



# Lecture 3: Project Management

## → Project Management

- ↳ Planning Tools
- ↳ PERT charts, Gantt Charts, etc.
- ↳ Meetings

## → Risk Management

- ↳ Risk Assessment
- ↳ Risk Control

## → Measurement

- ↳ choosing software metrics
- ↳ some example metrics



# Project Management Basics

*Source: Adapted from Blum, 1992, 426-7  
see also: van Vliet Chapter 2*

## → Thankless job:

- ↳ success is not noticeable
  - little evidence the manager did anything
  - project looks simple in hindsight
- ↳ failure is very obvious
  - the manager will get blamed when things go wrong

## → Difficult Job

- ↳ Problems to solve include:
  - Do we have the resources (funding, people, time) for the task?
  - Are we certain the task is stated correctly?
  - How can we use limited resources most effectively?
  - How does recent (lack of) progress affect the plan?
  - What lessons can be learnt for future tasks?



# Principles of Management

## → A manager can control 4 things:

- ↳ Resources (can get more dollars, facilities, personnel)
- ↳ Time (can increase schedule, delay milestones, etc.)
- ↳ Product (can reduce functionality - e.g. scrub requirements)
- ↳ Risk (can decide which risks are acceptable)

## → Approach (applies to any management)

- ↳ Understand the goals and objectives
  - quantify them where possible
- ↳ Understand the constraints
  - if there is uncertainty, use probability estimates
- ↳ Plan to meet the objectives within the constraints
- ↳ Monitor and adjust the plan
- ↳ Preserve a calm, productive, positive work environment

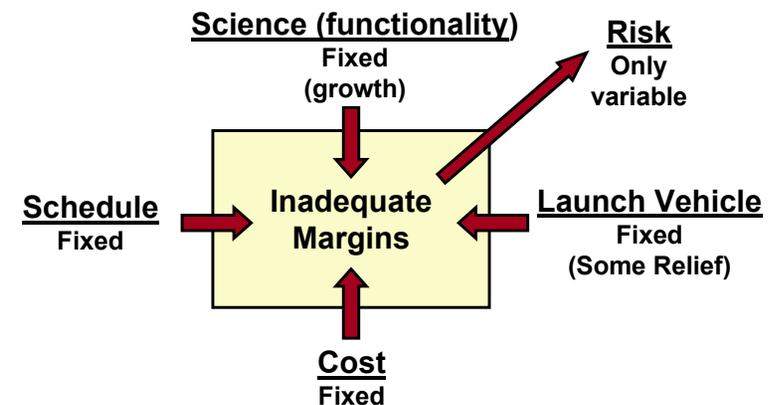
## → Note:

- ↳ You cannot control what you cannot measure!



# Critique of Mars'98 Program

*Source: Adapted from MPIAT 2000, p6*





# Tool 1: Work Breakdown Structure

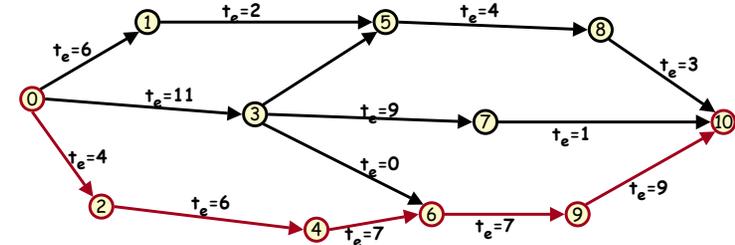
Source: Adapted from Blum, 1992, p438  
see also: van Vliet pp192-3

- 1.1 Software Systems Engineering
  - 1.1.1 Support to Systems Engineering
  - 1.1.2 Support to Hardware Engineering
  - 1.1.3 Software Engineering Trade Studies
  - 1.1.4 System Requirements Analysis
  - 1.1.5 Software Requirements Analysis
  - 1.1.6 Interface Analysis
  - 1.1.7 Support to Systems Test
- 1.2 Software Development
  - 1.2.1 Deliverable Software
    - 1.2.1.1 Requirements Analysis
    - 1.2.1.2 Architectural Design
    - 1.2.1.3 Procedural Design
    - 1.2.1.4 Code
    - 1.2.1.5 Unit Test
    - 1.2.1.6 Software Integration Test
    - 1.2.1.7 Technical Reviews
    - 1.2.1.8 Technical Training
  - 1.2.2 Non-deliverable Software
    - 1.2.2.1 Purchased Software
    - 1.2.2.2 Package Evaluation
    - 1.2.2.3 Development facilities and tools
- 1.3 Software Test and Evaluation
  - 1.3.1 Software Dev. Test & Evaluation
  - 1.3.2 End-Product Acceptance Test
  - 1.3.3 Test Bed & Tool Support
  - 1.3.4 Test Data Management
- 1.4 Management
  - 1.4.1 Project Management
  - 1.4.2 Administrative Support
  - 1.4.3 Management Tools
  - 1.4.4 Management Reviews
  - 1.4.5 Management Training
- 1.5 Product Assurance
  - 1.5.1 Configuration Management
  - 1.5.2 Library Operations
  - 1.5.3 Interface Control
  - 1.5.4 Data Management
  - 1.5.5 Quality Assurance
  - 1.5.6 Quality Control
- 1.6 Operations and Support
  - ...



# Tool 2: PERT charts

Source: Adapted from Blum, 1992, p439  
see also: van Vliet pp193-6



## → Notation

- ↳ Nodes indicate milestones
- ↳ Edges indicate dependencies
- ↳ Edges are labelled with time to complete

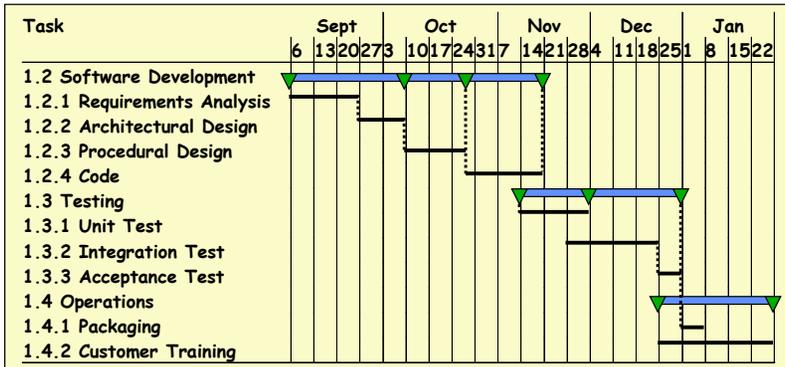
## → Shows Critical Path

- ↳ Longest path from start to finish
- ↳ any slippage on the critical path will cause project delay



see also: van Vliet pp195-6

# Tool 3: Gantt Charts



## → Notation

- ↳ Bars show duration of tasks
- ↳ Triangles show milestones
- ↳ Vertical dashed lines show dependencies

## → Shows high level view of whole project



# Tool 4: Meetings

Source: Adapted from Pfeleger, 1998, 92

## → Meetings are expensive

- ↳ E.g. 8 people on \$40k. Meeting costs \$320 per hour

## → Meetings are necessary

- ↳ Can save money by averting misunderstandings and coordination errors

## → Time wasters:

- ↳ Purpose of meeting unclear
- ↳ Attendees unprepared
- ↳ Essential people missing
- ↳ Discussion gets sidetracked
- ↳ Dominance by one or two people
- ↳ argumentative
- ↳ Decisions not followed up on

## Meetings advice:

- ↳ Announce details in advance
  - > who should attend
  - > start and end times
  - > goals of meeting
- ↳ Written agenda, distributed in advance
- ↳ Identify a chairperson who:
  - > keeps the discussion on track
  - > resolves arguments
- ↳ Identify a secretary who:
  - > keeps track of decisions taken
  - > records action items
  - > ensures action items are carried out
- ↳ Associate a responsible person with each action item



# Risk Management

Source: Adapted from Blum, 1992, p441-447  
see also: van Vliet pp189-191

## → Two Parts:

- ↳ Risk Assessment
- ↳ Risk Control

## → Definitions

- ↳ Risk Exposure (RE) =  $p(\text{unsat. outcome}) \times \text{loss}(\text{unsat. outcome})$
- ↳ Risk Reduction Leverage (RRL) =  $(RE_{\text{before}} - RE_{\text{after}}) / \text{cost of intervention}$

## → Principles

- ↳ If you don't actively attack risks, they will attack you
- ↳ Risk prevention is cheaper than risk detection
- ↳ Degree and Cause of Risk must never be hidden from decision makers

**"The real professional ... knows the risks, their degree, their causes, and the action necessary to counter them, and shares this knowledge with [her] colleagues and clients" (Tom Gilb)**



# Top Ten Risks (with Countermeasures)

Source: Adapted from Boehm, 1989  
see also: van Vliet p192

- ↳ Personnel Shortfalls
  - > use top talent
  - > team building
  - > training
- ↳ Unrealistic schedules and budgets
  - > multisource estimation
  - > designing to cost
  - > requirements scrubbing
- ↳ Developing the wrong Software functions
  - > better requirements analysis
  - > organizational/operational analysis
- ↳ Developing the wrong User Interface
  - > prototypes, scenarios, task analysis
- ↳ Gold Plating
  - > requirements scrubbing
  - > cost benefit analysis
  - > designing to cost
- ↳ Continuing stream of requirements changes
  - > high change threshold
  - > information hiding
  - > incremental development
- ↳ Shortfalls in externally furnished components
  - > early benchmarking
  - > inspections, compatibility analysis
- ↳ Shortfalls in externally performed tasks
  - > pre-award audits
  - > competitive designs
- ↳ Real-time performance shortfalls
  - > targeted analysis
  - > simulations, benchmarks, models
- ↳ Straining computer science capabilities
  - > technical analysis
  - > checking scientific literature



# Principles of Measurement

Source: Adapted from Blum, 1992, p457-458  
see also: van Vliet pp104-9

**"You Cannot Control What You Cannot Measure"**

## → Types of Metric

- ↳ algorithmic vs. subjective
- ↳ process vs. product

## → Good metrics are:

- ↳ simple (to collect and interpret)
- ↳ valid (measure what they purport to measure)
- ↳ robust (insensitive to manipulation)
- ↳ prescriptive
- ↳ analyzable

## → 5 types of scale

- ↳ nominal (=, ≠ make sense; discrete categories)
- ↳ ordinal (<, >, =, make sense; e.g. oven temps: cool, warm, hot, very hot)
- ↳ interval (+, -, <, >, = make sense; e.g. temperature in centigrade)
- ↳ ratio (x, ÷, +, -, <, >, = make sense; e.g. temperature in Kelvin)
- ↳ absolute (a natural number count)



# Some suggested metrics

Source: Adapted from Nusenoff & Bunde, 1993

- ↳ Plot planned and actual staffing levels over time
- ↳ Record number & type of code and test errors
- ↳ Plot number of resolved & unresolved problem reports over time
- ↳ Plot planned & actual number of units whose V&V is completed over time:
  - > a) design reviews completed
  - > b) unit tests completed
  - > c) integration tests completed
- ↳ Plot software build size over time
- ↳ Plot average complexity for the 10% most complex units over time
  - > (using some suitable measure of complexity)
- ↳ Plot new, modified and reused SLOCs for each CSCI over time
  - > SLOC = Source Lines Of Code (decide how to count this!)
- ↳ Plot estimated schedule to completion based on deliveries achieved
  - > (needs a detailed WBS and PERT or GANTT chart)



## Summary

- **Project management is difficult**
- **First Plan the project**
  - ↳ Requires Work Breakdown Structure
  - ↳ Requires cost and effort data
- **Then identify risks**
  - ↳ Identify risk mitigation strategies
  - ↳ Try for risk prevention
- **Keep Measuring Progress**
  - ↳ Choose metrics that help track progress towards goals
  - ↳ Choose metrics that give early warning about risks



## References

- van Vliet, H. "Software Engineering: Principles and Practice (2nd Edition)" Wiley, 1999.
- ↳ van Vliet organizes this material differently from the way it is presented here, and provides a lot more detail on some aspects (especially people management and cost estimation). Chapter 2 provides a brief but excellent intro. Chapters 5, 6 and 8 are definitely worth reading at this stage in the course.
- Blum, B. "Software Engineering: A Holistic View". Oxford University Press, 1992.
- Pfleeger, S. "Software Engineering: Theory and Practice". Prentice Hall, 1997.
- Nusenoff, R. and Bunde, D. "A Guidebook and a Spreadsheet Tool for a Corporate Metrics Program". *Journal of Systems and Software*, Vol 23, pp245-255, 1993.
- Boehm, B. "Software Risk Management". IEEE Computer Society Press. 1989.
- MPIAT - Mars Program Independent Assessment Team Summary Report, NASA JPL, March 14, 2000.  
(available at <http://www.nasa.gov/newsinfo/marsreports.html>)