



The Baseline Personal Process

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Outline

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Introduction

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Ways in which a Defined Process can Help (cf. Humphrey, 1995, p. 29)

- *Identifies principal job activities*
- *Separates job's routine from its complex elements*
- *Establishes precise phase entry and exit criteria (thus allowing you to know when a task is complete)*
- *Helps understand performance*
- *Helps estimate when tasks will be completed*
- *Historical data helps judge accuracy of predictions*
- *Historical process data helps identify "trouble" phases*
- *Facilitates focused improvement efforts*

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The Baseline Process

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PSP0: The Baseline Process

(Humphrey, 1995, p. 30)

- *The PSP0 process provides:*
 - *A convenient structure for doing small-scale tasks.*
 - *What I do, when, what order.*
 - *A framework for measuring those tasks.*
 - *Help analyze, understand, and improve your process.*
 - *Defined steps -> explicit measures*
 - *A foundation for process improvement.*
 - *"If you don't know what you're doing, it is hard to improve it."*

■ *cf. fig. 2.1, p. 21 (PSP0 Process Flow)*

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Forms

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Why Use Forms? (cf. Humphrey, 1995, p. 32)

■ *Any reasonably complex job involves:*

- *Determining what must be done.*
- *Deciding how to do it.*
- *Doing it.*
- *Checking to be sure it is correct.*
- *Fixing problems.*
- *Delivering the final product.*

■ *Standardized forms help in almost every step of this process.*

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The PSP0 Process

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PSP0 Process Elements

(Humphrey, 1995, p. 34, & Lecture 1, slide 24)

- *Planning Phase - estimate development time*
- *Development Phase - develop the product using your current methods*
- *Postmortem Phase - complete the project plan summary, with the time spent and defects found and injected in each phase.*

- *cf. Fig. 2.2, p. 34, PSP0 Process*
- *cf. Table 2.1, p. 36, PSP0 Process Script*

- *Notes:*
 - *Phase = process element with definition and structure*
 - *Step / Task = undefined / unstructured process element*

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Fuzzy vs. Clear Phase Distinctions (cf. Humphrey, 1995, p. 35)

- *Design, code, compile, & test are difficult to distinguish*
- *Explicit entry / exit criteria distinguish*
- *Ex: code / compile*
 - *Writing code from design is code time.*
 - *Fixing compile defects is compile time.*
 - *Fixing test defects is test time (even though compilation is performed).*

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Four PSP0 Scripts (cf. Humphrey, 1995, p. 38)

- *Process Script*
 - *Guides in developing module-level programs*
- *Planning Script*
 - *Guides in PSP planning process*
- *Development Script*
 - *Guides in the development of small programs*
- *Post Mortem Script*
 - *Guides in PSP postmortem process*

- *Look at details on pp. 36-38.*

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PSP0 Measures, Logs, & Project Plan Summary

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Two PSP0 Measures

(cf. Humphrey, 1995, p. 37, 38)

■ *Time spent / phase*

- *Actual clock time*
- *Use natural units (minutes, vs. 0.x hours, etc.)*

■ *Defects found / phase*

- *Defect = one program change during compile or test*
- *One change may be a single character or multiple statements, etc.*
- *As long as the changes all pertain to the same compile or test problem they are part of one defect.*

■ *Collecting PSP0 data gives you a baseline from which to plan future projects.*

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Time Recording Log

(cf. Humphrey, 1995, p. 39-44)

- Look over Time Recording Log, Instructions, and Example (p. 40-2)
- Use stop watch
- If actual time not recorded, estimate as soon after you realize it as possible
- “Design on the fly” is counted as coding
- Time in compile phase = time to compile correctly first time
- Compilation while testing is counted as time in test phase

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Defect Recording Log

(cf. Humphrey, 1995, p. 44-48)

- Look over Defect Recording Log, Instructions, Defect Type Std, and Example (p. 45-8)
- Use standard defect types - don't create your own defect types until after you gain plenty of experience and know you need additional types.
- Indicate the phase where you believe the defect was injected. If uncertain, make best estimate.
- Indicate the phase in which you found & removed the defect. Sometimes (though rarely) you will remove a defect in a different phase from where you found it. If so, specify this.
- Indicate fix time - using a stop watch to help.

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The Multiple Defect Problem

(cf. Humphrey, 1995, p. 48-51)

■ **Problems:**

- *While fixing one defect you encounter and fix another.*
- *While fixing one defect you inject another.*

■ **Solution:**

- *Separately record the time spent on each.*
- *If you divert to fix a different defect, subtract its fix time from the one you originally were working on.*
- *A defect injected while fixing another is still a unique defect of its own.*

cf. Example, p. 48-9, 51

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Value of Finding & Fixing Defects Early

(cf. Humphrey, 1995, p. 50)

- ***Defects found and fixed in test take 5-10 times as long as those found earlier.***

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Project Plan Summary

(cf. Humphrey, 1995, p. 50-54)

- *Summarizes estimated & actual project data in convenient form.*
- *Look over Project Plan Summary, Instructions, & Example on pp. 52-4.*
- *Note “To Date” and “To Date %”.*

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On (Not) Customizing the Initial Process

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Don't Customize for INSY 560

- *Don't customize the PSP process or forms for work in INSY 560.*
- *This would involve revising all the forms, scripts, etc. for the whole book!*

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Customization Guidelines

(cf. Humphrey, 1995, p. 54, 55)

- *Later, when you customize the PSP:*
 - *Write down the process and give it a number.*
 - *Keep it simple!*
 - *Include planning and postmortem phases in every process (to aid process improvement).*
 - *Always gather basic PSP0 data - you can gather more, but use this as a minimum.*
 - *Create and use forms.*
 - *Make form formats convenient to use.*
 - *Make sure the whole process stays consistent as you update it.*

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Homework #1

- See “Homework Assignments” list and textbook instructions.