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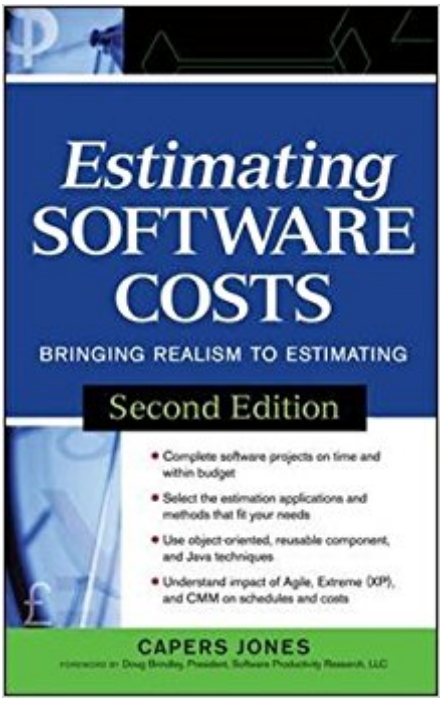
Estimating Software Costs: Bringing Realism To Estimating



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Synopsis

Deliver bug-free software projects on schedule and within budget Get a clear, complete understanding of how to estimate software costs, schedules, and quality using the real-world information contained in this comprehensive volume. Find out how to choose the correct hardware and software tools, develop an appraisal strategy, deploy tests and prototypes, and produce accurate software cost estimates. Plus, you'll get full coverage of cutting-edge estimating approaches using Java, object-oriented methods, and reusable components.Plan for and execute project-, phase-, and activity-level cost estimationsEstimate regression, component, integration, and stress testsCompensate for inaccuracies in data collection, calculation, and analysisAssess software deliverables and data complexityTest design principles and operational characteristics using software prototyping Handle configuration change, research, quality control, and documentation costsÂ "Capers Jones' work offers a unique contribution to the understanding of the economics of software production. It provides deep insights into why our advances in computing are not matched with corresponding improvements in the software that drives it. This book is absolutely required reading for an understanding of the limitations of our technological advances." --Paul A. Strassmann, former CIO of Xerox, the Department of Defense, and NASA

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Customer Reviews

Get a handle on skyrocketing software costs. Are your software costs spiraling out of control? Do your projects chronically run late, exceed budget, and go out the door bug-laden, if at all? Have you

discovered a commercial software cost estimating tool that works for your situation? Are you even familiar with how these increasingly sophisticated tools operate? Capers Jones, a pioneer and innovator in the field, probes the fundamental issues involved with the notoriously tough task of software cost estimation. Rather than provide simplistic manual formulas that lack the accuracy needed for contracts and serious business purposes, he explores in great detail the mutifaceted variables that cause estimates to be higher or lower than average. The result for you: A clear, complete understanding of how to estimate software costs, schedules, and quality far more effectively than you may have thought possible. You'll learn the technical details of how software cost estimates are produced...what kinds of commercial tools are available...how these tools work within various project management suites...and how to troubleshoot and solve typical problems, such as: sizing the project before requirements are firm; dealing with creeping requirements; handling excessive schedule pressure; taking international factors into account; planning for contractual and legal concerns. --This text refers to an out of print or unavailable edition of this title.

Capers Jones is a leading authority in the world of software estimating. He was the founder and chairman of Software Productivity Research, where he currently serves as chief scientist emeritus.

This is one of the most comprehensive books on software estimation techniques and supporting statistics in print. True, this book is deficient in object-oriented estimation, but that gap is filled by the definitive text on that subject, "Object-Oriented Design Measurement" ISBN 0471134171.One thing the author is noted for is backing up assertions with statistics and data. This book is no exception. The full spectrum of estimation techniques is covered in great detail, and the scope of this book starts with background material on estimating, and then addresses all of the major techniques.It is the scope of this book that makes it so valuable six years after publication. Techniques drawn from software project management, methods using coefficients and adjustment factors (i.e., COCOMO and Rayleigh Curve), and function points are covered in detail, as are other methods. In addition to software development estimating, the coverage extends to documentation estimating, and maintenance estimating - two areas not commonly addressed in the same detail and depth into which this book goes.Weighing in at 700 plus pages this book is still applicable to most project and development environments, with the only outdated material related to tools and information resources. Most of the techniques cited are tried and true and will work in most contemporary environments and settings.Despite some of the shortcomings noted above this book is an essential resource for project managers and SQA professionals who are involved in either the estimating

process or tracking key performance metrics throughout application and system lifecycles.

This is amazing book! Nice packing by seller with appropriate delivery. This is a nice guide to understand entire software estimation and growing expertise in this area!

This is full of practical information that will help me develop a more mature process to estimate software development efforts

This book contains lots of useful data on the software development process -- including productivity -- using both LOC and IFPUG Function Points. It includes basic rules of thumb for estimating schedules and effort. It is a good starting point for organizations that do not have their own historical data to base their estimates on. An excellent reference to have within reach if you work with software measurement.

This second edition of the groundbreaking Estimating Software Costs is a must-have desk reference for every PM, program manager and estimation practitioner. It has been updated to include treatment of Agile methods (and other variants such as XP), OO development, UML, and CMMI. While IFPUG Function Points and Lines of Code are the still the leading measures of software size, Jones does provide data with respect to many of the emerging measures (story points, use case points, web object points, etc.)The book is divided into six sections. Section 1 presents a basic introduction to software estimation, including a brief history, capability and value of commercial estimation tools. There is also a very nice discussion on the potential sources of estimation error.Section 2 provides methods for generating early estimates and the danger that these will become accepted as THE estimate for the remainder of the project. Jones provides many simple rules of thumb for both classic size measures (Function Points and LOC) and emerging methods.Section 3 talks about methods of measuring size of various software work products. Again, the predominate method discussed is IFPUG Function Points; however, Jones does address the more abstract and "experimental" size measure in use today.Section 4 deals with the seven classes of influencing factors that drive project outcomes and how commercial estimation tools compensate for them. Jones concludes that industry averages for these factors should be discarded in favor of specific values from the performing organization. This reduces uncertainty and the political impacts.Section 5 defines ten activities that are common to many projects for the purpose of accurately deriving a bottom-up estimate. The implication of each of these activities with respect to

software estimation is explored in detail.Section 6 examines the difficulty of maintenance estimation based on the notion of "software entropy," which is analogous to the Thermodynamics property of isolated systems. Entropy is a measure of disorder in an isolated system and increases with time. As a product ages, its level of disorder increases due to the number of maintenance patches and enhancements applied. This reduces the maintainability of the product and increases the difficultly in maintenance estimation.Again, Capers Jones proves to be a master at collecting, interpreting and presenting useful data. While some of the material (notably the rules of thumb) may be slightly over-approximated to be useful, Jones does present many ways to develop the initial early estimate and start the open dialogue that will ultimately lead to a successful project.

my family need it , awesome and very well. recommend it to my friend. If you have only one product, this is the one to have very fast, receive it next day,

Although this book is quite thorough on the topic there are a few major drawbacks that made me give it only 3 stars:- The writing style is extremely repetitive. I think after the 30th times defining what "backfiring" is I stopped counting. Same with telling the history of function points analysis or how good it is. This and many other things repeat every two or three pages. Taking out all the repetitions the book could probably be about one third shorter.- The individual chapters don’t fit to each other, don’t integrate with each other and don’t create an overreaching arc. It seems like the individual chapters were once long academic articles and were just put after each other. This would also explain the repetition (mentiond above) as each "article" needed to define terms again.

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