

G A L O R A T H

기능점수를 활용한 소프트웨어 개발비용 도구 SEER

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제안 목적

- Function Points For Planning & Control, Successes, Failures, & Lessons Learned
- Discuss Productivity Measures and Function Points
- Identify Function Point Application In Early Function Point Estimation (Before Design Specifications Exist)
- Illustrate Galorath Findings and Methods For Using Function Points In Parametric Cost, Schedule, Risk, Reliability Analysis

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소프트웨어 규모(size) 산정의 필요성

- Volume Describes The Size (How Much)
- Software Volume Analogous To Square Feet In A House
- We Can Obtain A Rough Measure Of Cost Through Knowledge Of Size
- If We Can Estimate Volume Well We Are On The Way To Estimate Effort/Schedule Well

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"Perfect"한 규모산정을 위한 제안

- Traditional Function Points Work Well But:
  - The Definitions Are Sometimes Confusing
  - Untrained / Inexperienced People Have Trouble Developing Consistent Function Point Counts
  - Need Special Application When Counting Embedded systems
- Lines Of Code Works Well In Many Cases But:
  - Counting Methods Must Count Only Non-Comment Lines
  - Code Generators & Other Modern Development Tools Can Make Lines Of Code Irrelevant
  - New Versus Pre-Existing Must Be Well Understood
  - People Have Trouble Developing Consistent Line Of Code Counts

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Function Points and Productivity Measurement

Productivity Is Impacted By Many Things  
Function Points Are Just One Component

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소프트웨어 규모/생산성 측정 이유

- To Assess Productivity of the Producers
- To Assess Benefits (in Terms of Quality and Productivity) Derived From New Software Engineering Methods and Tools
- To Form A Baseline For Estimation and Project Management
- To Indicate The Quality Of The Product Via Metrics
- To Help Justify Requests For New Tools Methods, Training
- To Establish The Asset And Its Value

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SEER 주요 소프트웨어 생산성 결정요소  
Prime Productivity Drivers

- How Much (How Big) Software?
- How Much Reused Software?
- How Will The Software Be Developed (Processes / Methods / Practices / Standards?)
- How Good Are The People?
- How Difficult Are The Products To Be Produced?
- How Tough Are The Project Imposed Requirements?
- What Project Goals? Schedule, Reliability, Cost, Etc...
- Staff Constraints, Schedule Requirements?
- What Level Of Risks Are Acceptable?

Ranges Are Used So You Can Bound Your Own Uncertainty

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SEER 기능점수산정 오류 사례

- Programmers Over Estimate (or Over Count Existing Systems) "Get Credit" for Their Work
- Inflated Counts For Reengineered Systems Due To "Forgotten" Functionality (Typically Up To 20% In Long Lived Legacy Systems)
- Different Counters May Count Function Points Very Differently Depending on Their Perception of the User Perception (Over 70% Difference With 2 Experienced Counters)
- Difficulty Describing Entirely Internal Functions (Outside The Automated Information System Domain)

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SEER 소프트웨어 생산성 기본원칙

- Holding All Other Issues Constant (The Hard Part Is The Issues Almost Always Interact)
  - The Larger The Team The Lower The Individual Productivity
  - There Is An Incremental Person That Consumes More Energy Than He/She Produces. Staffing Beyond This Decreases Productivity and Increases Schedule (Brooks Law)
  - The Larger The Team The Shorter The Schedule (Until Brooks Law Kicks In)
  - The More Function Points, The More People Can Be Successfully Applied To Getting It Done Sooner
  - The More Complex The Development The Harder It Is To Staff
  - Flat Staffing Is Seldom Optimal
  - More Capable Team / Processes The Higher The Productivity

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SEER 인력투입에 따른 생산성, 업무량, 일정 및 신뢰성에 미치는 영향  
Productivity, Effort, Schedule, Reliability

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SEER 단순한 기능점수 및 인력투입량 산정에 따른 문제점

- 500 function points in 100 effort months does not mean 5000 function points in 1000 effort months
  - Size
  - Difficulty
  - Schedule
  - Capabilities
  - Constraints
- Must All Be Evaluated Together

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SEER 비용추정 및 사업관리를 위한 기능점수 확대적용

- Decompose The Function Categories Into More Single Purpose Definitions To Assist In Early Estimation
- Extend the Current Function Categories to Include Some Method for Counting Internal Functions Directly For Embedded Applications
- Allow a Range of Inputs to Cover a Band of Uncertainty Due to Ambiguity in Counting Methods and Engineering Estimates

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## SEER 추가적인 기능점수 특성화 요구

- ◊ When They Are New versus Preexisting
- ◊ When They Were Designed To Be Reusable Versus When Reuse Is Incidental
- ◊ When They Are COTS Versus Developed
- ◊ When They Are Implemented With Different Methods (I.E. GUI Builder Vs 3GL)

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## SEER 제조 생산성 대 소프트웨어 생산성 (Source SEER-DFM)

- ◊ Software Development Is Primarily Labor (Variable) Cost (Usually Relatively Few Fixed Costs)
- ◊ Manufacturing identifies Fixed Costs & Allocates Them To Compute Productivity Cost
  - Different Companies Use Different Methods To Get The Answers Accountants THINK Are Right (Or Management Wants To Hear)
  - Such Productivity Allocation Unduly Burdens New Products
  - Such Productivity Allocations Kill New Products
- ◊ This Is Why Activity Based Costing Is Gaining Popularity In Manufacturing: To Make Accounting More Fair

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## SEER SEER-Function Based Sizing 소개

- ◊ SEER- Function Based Sizing Uses
- ◊ IFPUG Or Extended Function Point Counting
- ◊ Effort Related To Platform and Application
- ◊ Application Class Complexity
- ◊ inherent Difficult
- ◊ Phase Of The Estimate
- ◊ Requirements Volatility
- ◊ New Vs Preexisting Vs Reusable Vs COTS
- ◊ Number Of Functions Developed By The Team
- ◊ Other Parametric Effort & Schedule Drivers

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## SEER 요건변경에 따른 기능점수산정

- ◊ More Volatility Means More Effort Per Function Point
- ◊ Evolutionary Development Often Provides Lists of
  - Required
  - Nice To Have
  - Do If There Is Time
- ◊ These All Relate To Effort and Number Of Function Points

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## SEER 추가적인 기능점수 세분화

- |  |   |
|--|---|
| <ul style="list-style-type: none"> <li>◊ External Inputs (EI)                             <ul style="list-style-type: none"> <li>• Input Screens</li> <li>• Interactive Inputs</li> <li>• Hardware Inputs</li> <li>• Batch Input Streams</li> </ul> </li> <li>◊ External Outputs (EO)                             <ul style="list-style-type: none"> <li>• Screen Reports</li> <li>• Printed Report</li> <li>• Media Outputs</li> <li>• Software Outputs</li> <li>• Hardware Outputs</li> </ul> </li> <li>◊ Internal Functions (Optional)</li> </ul> | <ul style="list-style-type: none"> <li>◊ External Inquiries (EQ)                             <ul style="list-style-type: none"> <li>• Request/Response</li> <li>• Menus</li> <li>• Context Sensitive Help</li> <li>• Embedded Computer Inquiries</li> </ul> </li> <li>◊ External Interface Files(EIF)                             <ul style="list-style-type: none"> <li>• Reference Data</li> <li>• Fixed Messages</li> <li>• Shared Data Files</li> </ul> </li> <li>◊ Internal Logical Files(ILF)                             <ul style="list-style-type: none"> <li>• Application Data Groups</li> <li>• Data Tables</li> <li>• Data Base Files</li> </ul> </li> </ul> |
|--|---|

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## SEER 내부기능 가중치 적용

	Low	Average	High
◊ External Inputs (EI)	3.00	4.00	6.00
◊ Outputs (EO)	4.00	5.00	7.00
◊ External Data (ELF)	5.00	7.00	10.00
◊ Inquiry (EQ)	3.00	4.00	6.00
◊ Internal Data (ILF)	7.00	10.00	15.00
◊ Internal Functions	7.00	10.00	15.00

- ◊ Note: Internal Functions Used For Embedded Systems Where There Is Not A Representative Function Point Count... Not Related To Feature Points

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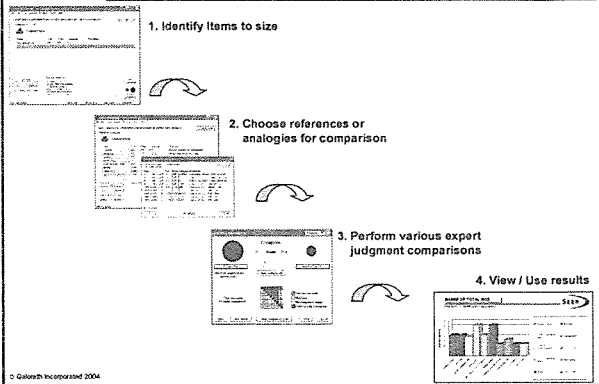
## AccuScope 적용 효과

- ◆ AccuScope allows users to...
- ◆ Size early – provide reasonable size ranges prior to a detailed understanding of project
- ◆ Size accurately - applying relative knowledge often results in more accurate up front estimates vs. other methods
- ◆ Estimate the number of function points for one or many systems without taking the time to count them

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## Four Step Sizing Process



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## Step 1: Identify Items To Size

Estimated items are those which will be sized.

Name	Size	Metric	Language	Description
New Backup Site	272	UFP	C++	
Client Operations Site	315	UFP	C++	

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## Step 2: Choose References To Size

Reference items are those from which comparisons are made.

These items can be entered manually or obtained from a repository.

Name	Size	Metric	Language	Description
Florida Riv	200	UFP	C++	New York and facilities and methods.
Chesapeake	500	UFP	C++	Chesapeake Bay and facilities and methods.
Southern	200	UFP	C++	Chesapeake Bay and facilities and methods.
Suburban	100	UFP	C++	Chesapeake Bay and facilities and methods.
Golden Gate	200	UFP	C++	Chesapeake Bay and facilities and methods.
Bay Area	200	UFP	C++	Chesapeake Bay and facilities and methods.
San Jose	200	UFP	C++	Chesapeake Bay and facilities and methods.

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## Step 2: Choose an Analogy

Analogies are optional.

Analogies are reference items based on past patterns.

Choose from various sets of analogies, each representing different sizing perspectives, or create your own manually.

Source	Description	Select
1 Core Data Structures	One user identifiable group of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
2 Core Data Structures	Two user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
3 Core Data Structures	Three user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
4 Core Data Structures	Four user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
5 Core Data Structures	Five user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
6 Core Data Structures	Six user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
7 Core Data Structures	Seven user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>
8 Core Data Structures	Eight user identifiable groups of logically related data and all code related to it. Examples include tables, core data structures, input files.	<input type="checkbox"/>

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## Step 3: Ready For Comparisons

Name	Size	Metric	Language	Description
New Backup Site	272	UFP	C++	
Client Operations Site	315	UFP	C++	

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**SEER Step 3a: Compare Known & Unknown Items**

Expert judgment establishes the relative size between 'Tristate Net' and 'New Backup Site'.

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**SEER Step 4: View / Use Results**

AccuScope lets you view sizing information and estimates using a variety of reports and charts. Reports are presented using different metrics depending on the size metric (source lines of code, function points, etc.) you are working with.

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**SEER Line 대 Function Point 변환기준 개선**

- Galorath Does Not Recommend Arbitrary Line To Function Point Conversions
- Galorath Early Work Showed Published Ratios Were Significant Problems
- Language

Language	Jones	Galorath Likely
C	128	61
FORTRAN	105	58
COBOL	105	61
PASCAL	91	71
PL/I	80	71
ADA	71	73
Menu Driven Generators	16	15

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**SEER 기존 기능점수에 반영되지 않은 요소를 추가**

Algorithms Captured By FBS With or Without or Internal Functions Input

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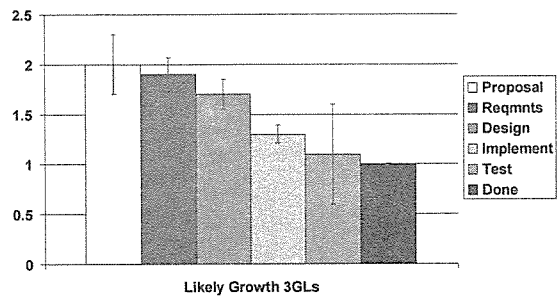
**SEER 응용영역별 기능점수당 업무량 가중치 사례**

Note: These Are Examples. SEER-SEM Contains Complete List

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**SEER 플랫폼별 기능점수당 업무량 가중치 사례**

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- ◊ Optional Decomposition Of Function Points For Estimating can make early function point estimation simpler
- ◊ Function Point Counting For Software Project Estimation & Management Must Factor In Risk
- ◊ Function points can be estimated quickly and accurately using relative sizing
- ◊ Software Loaded With Functionality That Is Not I/O Oriented Can Be Addressed By An Optional Internal Functions Count
- ◊ Function Points Along With Parametric Cost / Schedule / Risk Analysis Yields Accurate Analysis
- ◊ Just Using Function Points Per Staff Month Can Be Risky If Outside The Size, Domain, & Experience