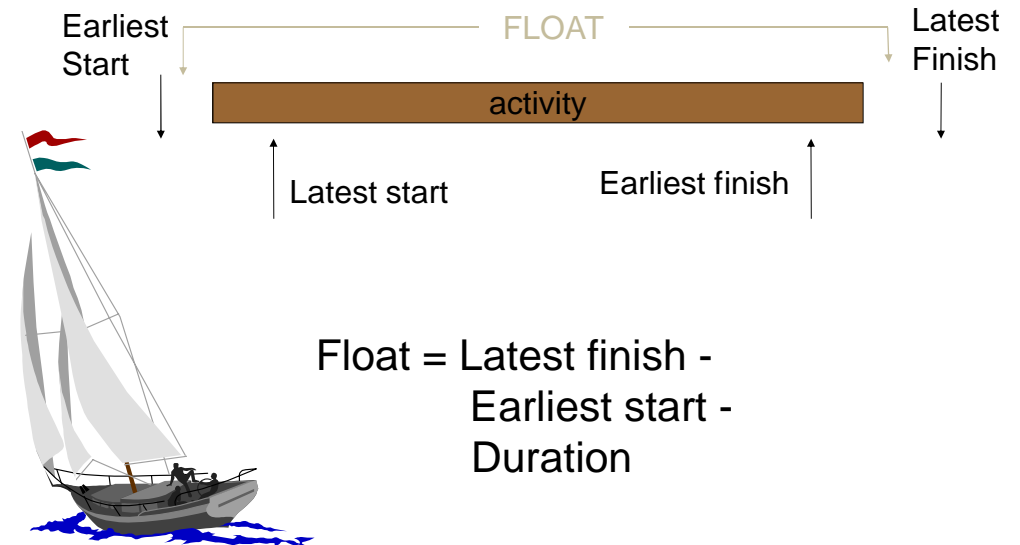
Finish to start, with planned lag/delay



Start to start/ Finish to finish



## Start, Finish & Float (Sv: Glapp)

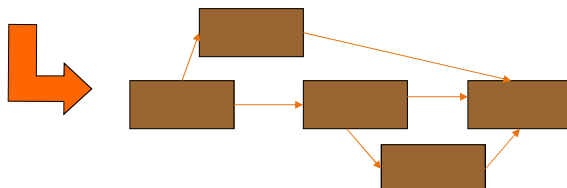


## Precedence Networks

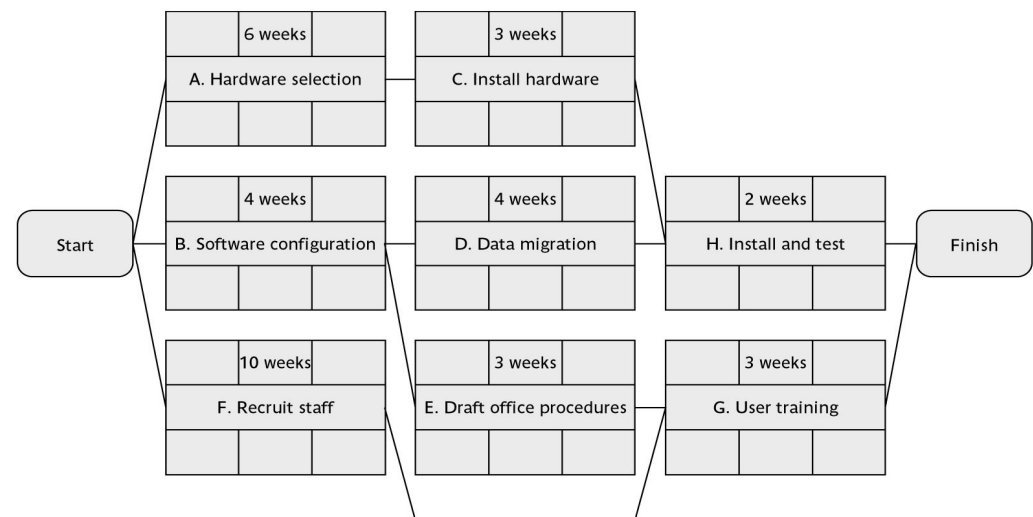
Earliest start	Duration	Earliest finish
Activity label, activity description		
Latest start	Float	Latest finish

Calculated w

- Forward pass
- Backward pass



## Example of an activity network



## Critical path

A path through network where all activities have zero float

- any delay a critical activity will delay whole project

### Questions

- Can there be more than one critical path?
- Can there be no critical path?

## The Case – Your Story

Daumob Ltd need advice on which project management tool to use

- Large company producing consumer devices
- Many different project types
- Your focus: projects for
  - Ø software porting
  - Ø application development

### Case-based teaching

- active learning strategy
- Read/discuss/analyse complex, real-life scenarios



## Activity Planning: Theory Part

### Summary

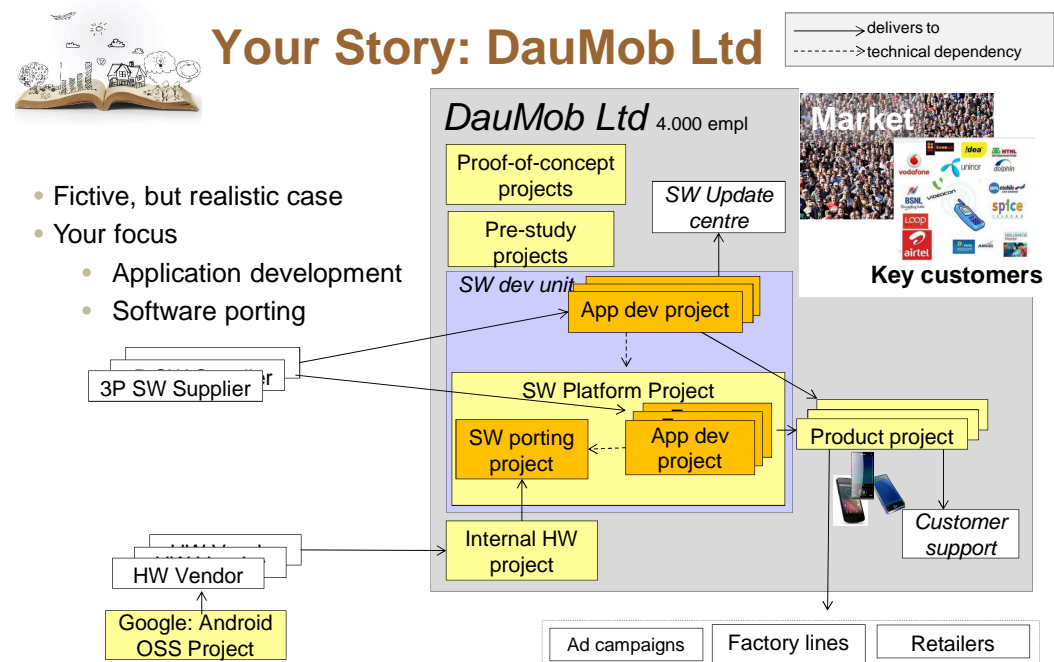
- Identify activities & dependencies: ABS, PBS or Hybrid BS
- Common techniques: bar-charts (gantts), activity networks, precedence network
- Watch out for float (total, free, interfering), critical paths

### Useful exercises

- 6.2-6.4 in book

For **case projects** & **course project**: do hybrid WBS & precedence network, identify earliest completion date, critical path(s)

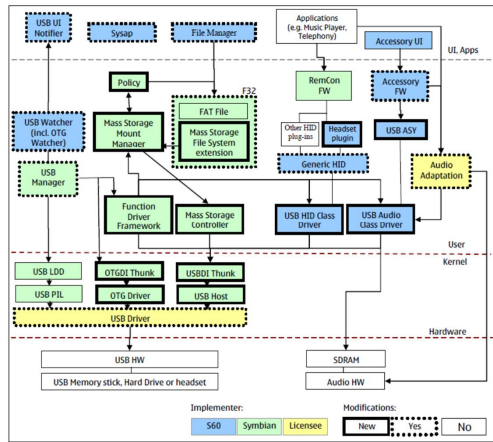
**Excluded section:** 6.16





# Software Porting: Activity Planning

## Example: USB, including OTG



Key use cases are external media (e.g. HDD), Keyboards (HID), and Audio over USB. Most of the components are supplied. The complex component is the audio adaptation.

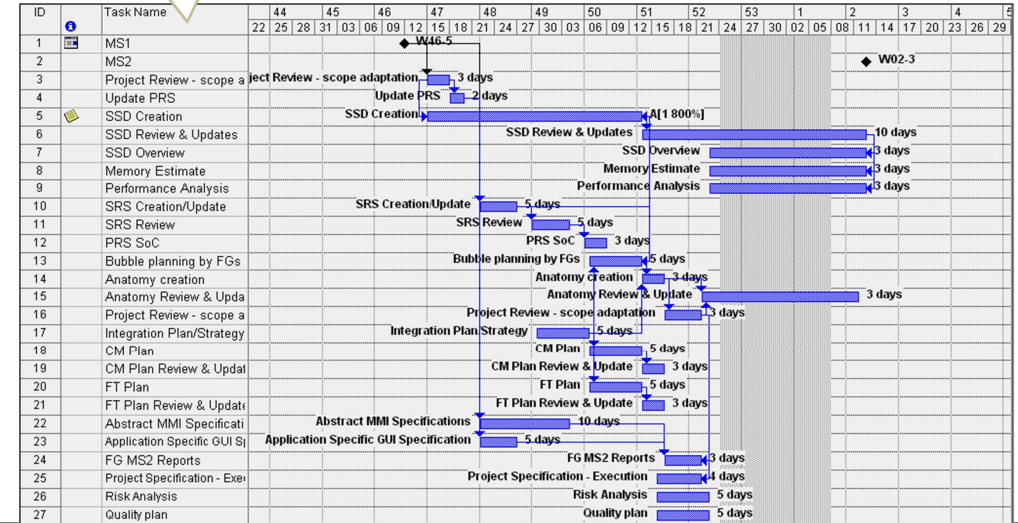
- Activities identified based on **impact** on software architecture components
- Based on documentation of **changes** in new Android cookie
- First by SW architects (Top) then refined by Software engineers per technical area (Down)

Tasks
USB adaptation
Verification
OTG (OnTheGo)
USB Audio (optional)

# Software Porting: Activity Planning

Activities and Work products

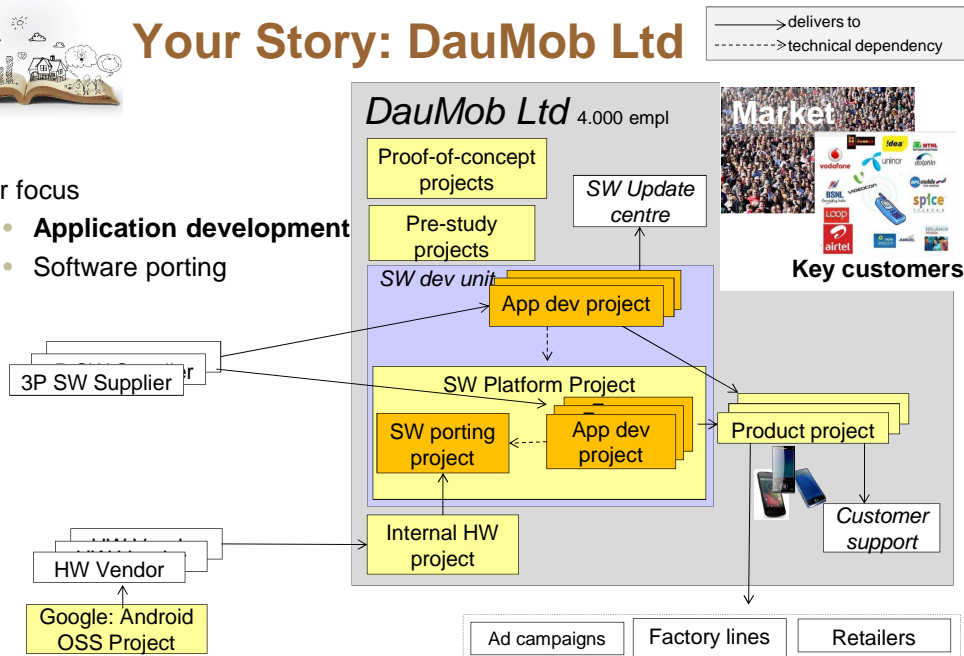
Pre-study Status, Feasibility planning



## Your Story: DauMob Ltd

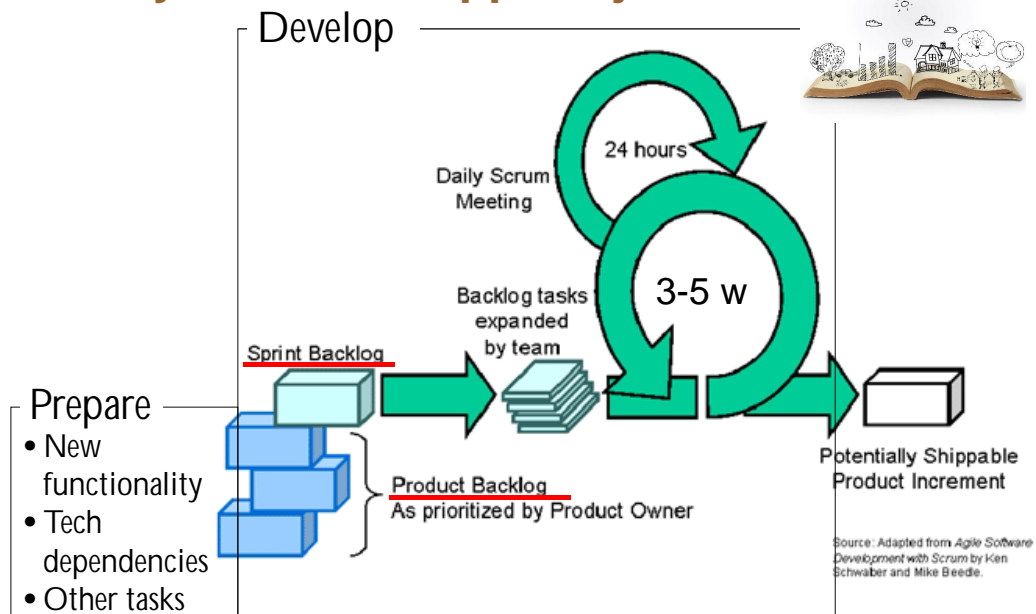
Your focus

- Application development
- Software porting



## Activity Planning: App Projects

Develop



Source: Adapted from Agile Software Development with Scrum by Ken Schwaber and Mike Beedle.

## For each SPM area

Lecture will contain:

- context and purpose
- theory, methods, approaches etc
- practical exercise
- how its done at DauMob

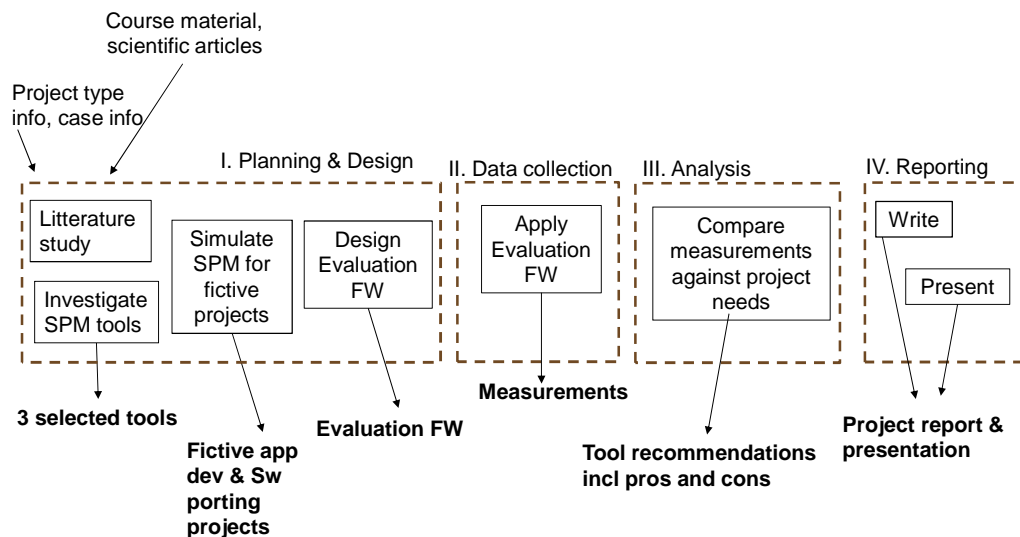


## Your assignment



- Evaluate **3 SPM tools** for **DauMob**
- Provide recommendations for 2 types of projects
  - software porting project
  - application development project
- **Report evaluation & recommendations** in a scientific way

## Course Project Activities (or Process)



## Selecting tools for evaluation

Select 3 tools intended for SPM

Consider

- Access
- Available documentation
- Sufficient SPM support for case projects

# Evaluation Framework

Identify suitable factors to evaluate for 5 SPM areas

- Activity planning
- Effort estimation
- Risk management
- Resource allocation
- Monitor & control execution

Approach: Goal-Question-Metric (GQM) [Paper 1]

L2

+ Quality aspects, e.g. usability (changes), performance, capacity

Define measurements for each included factor

# Goal-Question-Metric (GQM)

Method for designing SW metrics to assess goal fulfillment

1. Define what the **goals** are, e.g. for activity planning
2. Define **questions** that determine if goal is met
  - Refine goals
  - Learn about progress towards goals
3. Define **metrics (== factors in your evaluation FW)** that
  - Answer / measure each question
  - Determine if goal is achieved

P1: V.R. Basili, Lindvall, Regardie, Seaman, Heidrich, Münch, Rombach, Trendowicz, "Linking Software Development and Business Strategy through Measurement", IEEE Software, April 2010, pp. 57-65

# Things To Do

- Get the textbook
- Browse the course web
- Read
  - course program & schedule
  - **project description and P1 (GQM)**
  - Book chapter for this lecture and next one
- Project
  - **Attend kick-off exercise**
  - **Contact your project group**
  - Do activity planning for your course project
  - Discuss how to collaborate, e.g. work division, group meetings etc
  - **Investigate tools and case projects**

