## Software Process Improvement bij NASA

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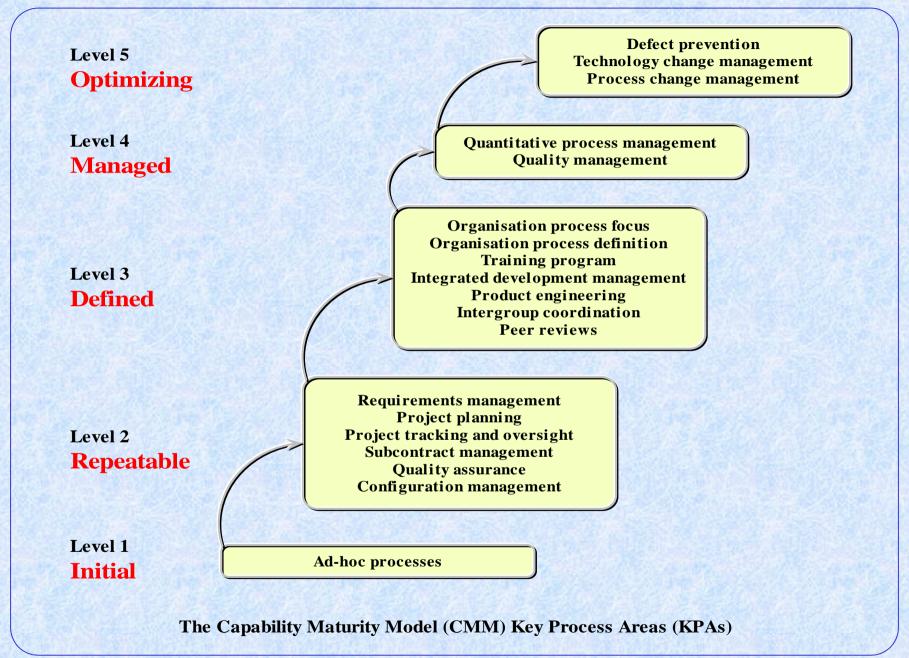
## Interessante documenten en "guidebooks" van NASA

http://www.ivv.nasa.gov/SWG/resources/

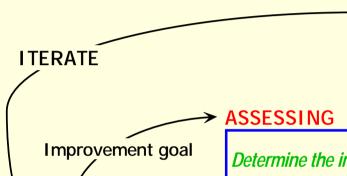
- Hierin vind je onder meer links naar
  - NASA-GB-A302: Formal inspections guidebook.
  - NASA-GB-001-94.pdf: NASA Software Measurement Guidebook
  - NASA-GB-001-95.pdf: NASA Process Inprovement Guidebook
  - NASA-GB-001-96.pdf: NASA Software Management Guidebook

#### Goals

- CMM:
  - Domain independent and generalized
  - Focus on improving the software process
- NASA:
  - Domain dependent
  - Focus on improving the software product



#### NASA Three-Phase Approach to Software Process Improvement



+ PACKAGING

Capture improved techniques as a part of modified process, e.g.:

- Incorporate inspections into development standard
- Develop inspections training program

Determine the impact of a change, e.g.:

- Does object-oriented design produce more reusable code?
- Do inspections result in lower error rates?

#### Build a baseline of process and products, e.g.:

- What development techniques are used?
- What is the unit cost of software?
- What types of errors are most common?
- How much reuse occurs?

UNDERSTANDING

## Understanding phase

- Capture characteristics of ongoing processes and products
- Measure:
  - Product: Cost, Size, Errors
  - Process: Effort distribution, Resources usage
- Identify high-level goals for improvement
  - Cut costs, Improve reliability, ...

## Sample process relationships

```
Effort (in staff months) = 1.48 * (kLOC)^{0.98}
```

Duration (in months) =  $4.6 * (kLOC)^{0.26}$ 

Pages of documentation =  $34.7 * (kLOC)^{0.93}$ 

Annual maintenance cost = 0.12 \* (Development cost)

Average staff size =  $0.24 * (kLOC)^{0.73}$ 

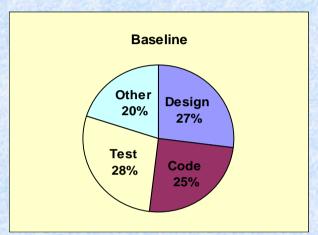
## Assessing evaluation of the effect of introducing a change

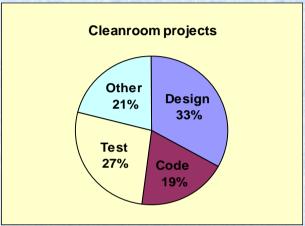
- Set specific objectives for improvement
- Introduce changes in the current process
- Analyse impact on product and process

**Experiment** 

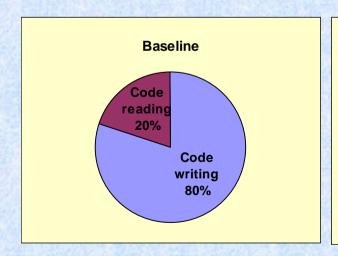
#### **Assessing impact of Cleanroom on Process**

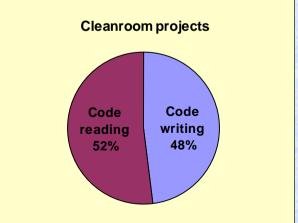
All activities: Slight impact on design and code





Code activities only: Substantial process impact





## **Packaging**

- Satisfactory changes (measurable improvement) incorporated in organisation
- New models, standards, training materials developed based on what has been learned put in experience base
- Packaging:
  - Standards, policies, guidebooks, training, tools, ...

## Software process improvement

- Understanding
  - What are we doing?
  - How are we doing it?
- Assessing
  - Analysing the impact of change
- Packaging
  - Experience base
  - Dissemination

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## Activities of the Software Process Improvement Organisation (NASA)

#### **DEVELOPERS**

- Develop/maintain software
- Participate in studies
- Provide information (to analysts)
- Reuse models and processes

#### **ANALYSTS**

- Design experiments
- Analyse information
- Package experience (develop models, processes, baselines)

#### **SUPPORT STAFF**

- Process data (collecting, QA, managing, archiving project data)
- Maintaining experience base:
  - Projects database
  - Library

#### **NASA Metrics Experience**

- Measurement is a means, not an end in itself
- Understand the goals
- Make sure the measurements apply to the goals
- Start small
- Avoid over-reporting
- Do not expect to:
  - Measure error correction effort precisely
  - Find generalised, well-defined process measures
  - Find a database of process measurements
  - Automate data-collection
- Use lines of code (pages of doc) to represent size

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