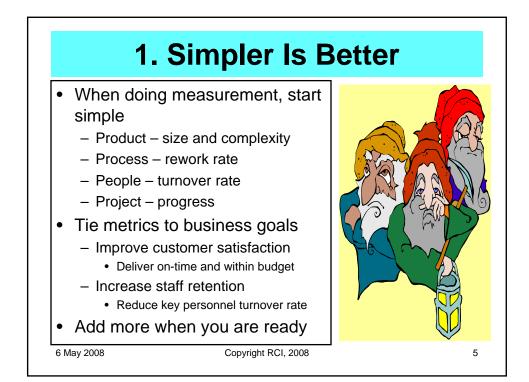
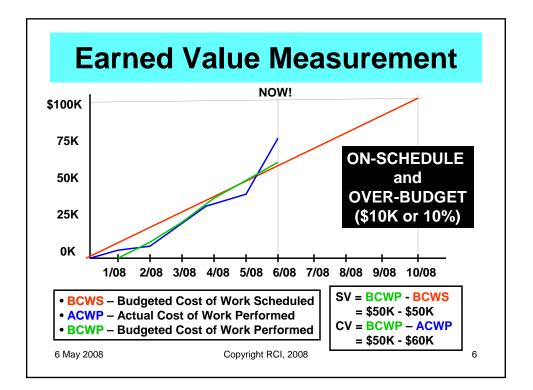
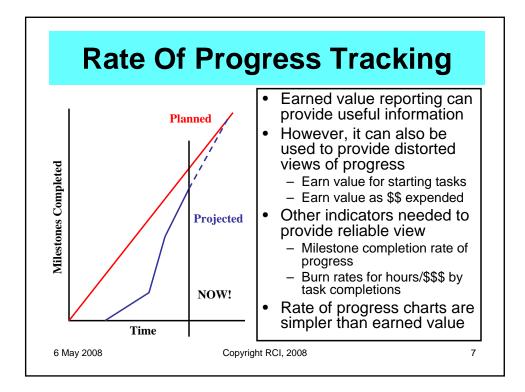
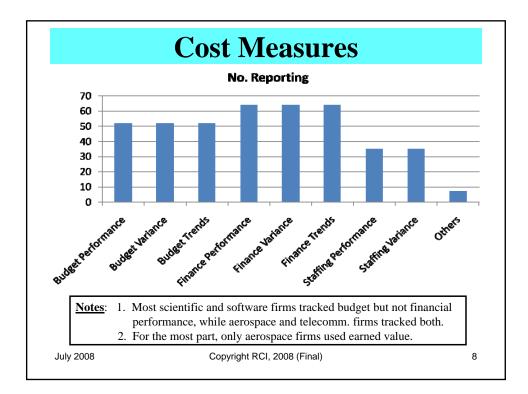


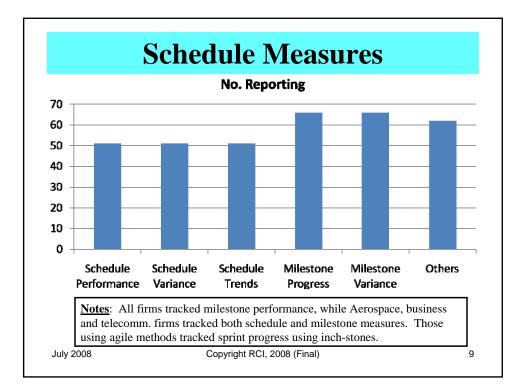
Domain	Indicator	Measures?
Project	- Effort - Duration - Progress - Risk	 Labor hours expended/task Calendar weeks or days/task Earned value or rate of progress Risk identification/remediation rate
Product	- Complexity - Size - Quality - Stability - Growth	 Cyclomatic number/OO options Function points/ESLOC Defect rates/densities Requirements creep Code growth
Process	- Efficiency - Effectiveness	- Rework rate - Statistical control measures
People	- Efficiency - Effectiveness	- Rework rate - Subjective rating

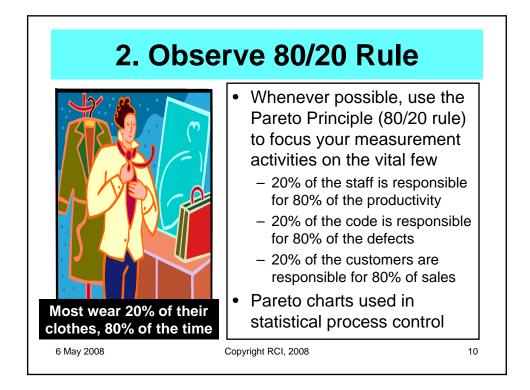


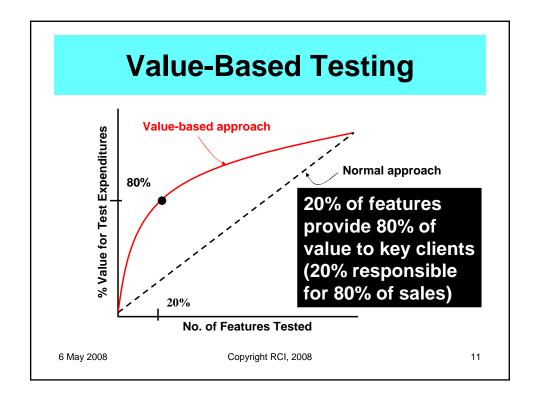


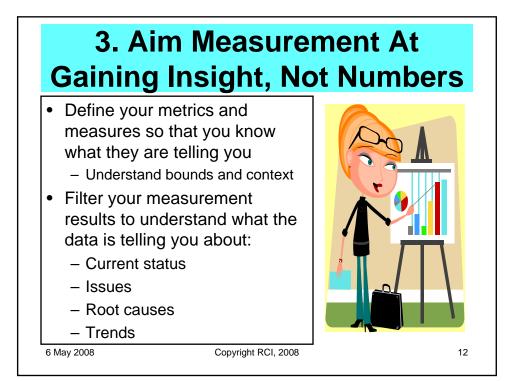


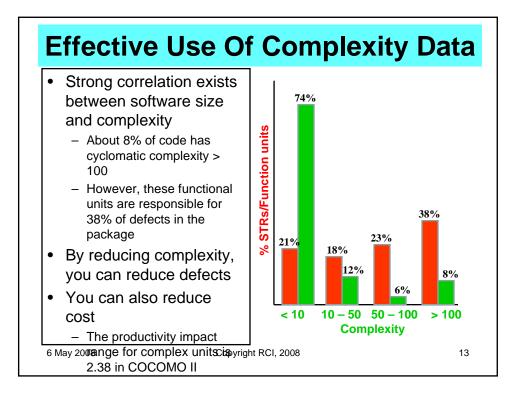


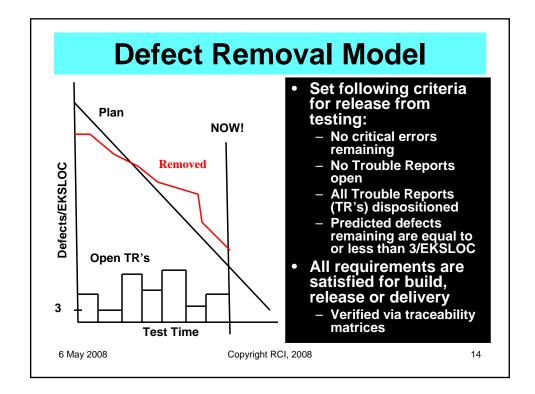


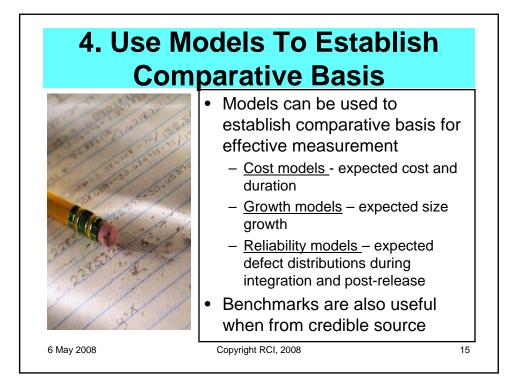


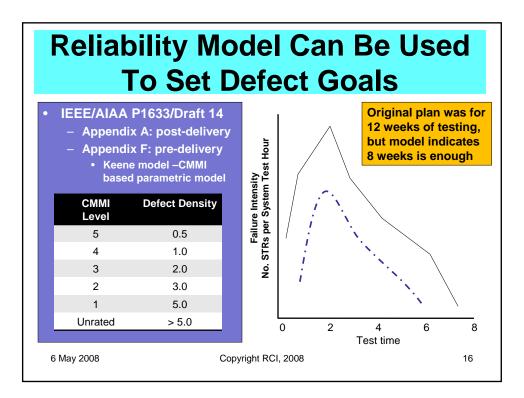






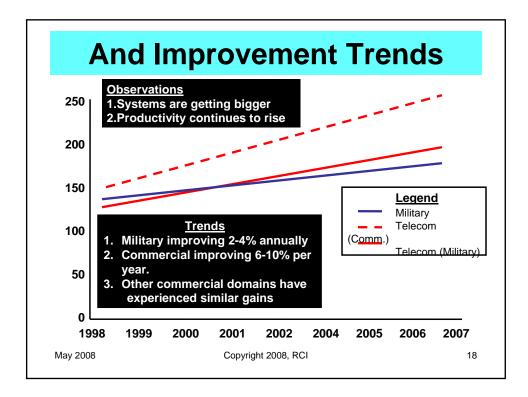


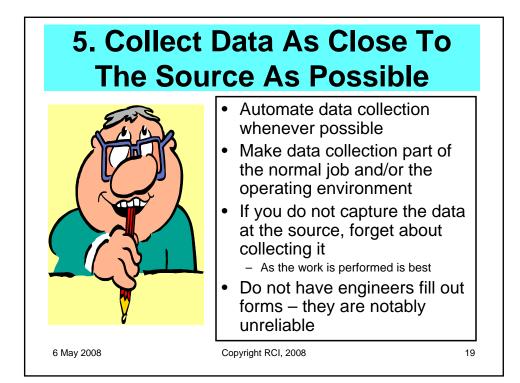


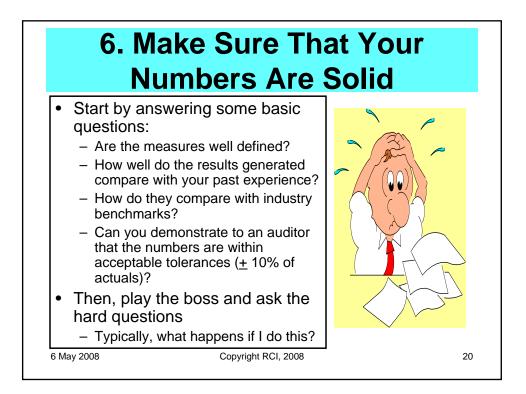


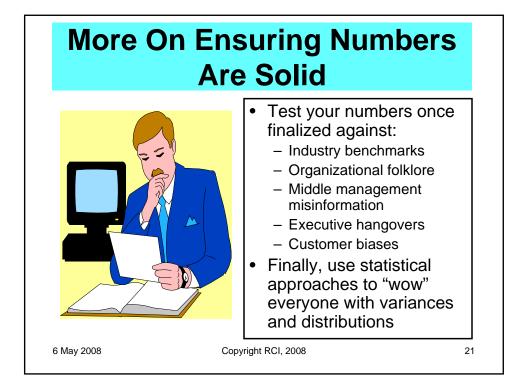
Benchmarks Can Create Realistic
Expectations For Productivity

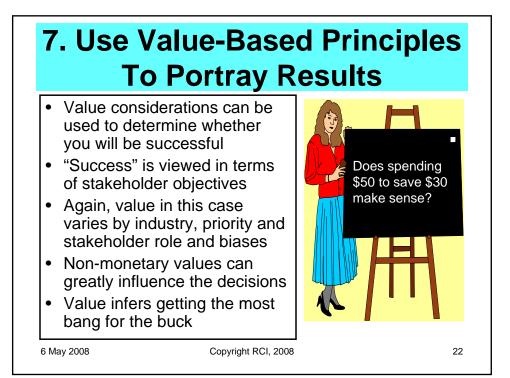
Application Domain	No. Projects	Size Range (KESLOC)	Avg. Prod. (ESLOC/SM)	Range (ESLOC/SM)	Example Application
Automation	58	25 to 785	275	118 to 445	Factory automation
Banking	112	55 to 1,000	282	155 to 550	Loan processing, etc.
C&C	55	35 to 4,500	250	95 to 350	Command centers
Data Processing	135	20 to 950	325	165 to 500	DB-intensive systems
Environment/Tools	75	15 to 7,500	400	143 to 758	CASE, compilers, etc.
Military -All	225	15 to 8,125	152	45 to 330	See subcategories
Scientific	45	28 to 790	215	110 to 450	Seismic processing
Telecom.	85	15 to 2,280	275	175 to 490	See subcategories
Test	65	20 to 800	220	100 to 485	Test equipment, etc.
Trainers/Simulatio	30	150 to 1,200	255	143 to 830	Virtual reality simulator
Web Business	115	10 to 750	330	190 to 985	Client/server sites
ESLOC used as c	ommon ba	asis for compa	ring productiv	ity because it	was readily
May 2008		Copyr	ight 2008, RCI		17

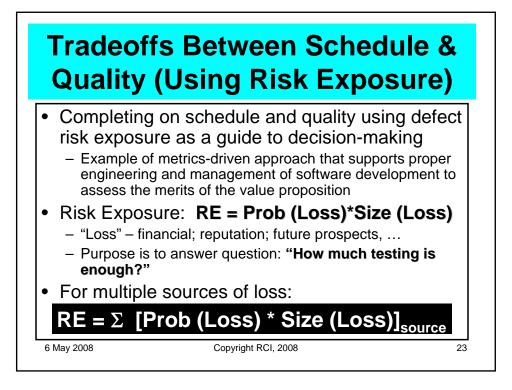


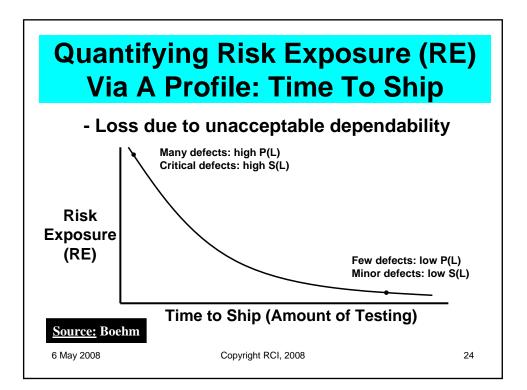


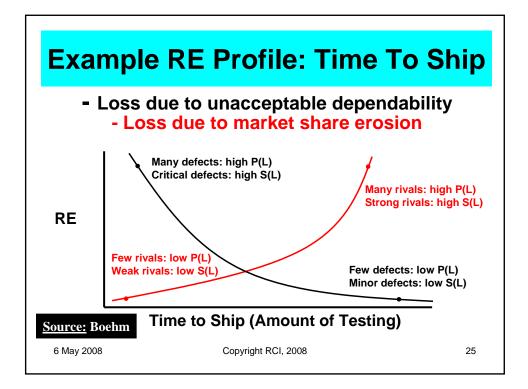


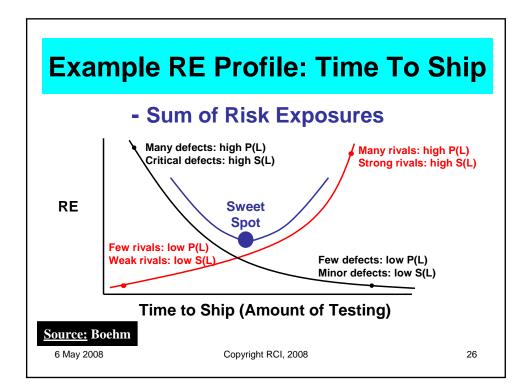


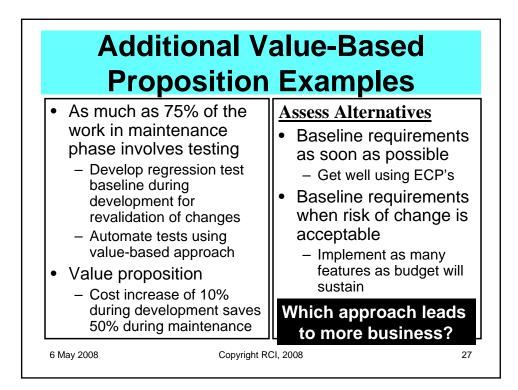


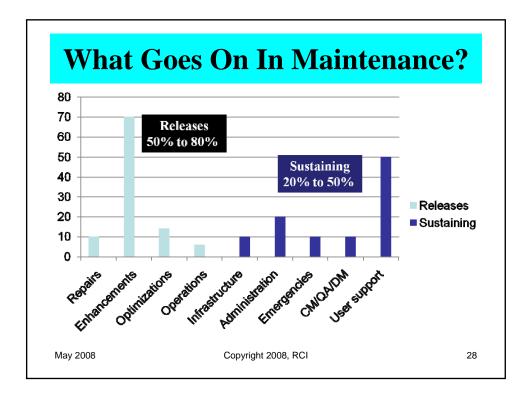


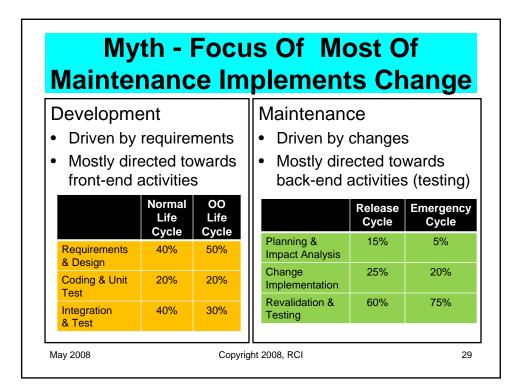




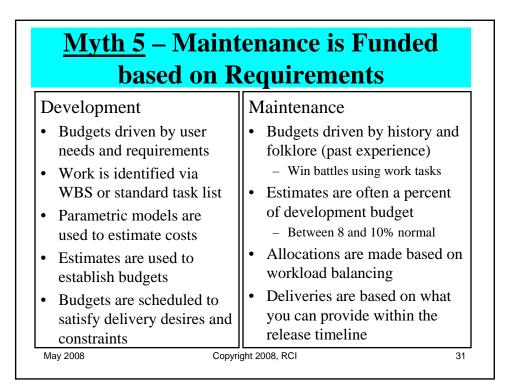




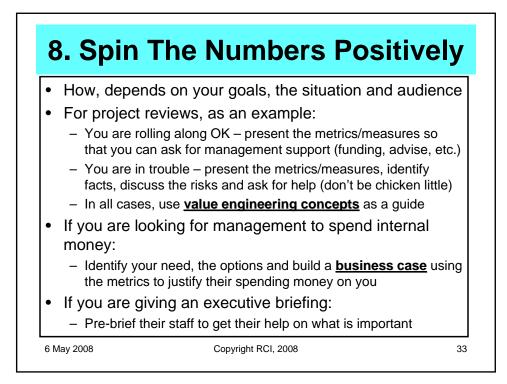


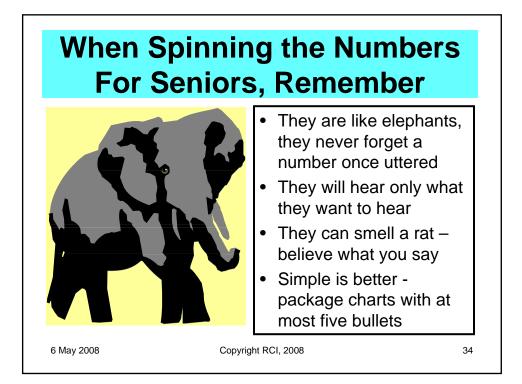


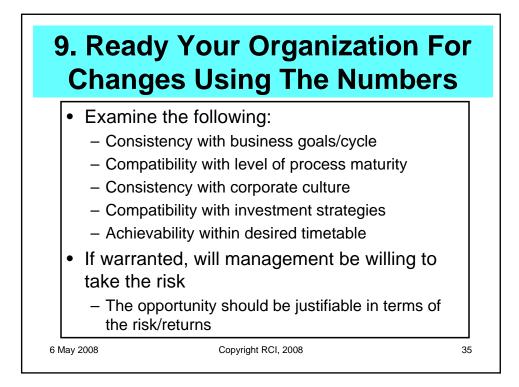
Another Myth – Maintenance Tooling is Readily Available				
DevelopmentAcquire the latest methods	MaintenanceTool solutions must operate			
and tools to do the job right this time	on a variety of often heterogeneous platforms			
 Few constrains on tools and technology used 	Must integrate the new development tools into			
 Tool solutions mostly confined to few mostly homogeneous platforms Few seats, limited license 	 existing environments Must integrate tools with workflows and processes Many maintenance 			
cost Current emphasis placed on teamwork and <u>collaboration</u> Copyright 	functions lack good tools - Patch management systems			



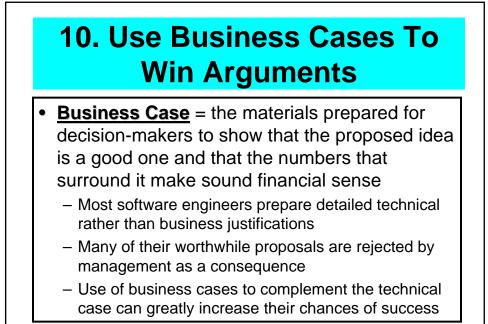
Based on Use	r Need Dates
 Development Driven by some external milestone or need date Once decided, deadlines are often anchored in concrete Scheduling of budgeted resources aim is satisfying the deadline Often, take advantage of parallel builds to do so Critical path techniques used to control schedule risk 	 Maintenance Emphasis is on annual releases that incorporate as many changes as possible Some projects driven by critical deadlines that cannot be missed Updates to tax laws and such Scheduling of budgeted resources aim at satisfying the deadline Resources constrain ability







	Making Ch Lessons		
1.	Tie improvement to organizational goals	<u> </u>	Recognize major barriers to change Change your culture
2.	Emphasize making product-oriented	1 1	to one that rewards risk-taking
3.	improvements Demonstrate value that justifies	1	f you don't have the alent, buy it
	improvements	8. 1	Use <u>business cases</u> to supply the numbers
4.	Make your new processes the way you do business	(Use numbers to overcome any post- decision dissonance



6 May 2008

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37

