

SESSION E-COST

Sizing and Costing of Database Applications

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Visual FoxPro™ Konferenz 97

Session Goals

- ◆ **The need for sizing and costing**
- ◆ **A description of Function Point Analysis**
- ◆ **An alternative to Function Point Analysis: Action Point Counting**

Who...

- ◆ **Independent Xbase Developer since '83**
- ◆ **Hentzenwerke Corp - Current Projects**
- ◆ **Four Books, including DevGuide '97**
- ◆ **Editor of FoxTalk**
- ◆ **Wonderful Wife & 3 Kids (so far)**

Session Requirements

- ◆ **Programming Experience Not Required**
- ◆ **Corporate or Independent**

The Need for Sizing and Costing

- ◆ Customers need to budget
- ◆ Developers need to budget
- ◆ The relationship between size and cost

Estimating Methods

- ◆ Why Estimates?
- ◆ Method 1: Guessing Randomly
- ◆ Method 2: SWAG
- ◆ Method 3: Price/Page
- ◆ Method 4: How much do you have?
- ◆ Method 5: Double & Increment

Cost vs. Price

- ◆ Looking at Custom Software as a Widget
- ◆ Cost of a Widget
- ◆ Price of a Widget
- ◆ Difference (IANAA)
- ◆ The Purpose of Sizing and Costing is to Not Lose Money!

Scenario

- ◆ Sales Call
- ◆ Engagement Letter
- ◆ Functional Specification
- ◆ Costing is the Final Step in the FS Process

Sizing: The General Idea

- ◆ A synthetic unit of measurement
- ◆ Applicable across various applications
- ◆ Independent of the developer
- ◆ Independent of the language
- ◆ Units are delivered to customer
- ◆ Developer determines cost of a unit

Function Point Analysis

- ◆ **Function Points: a synthetic unit of measurement**
- ◆ **Delivery of function points determines final price**
- ◆ **Buyer determines number of function points desired**
- ◆ **Cost to deliver a function point is up to the developer**

Why An Alternative to Function Point Analysis?

- ◆ **Sophisticated & complex**
- ◆ **Requires training**
- ◆ **Doesn't scale to smaller applications**

An Alternative to Function Point Analysis

- ◆ FPA Lite: Action Points
- ◆ Counting “Things”
- ◆ Weighting “Things”
- ◆ Multiply # of “Things” * Cost/”Thing”
- ◆ Price > Cost

Benefits to Action Point Counting

- ◆ Easy to implement
- ◆ Can be implemented by low cost people
- ◆ Can be easily customized
- ◆ Potential for automation

Things to Count

- ◆ **Forms**
- ◆ **Processes**
- ◆ **Output**
- ◆ **Foundation**
- ◆ **N.E.C.**

Things to Count - Forms

- ◆ Dumb Objects
- ◆ Action Objects
- ◆ Data Objects
- ◆ Rules
- ◆ Multipliers (not Weights)

Things to Count - Forms

Let's See An Example!

VFP: COMP.SCX

VFP: JOBTO.SCX

VFP: R1EX2SER.SCX

VFP: REMASTER.SCX

Things to Count - Processes

- ◆ What is a Process?
- ◆ Match
- ◆ Lookup
- ◆ Insert
- ◆ Create/Delete Table
- ◆ Assign
- ◆ Write an Exception

Things to Count - Processes

Let's See An Example!

VFP: R1EX2SER.SCX

Things to Count - Reports

- ◆ Dumb Objects
- ◆ Fields
- ◆ Calculated Fields
- ◆ Groups/Orders
- ◆ Group Calculations
- ◆ Rules
- ◆ Foxfire! Objects

Things to Count - Reports

Let's See An Example!

VFP: REMASTER.SCX

Things to Count - Foundation

- ◆ **Foundation (Setup)**
- ◆ **Menu/Security**
- ◆ **Data Dictionary**
- ◆ **Help**
- ◆ **Testing Data**

Things to Count - Foundation

Let's See An Example!

AP.XLS

Things to Count - NEC

- ◆ E.G. OLE Automation Server, OCXs
- ◆ Identify Types of “Things”
- ◆ Weight Things
- ◆ Count Things
- ◆ R&D
- ◆ Gut Feel

Cost/Action Point - I

- ◆ **An Action Point is Uniform (e.g. Sq.Ft.)**
- ◆ **We Use History of Existing Projects**
- ◆ **We Have Tracked Hours/Project Closely!**

Cost/Action Point - II

- ◆ Calculate Total Actual Time for a Project
- ◆ Calculate # of Action Points for a Project
- ◆ Multiply by Rate/Hour for the Developer on the Project
- ◆ $\text{Cost/Action Point} = \text{Total Time} * \text{Rate/Hour} / \text{\# of Action Points}$

Developer Skill Level

- ◆ **Cost/Action Point is Uniform Across All Developers**
- ◆ **Developer Skill Level Determines # of Action Points Produced Per Hour**
- ◆ **# of APs Produced Per Hour Determines Developer's New Rate**
- ◆ **Developer's Rates Can Reflect True Variations in Productivity**

If You Don't Have History

- ◆ **Why Not (It's OK!)**
- ◆ **Getting Started with Metrics**
- ◆ **Gather Something!**
- ◆ **Do It All the Time!**

Getting Started with History

- ◆ **Gathering Direct vs. Indirect Time**
- ◆ **Our Breakdown:**
 - **Customer**
 - **Project**
 - **Module**
 - **Task**

Determining Price

- ◆ **Can't Make Up Cost > Price with Volume**
- ◆ **What is Their Pain?**
- ◆ **What is the Value?**

Dealing With Customers

- ◆ **Selling Advantage of Fixed Price**
- ◆ **“Not to Exceed”**
- ◆ **Changes**

Getting Paid

- ◆ **Break Project Down to Deliverable Modules**
- ◆ **Deliver and Get Acceptance**
- ◆ **Size of Modules**

More Info

- ◆ **Samples on
www.hentzenwerke.com**
- ◆ **Books - MSPress, DevGuide**