

18-642:

Key Development Metrics

10/18/2018



“If you torture the data long enough,
it will confess to anything.”

– Ronald Coase

Carnegie
Mellon
University

It would be a pure function if not for the side effects on your sanity



Turning Coffee Into Code

The Definitive Guide

ORLY?

@ThePracticalDev

Key Embedded Software Metrics

■ Anti-Patterns:

- **Development effort > validation effort**
- **Too many lines of code per hour**
- **Peer review finds <50% of all bugs**



■ Healthy project metrics:

- About 2-3 hours of validation effort per hour development
 - Tester:Developer head count ratio is about 1 to 1
- Productivity of 1-2 lines of code per hour for solid software
 - This includes entire process (requirements through acceptance test)
- Peer review should be finding >50% of all defects

Software = Design + Testing

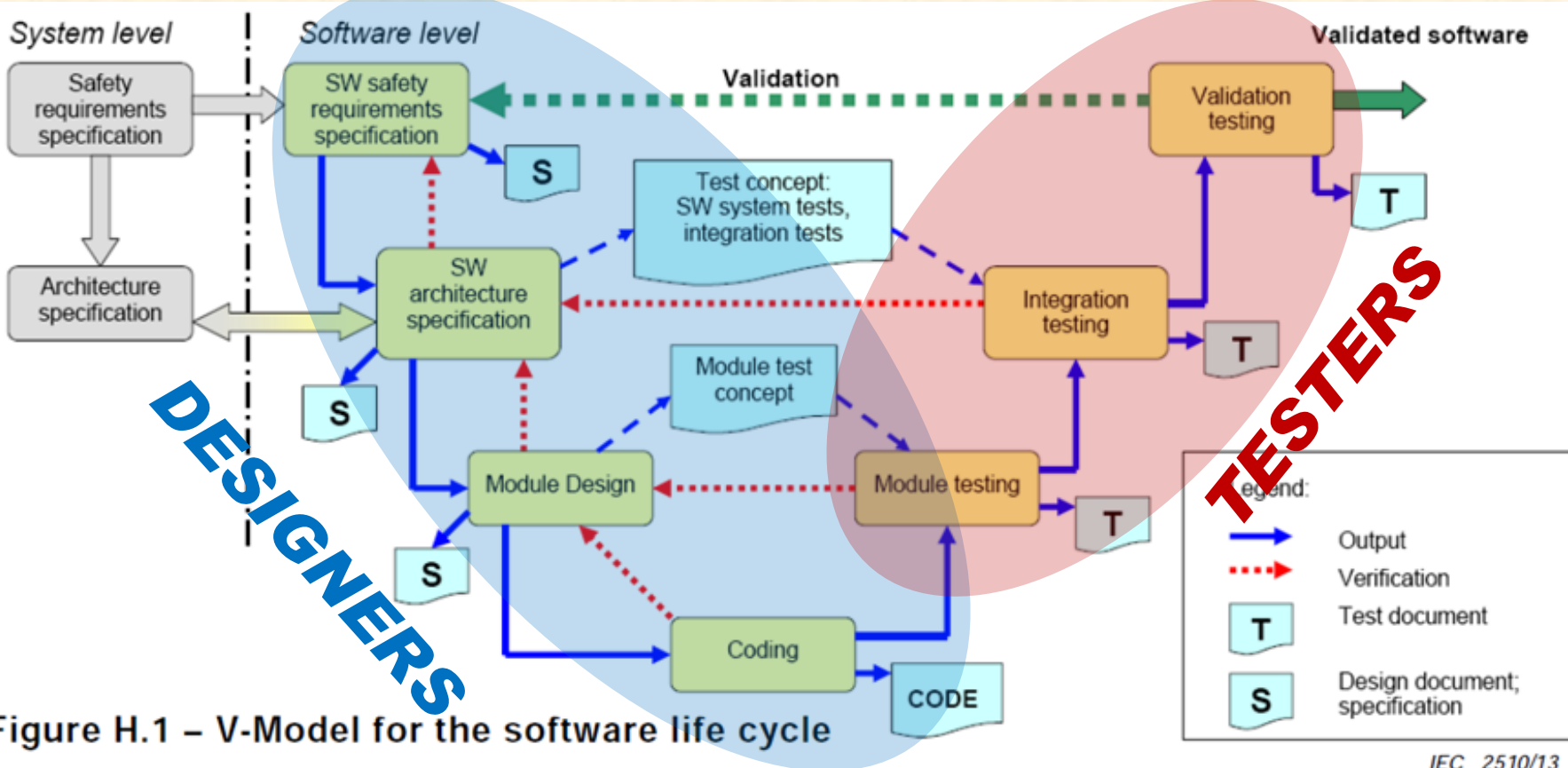


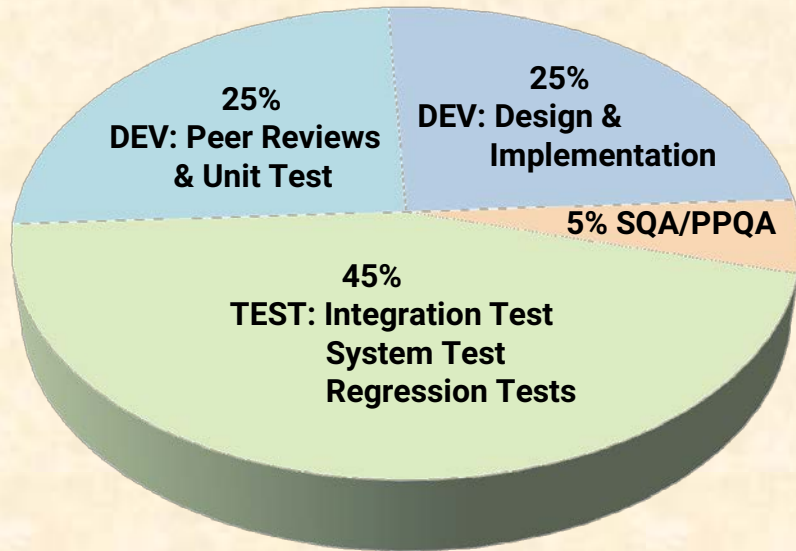
Figure H.1 – V-Model for the software life cycle

Typical Effort Distribution

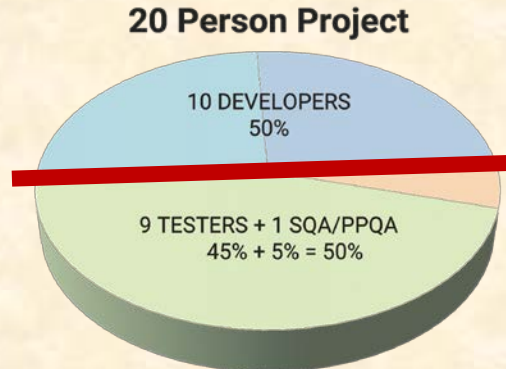
■ Tester to Developer ratio varies depending on situation

- Web development: 1 tester per 5-10 developers
- Microsoft: 1 tester per 1 developer
- Aircraft controls: ~5 testers per 1 developer

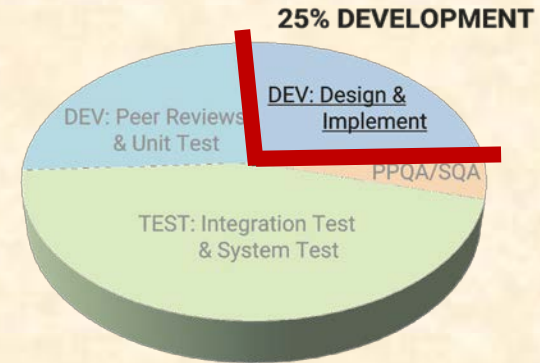
EMBEDDED SW PROJECT EFFORT



50%/50% Head Count



25%/75% Effort



75% VALIDATION & QUALITY

Peer Review Effectiveness

- **Good peer reviews find 50%-70% of the defects**
 - Fewer than 40%-50% of defects found in peer reviews mean they are **BROKEN**
- **Peer Reviews cost perhaps 5%-10% of total project cost**
 - Let's do the math:
 - Peer reviews process about 100 lines of code per hour total
 - Three reviewers → 33 lines of code per person-hr
= 0.033 hours per line of code reviewed (2 minutes)
 - 0.033 hours review / .5 hours per LOC total = **6.7% for code review**
 - Plus review requirements & design ... but still a great ROI
- **Are peer reviews finding half your bugs?**
 - Are you spreading them out or bunching them together?
 - If they're not finding bugs, consider improving review culture



Best Practices For Key Software Metrics

■ 2-3 hours of validation for each 1 hour of development

- Head count ratio generally 1 Tester to 1 Developer
- About 5% of effort for SQA

■ Code productivity of about 1 to 3 lines per hour

- At or above 3 lines/hr, you probably are cutting corners

■ Peer reviews should find 50% (or more) of defects

- At about 5%-10% of total project cost

■ Metric Pitfalls

- Use only metrics that provide value – don't go crazy with metrics!
- Gaming the metric doesn't improve software quality
- Reward/punish based on metric values will render metric useless
- **Fast, good, cheap: pick any two.**

