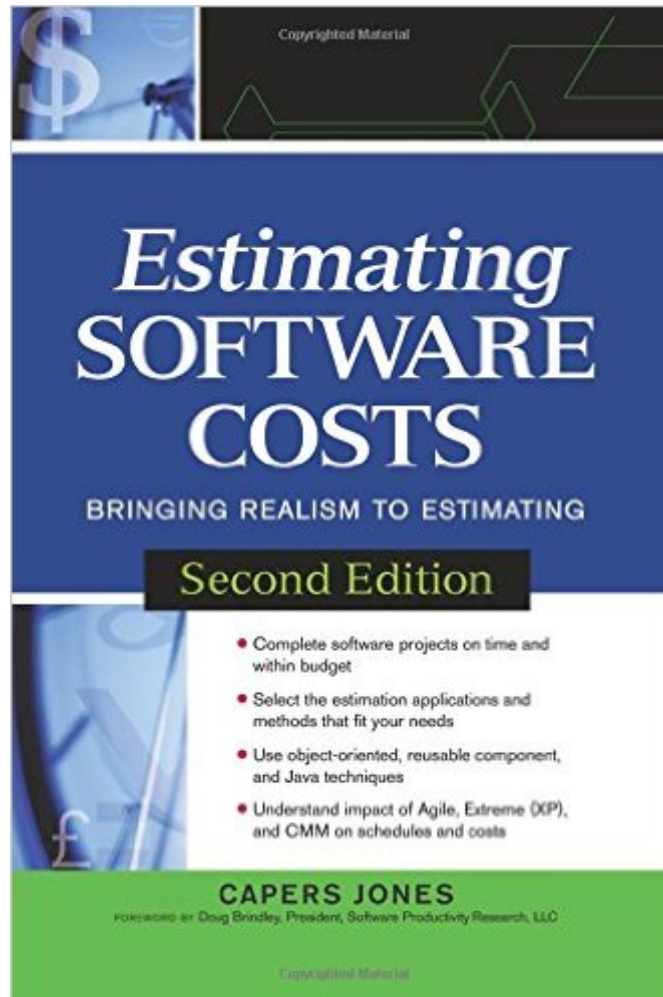


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# Estimating Software Costs: Bringing Realism To Estimating



## 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 estimations Estimate regression, component, integration, and stress tests Compensate for inaccuracies in data collection, calculation, and analysis Assess software deliverables and data complexity Test design principles and operational characteristics using software prototyping Handle configuration change, research, quality control, and documentation costs

"Capers Jones's 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

## Book Information

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## Customer Reviews

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 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.

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