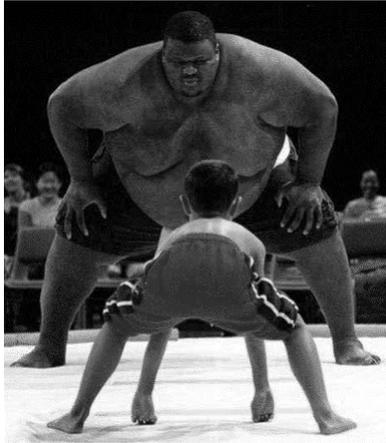


Rightsizing Your Projects In a Down Economy



Software Quality Group
of New England
December, 2009

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Blog: www.optimalfriction.com

12/4/2009

Industry Data from the QSM SLIM-Metrics Database

- ❑ Spans 20+ years
- ❑ Large, worldwide heterogeneous database contains 8,000+ projects
- ❑ Represents over 685+ million SLOC, 7+ million function points, over 600 languages, from 500+ organizations in 18 countries
- ❑ Adding 200 – 400 projects/year

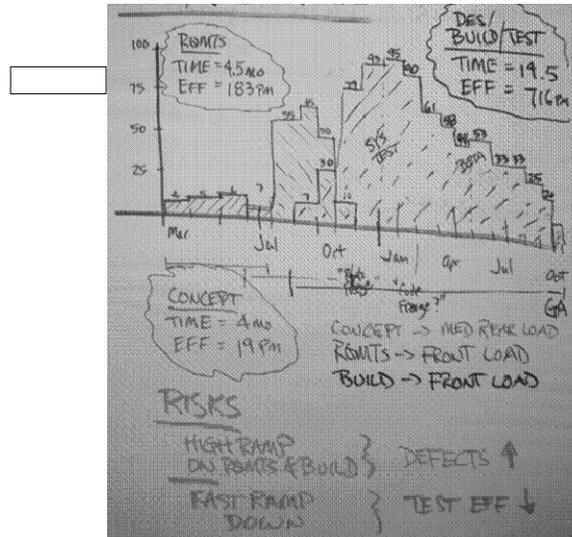


Partial List of Clients



- British Telecom
- SAP
- Microsoft
- Intel
- BellSouth
- BMC Software
- Motorola
- VerizonWireless
- Computer Sciences Corp
- IBM Global
- Progressive Insurance
- Misys Healthcare
- JPMorganChase
- Boeing
- Bank of New York Mellon
- Lockheed Martin
- Siemens Medical
- DirecTV

A Project That Has Been "Wongsized"



WrongSized in Two Dimensions

Project ID 18: Release Suite 9.5 (Record 18 of 21)

Basic Information | Application | Sizing | Accounting | Custom Fields | Environment | Quality | Review

Project Information

Project Name: Release Suite 9.5
 Status: Estimate
 Confidence: Moderate
 Preparer Name: Michael Mah
 Record Creation Date: 7/5/2006
 Date Last Modified: 7/20/2006

Predominant Application Type

- Facility Mgmt
- Financial Mgmt
- Materials Mgmt
- Flow Control
- Network Support
- Order Entry
- Database Mgmt

Description

Release 9.5 moves Vision product functionality to Windows and Electronic Medical Records (EMR) to MS SQL Server from Infomix 4GL, Stored Procedures and Java. It includes enhancements to fill Tiger Vision functionality gaps, rounds out GUI functionality for Vision and EMP products.

Sizing

Source Lines of Code: 686000
 Requirements: []
 Defects: System Integration to Delivery [], First Month after Delivery []

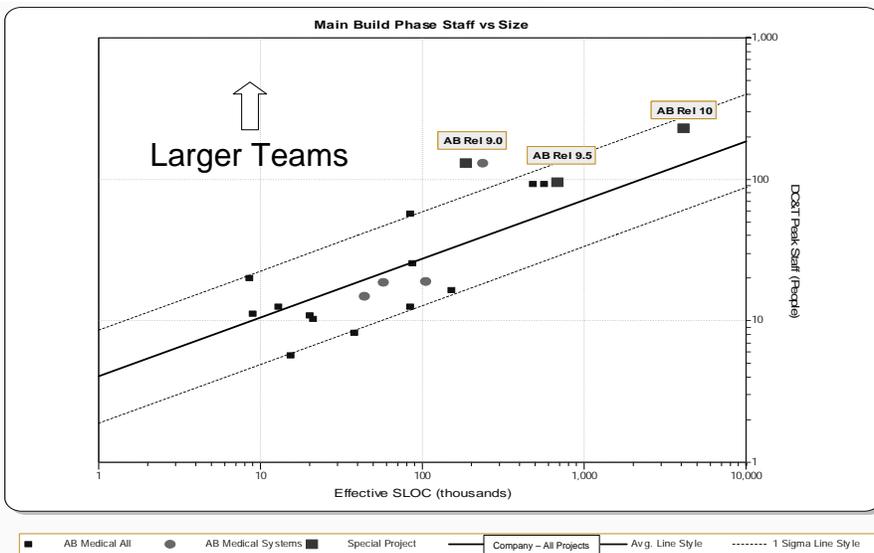
Team Size

Phase	Start Date	End Date	Months	PM	1000 \$	Peak Staff	Staffing Shape
1. PLAN	3/1/2006	7/1/2006	4.03	15	108.02	16	[]
2. REQ	6/15/2006	11/15/2006	4.57	1183	1728.24	65	Medium Front Load Rayleig
3. DC&T	8/1/2006	10/15/2007	14.48	1716	6173.31	95	Front Load Rayleigh
4. P_Mnt							[]
Life Cycle	3/1/2006	10/15/2007	19.5	918.0	8010	95.00	PI = 21.3 MBI = 4.4

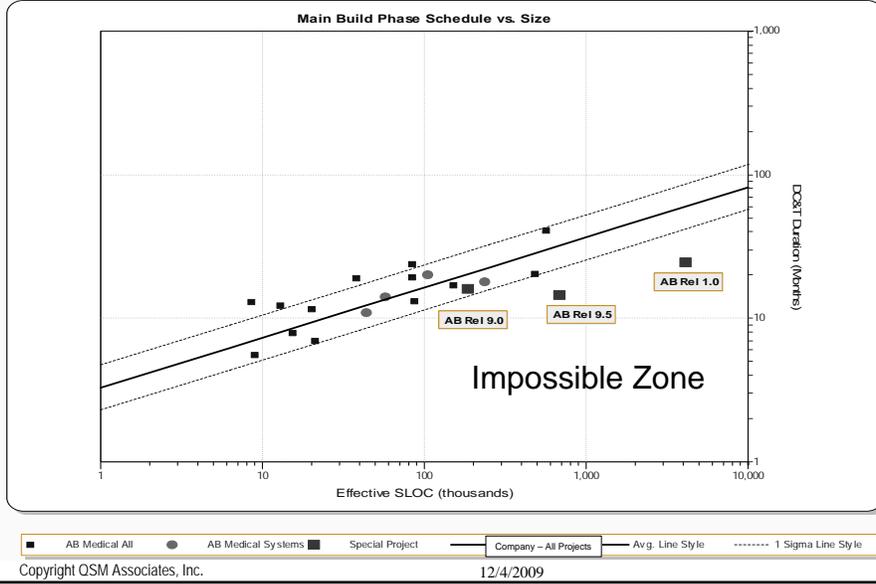
Code Size, Time, Effort

Delete First Prior Next Last Add OK Cancel Help

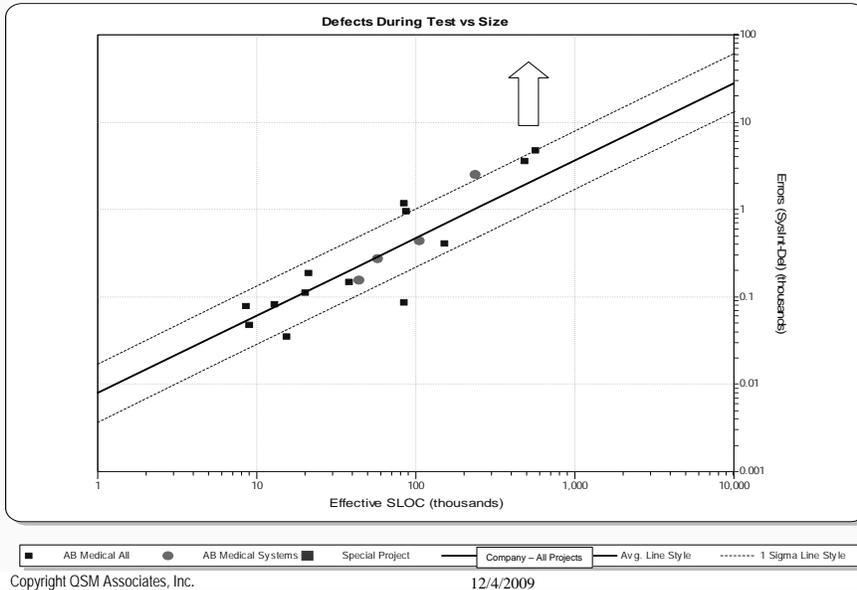
Build Phase Staffing - Wrong



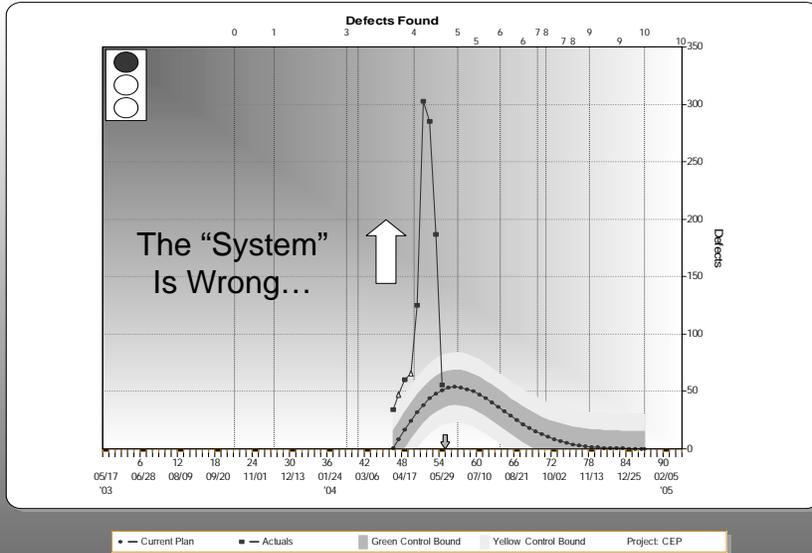
Build Phase Schedule - Wrong



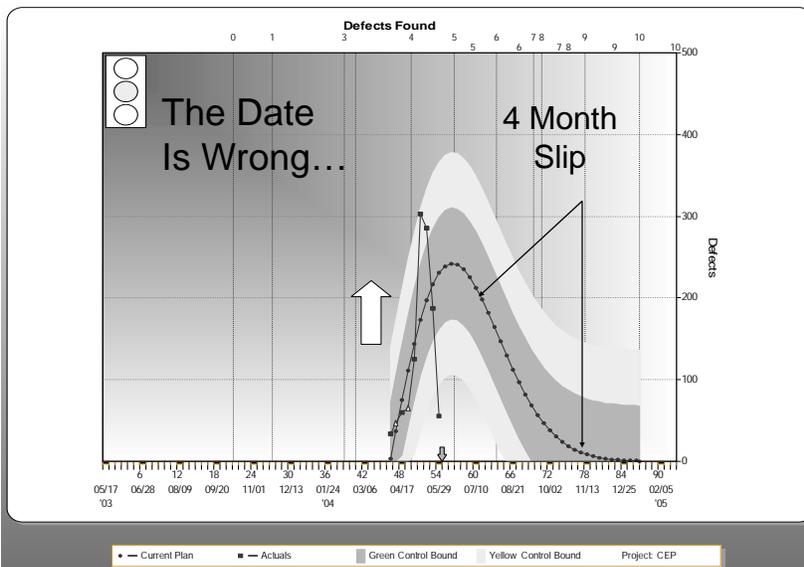
Defects/Quality – Where Will This Be? (Hint...)



Defects vs. Industry Average



Defects Cost You Precious Time...

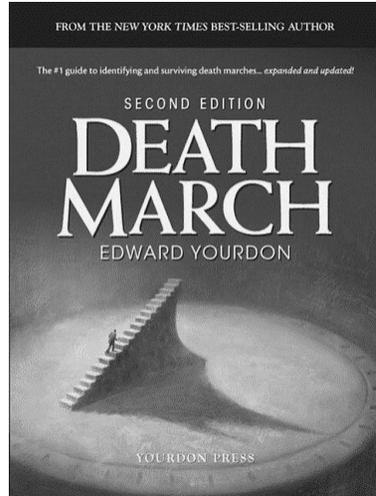
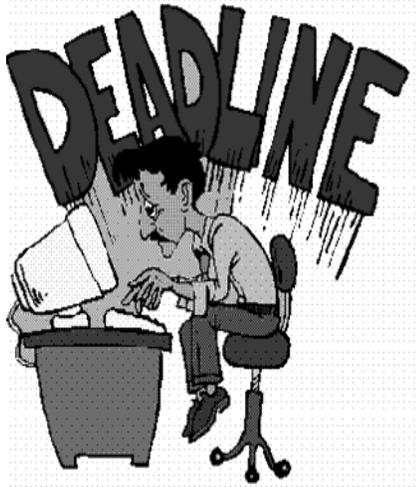


We Call This:
*Self Defeating Behavior
Through “WrongSizing”*









A Consultant's Nightmare

-----Original Message-----

From: Tom DeMarco
[mailto:tdemarco@systemsguild.com]
To: Michael Mah

Michael,

[We need to contend with] a fairly angry CFO of the Nicholas Carr school who is demanding to [know] that he's not paying for a bunch of software dunderheads...

Best,

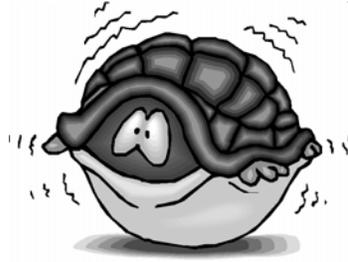
t



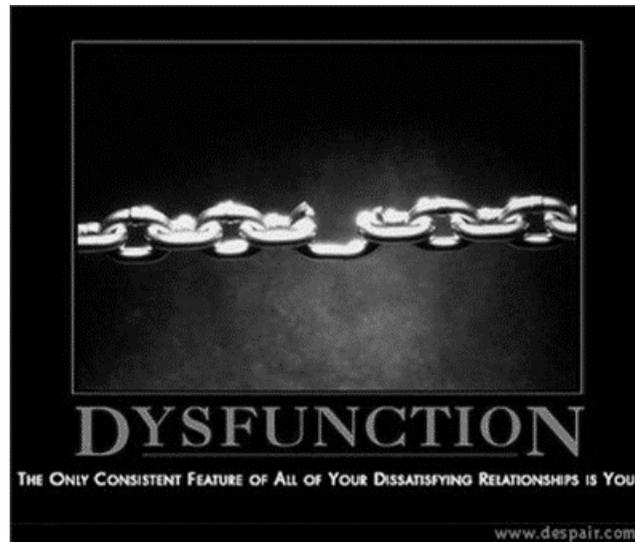


Scarcity Thinking

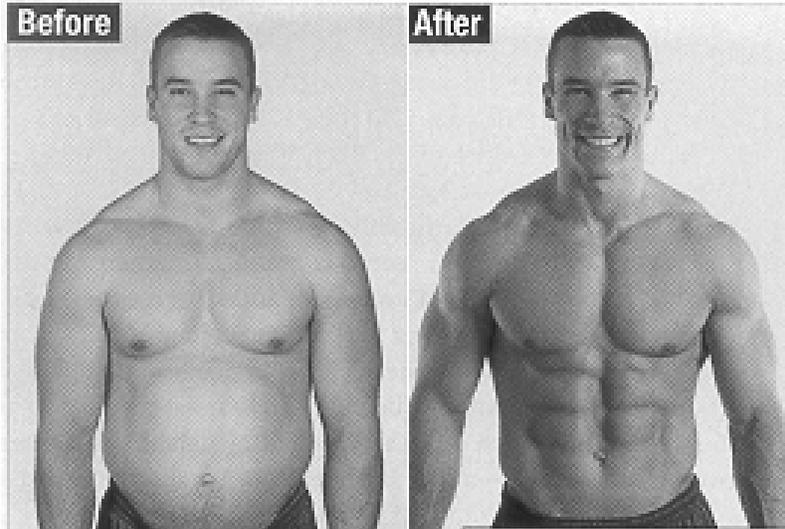
- Feeling Quality: Fear
- Insecurity, Anger
- Action: Cost Cutting
- Contraction

 Abundance

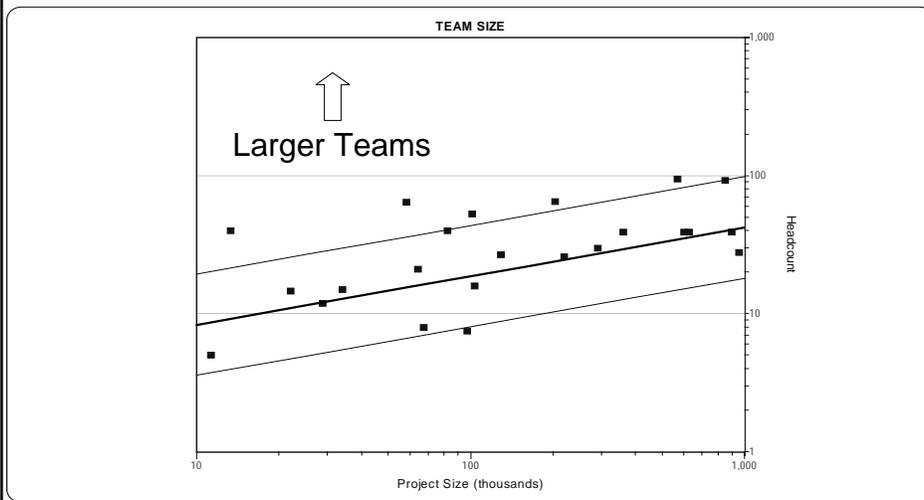
- Feeling Quality: Safety
- Security, Confidence
- Action: Innovation
- Growth



Are You "Lean/Agile?"



If Agile Works Best With Small to Medium Sized Teams...

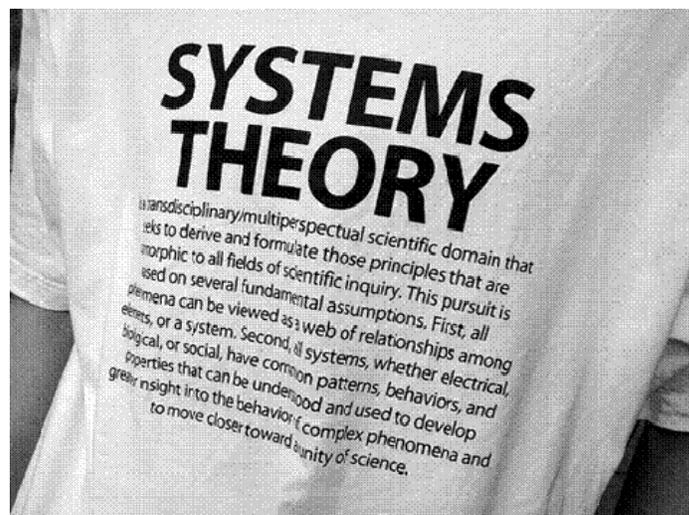


Knowledge vs. Routine Work

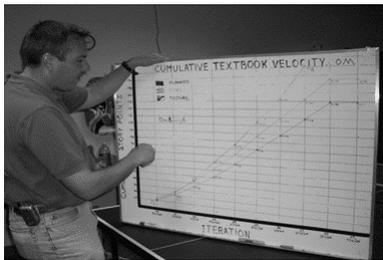
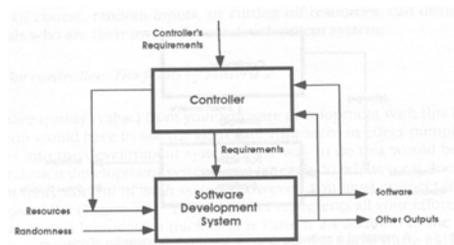
- ❑ Expert Thinking: Requiring creativity and expert problem solving, design of new products.
- ❑ Complex Communication: High paying jobs in design, innovation, and management of others with face-to-face interaction.
- ❑ Routine Cognitive Tasks: Work that follows well-defined logical rules, such as call center and data processing. Some routing software coding.
- ❑ Routine manual tasks: Physical labor jobs such as blue-collar assembly line work.
- ❑ Nonroutine manual tasks: Physical labor jobs difficult to automate requiring optical recognition, fine motor control, including a range of factory jobs.

Domain Knowledge
High-Bandwidth Communication

We Have to "Think Systems..."



Agile As Short Feedback Loops (Pair Programming, Iterations)



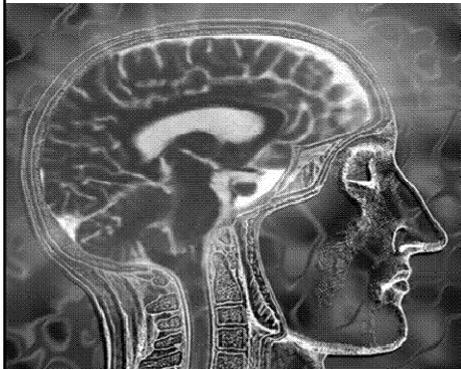
A People Intensive Agile Environment







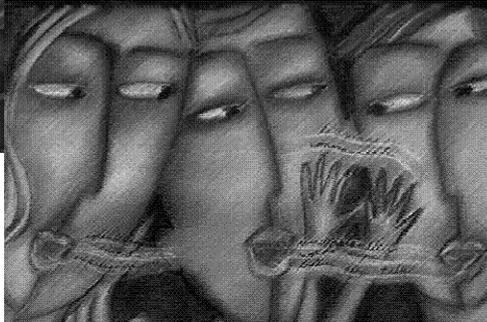




What is About Interactions

Dialog

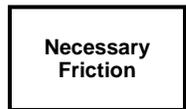
Domain Knowledge



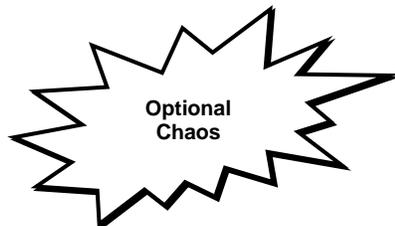
A Systems View - Real Work, Necessary Friction, and Optional Chaos for Teams



Effort that goes directly into transcribing knowledge you already have into the system being built



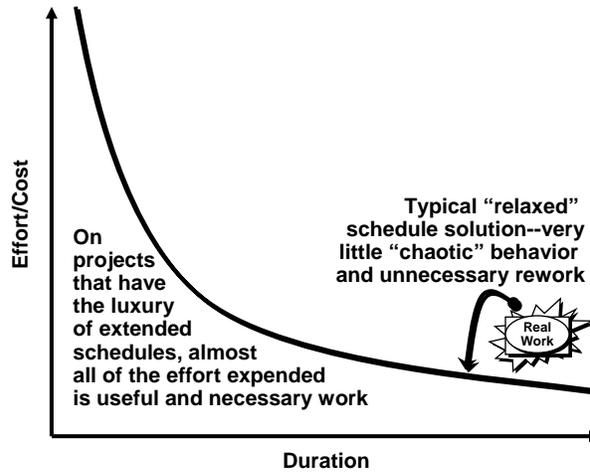
The work necessary to *discover* knowledge you do not already have



The "Brownian Motion" of the project. It is waste

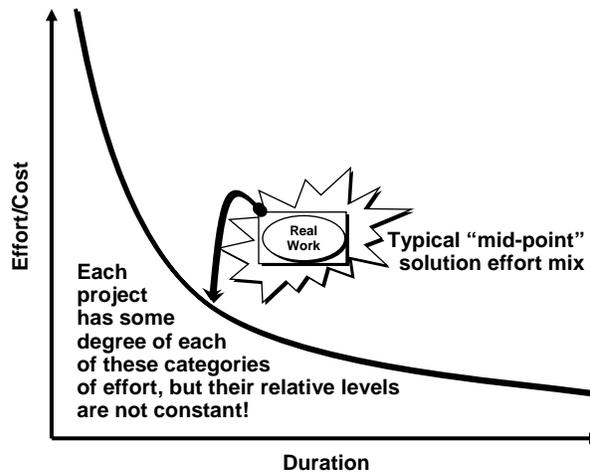
Source:
Armour, Phillip G. "Real Work, Necessary Friction, Optional Chaos"
Communications of the ACM
Vol 47 No 6 June 2004

Extended Schedule



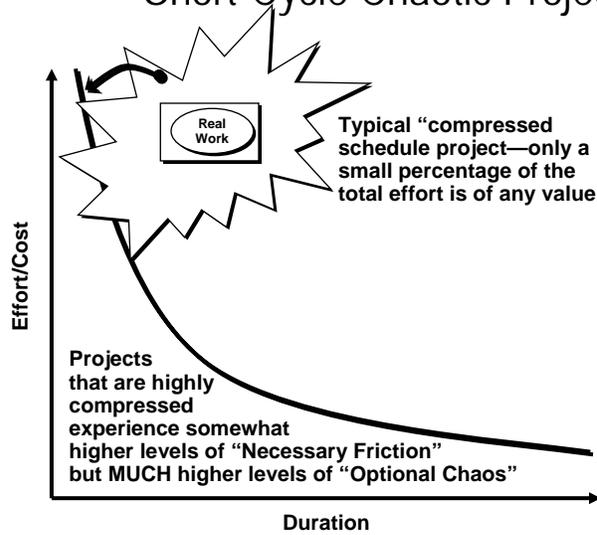
Source:
Armour, Phillip G.
"Real Work, Necessary Friction,
Optional Chaos"
Communications of the ACM
Vol 47 No 6

The Mix of Work



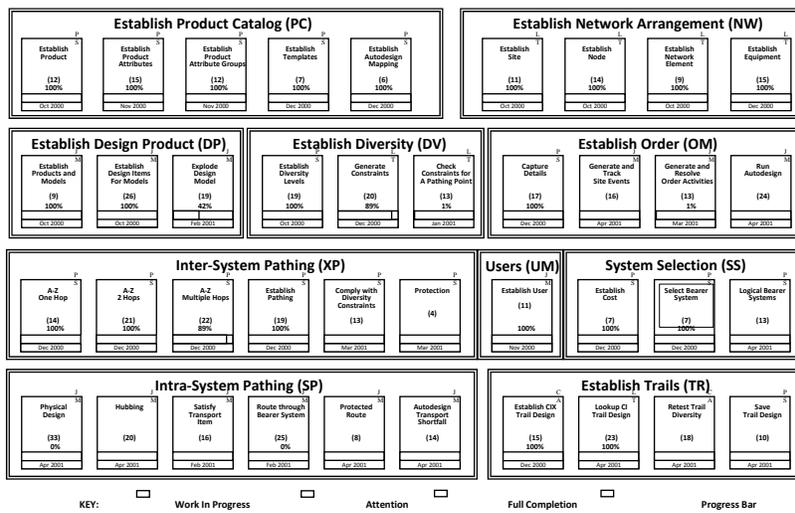
Source:
Armour, Phillip G.
"Real Work, Necessary Friction,
Optional Chaos"
Communications of the ACM
Vol 47 No 6

Short-Cycle Chaotic Projects



Source:
Armour, Phillip G.
"Real Work, Necessary Friction,
Optional Chaos"
Communications of the ACM
Vol 47 No 6

A Parking Lot Diagram As a Way to Rightsize Scope



Highly Functioning Individuals and Teams

- Optimizing Interactions between Individuals
- Optimizing Interactions between Groups
- Dealing with Differences, Emotions, and Identity issues with my peers
- Understanding Organizational Dynamics between Members of the Group
- Recognizing Pressures within and Upon my Peers
- Recognizing Pressures within and Upon the Group
- Seeing Triggers that Set Off Personal Defense Mechanisms
- Seeing Triggers that Set Off Group Defense Mechanisms
- Recognizing How to Manage Individual Relationships
- Recognizing How to Manage Group Relationships

FREE STUFF

- Special report ... "Understanding Productivity in Agile Development; How Agile Measures Up and What It Means to You"
- Article: "If Agile Were to Go Mainstream"

**Just Leave a Card
in the Basket at the Back**

Contact Me At:

- Michael Mah
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website: www.qsma.com
blog: www.optimalfriction.com
Tel: 413-499-0988



Software Quality Group of New England

SQGNE is made possible by the support of our sponsors:




SOFTWARE QUALITY CONSULTING
consulting • training • auditing

Nov 2009 Logo design: Sarah Cole Design Slide 1

Welcome to our 16th season!

- An all-volunteer group with no membership dues!
- Supported entirely by our sponsors...
- Over 700+ members
- Monthly meetings - Sept to July on 2nd Wed of month
- E-mail list - contact John Pustaver pustaver@ieee.org

■ **NEW SQGNE Web site: www.sqgne.org**

Nov 2009 SQGNE Software Quality Group of New England Slide 2

Volunteers / Hosts / Mission

<p>Volunteers</p> <ul style="list-style-type: none"> ■ John Pustaver - Founder and Director ■ Steve Rakitin – Programs and web site ■ Gene Freyberger – Annual Survey ■ Dawn Wu – our new greeter!! 	<p>Our gracious Hosts</p> <ul style="list-style-type: none"> ■ Paul Ratty - room, copies, cookies ■ Tom Arakel - room, copies, cookies ■ Margaret Shinkle - room, copies, cookies ■ Jack Guilderson – A/V equipment
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Mission

- To promote use of engineering and management techniques that lead to delivery of high quality software
- To disseminate concepts and techniques related to software quality engineering and software engineering process
- To provide a forum for discussion of concepts and techniques related to software quality engineering and the software engineering process
- To provide networking opportunities for software quality professionals

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ASQ Software Division

- Software Quality Live - for ASQ SW Div members...
- Software Quality Professional Journal www.asq.org/pub/sqp/
- CSQE Certification info at www.asq.org/software/getcertified
- SW Div info at www.asq.org/software





Nov 2009 SQGNE Software Quality Group of New England Slide 4

SQGNE 2009-10 Schedule

Speaker	Company/Affiliation	Date	Topic
Eric Lotter	Surgient	9/9/09	Using Virtualization to Accelerate Quality/Test Cycles
Steve Rakitin	Software Quality Consulting	10/14/09	Software Quality Assurance Turns 50 A Critical Look at the Profession
Howie Dow and Steve Rakitin		11/11/09	Interactive Requirements Exercise...
Michael Mah	QSM Associates	12/9/09	Rightsizing Your Project in a Down Economy
Robin Goldsmith	GoPro Management	1/13/10	I went to a Testing Conference and all they talked about was Requirements
Stan Wrobel	CSC	2/10/10	To be announced...
Billie Bell	Intuit	3/10/10	End-to-End Testing in a SaaS environment: Extending the Definition of Quality
Linda McInnis		4/14/10	Metrics: The Where, How and Why?
Urvashi Tyagi	Microsoft	5/12/10	A day in the life of a tester at Microsoft...
Brian LeSuer	Star Quality	6/9/10	To be announced...
Everyone		7/14/10	Annual Hot Topics Night...

Nov 2009 SQGNE Software Quality Group of New England Slide 5

Tonight's Speaker...

Interactive Requirements Exercise
Howie Dow and Steve Rakitin

Requirements are the most important information a software project team needs. Developers and testers all depend on clear, unambiguous requirements to do their work. Yet, few projects have such requirements. Most requirements are written in English. Good requirements are hard to write because English is an inherently vague and ambiguous language and because we don't train people in how to write good requirements using English. In this talk, we will review several graphical alternatives to English that are much less ambiguous. Small groups will work on an expressing requirements using different techniques so that we can see first hand the benefits of graphical techniques...

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