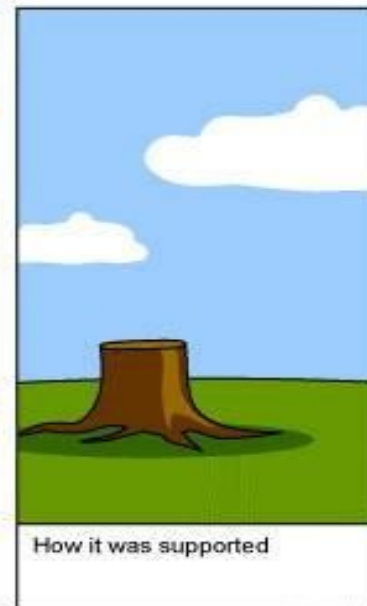
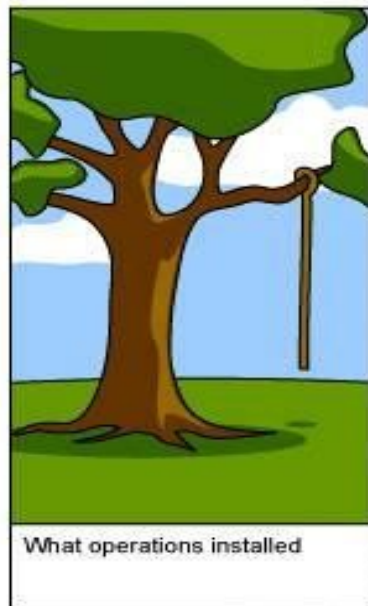
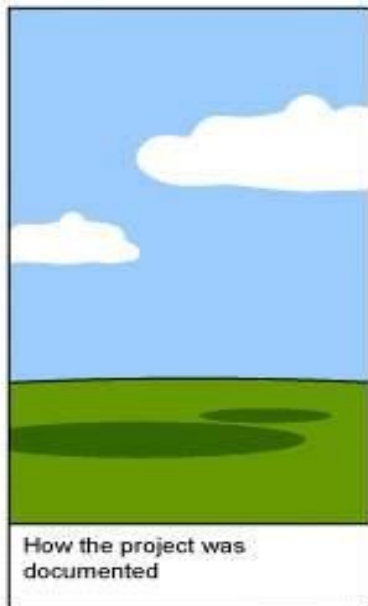


Processes in Software Development

Presented 11.3.2008 by Lars Yde, M.Sc., at "Selected Topics in Software Development", DIKU spring semester 2008



Software "hall of shame"

| YEAR | COMPANY | OUTCOME (COSTS IN US \$) |
|---------|---|--|
| 2005 | Hudson Bay Co. [Canada] | Problems with inventory system contribute to \$33.3 million* loss. |
| 2004-05 | UK Inland Revenue | Software errors contribute to \$3.45 billion* tax-credit overpayment. |
| 2004 | Avis Europe PLC [UK] | Enterprise resource planning (ERP) system canceled after \$54.5 million [†] is spent. |
| 2004 | Ford Motor Co. | Purchasing system abandoned after deployment costing approximately \$400 million. |
| 2004 | J Sainsbury PLC [UK] | Supply-chain management system abandoned after deployment costing \$527 million. [†] |
| 2004 | Hewlett-Packard Co. | Problems with ERP system contribute to \$160 million loss. |
| 2003-04 | AT&T Wireless | Customer relations management (CRM) upgrade problems lead to revenue loss of \$100 million. |
| 2002 | McDonald's Corp. | The Innovate information-purchasing system canceled after \$170 million is spent. |
| 2002 | Sydney Water Corp. [Australia] | Billing system canceled after \$33.2 million [†] is spent. |
| 2002 | CIGNA Corp. | Problems with CRM system contribute to \$445 million loss. |
| 2001 | Nike Inc. | Problems with supply-chain management system contribute to \$100 million loss. |
| 2001 | Kmart Corp. | Supply-chain management system canceled after \$130 million is spent. |
| 2000 | Washington, D.C. | City payroll system abandoned after deployment costing \$25 million. |
| 1999 | United Way | Administrative processing system canceled after \$12 million is spent. |
| 1999 | State of Mississippi | Tax system canceled after \$11.2 million is spent; state receives \$185 million damages. |
| 1999 | Hershey Foods Corp. | Problems with ERP system contribute to \$151 million loss. |
| 1998 | Snap-on Inc. | Problems with order-entry system contribute to revenue loss of \$50 million. |
| 1997 | U.S. Internal Revenue Service | Tax modernization effort canceled after \$4 billion is spent. |
| 1997 | State of Washington | Department of Motor Vehicle (DMV) system canceled after \$40 million is spent. |
| 1997 | Oxford Health Plans Inc. | Billing and claims system problems contribute to quarterly loss; stock plummets, leading to \$3.4 billion loss in corporate value. |
| 1996 | Arianespace [France] | Software specification and design errors cause \$350 million Ariane 5 rocket to explode. |
| 1996 | FoxMeyer Drug Co. | \$40 million ERP system abandoned after deployment, forcing company into bankruptcy. |
| 1995 | Toronto Stock Exchange [Canada] | Electronic trading system canceled after \$25.5 million** is spent. |
| 1994 | U.S. Federal Aviation Administration | Advanced Automation System canceled after \$2.6 billion is spent. |
| 1994 | State of California | DMV system canceled after \$44 million is spent. |
| 1994 | Chemical Bank | Software error causes a total of \$15 million to be deducted from 100 000 customer accounts. |
| 1993 | London Stock Exchange [UK] | Taurus stock settlement system canceled after \$600 million** is spent. |
| 1993 | Allstate Insurance Co. | Office automation system abandoned after deployment, costing \$130 million. |
| 1993 | London Ambulance Service [UK] | Dispatch system canceled in 1990 at \$11.25 million**; second attempt abandoned after deployment, costing \$15 million.** |
| 1993 | Greyhound Lines Inc. | Bus reservation system crashes repeatedly upon introduction, contributing to revenue loss of \$61 million. |
| 1992 | Budget Rent-A-Car, Hilton Hotels, Marriott International, and AMR [American Airlines] | Travel reservation system canceled after \$165 million is spent. |

SOURCES: BUSINESS WEEK, CEO MAGAZINE, COMPUTERWORLD, INFOWEEK, FORTUNE, THE NEW YORK TIMES, TIME, AND THE WALL STREET JOURNAL

Classic mistakes

| People-Related Mistakes | Process-Related Mistakes | Product-Related Mistakes | Technology-Related Mistakes |
|--|---|-----------------------------------|---|
| 1. Undermined motivation | 14. Overly optimistic schedules | 28. Requirements gold-plating | 33. Silver-bullet syndrome |
| 2. Weak personnel | 16. Insufficient risk management | 29. Feature creep | 34. Overestimated savings from new tools or methods |
| 3. Uncontrolled problem employees | 17. Contractor failure | 30. Developer gold-plating | 35. Switching tools in the middle of a project |
| 4. Heroics | Insufficient planning | 31. Push me, pull me negotiation | 36. Lack of automated source-code control |
| 5. Adding people to a late project | 18. Abandonment of planning under pressure | 32. Research-oriented development | |
| 6. Noisy, crowded offices | 19. Wasted time during the fuzzy front end | | |
| 7. Friction between developers and customers | 20. Shortchanged upstream activities | | |
| 8. Unrealistic expectations | 21. Inadequate design | | |
| 9. Lack of effective project sponsorship | 22. Shortchanged quality assurance | | |
| 10. Lack of stakeholder buy-in | 23. Insufficient management controls | | |
| 11. Lack of user input | 24. Premature or too frequent convergence | | |
| 12. Politics placed over substance | 25. Omitting necessary tasks from estimates | | |
| 13. Wishful thinking | 26. Planning to catch up later | | |
| | 27. Code-like-hell programming | | |

ACM Code of Ethics

As an ACM member I will

Contribute to society and human well-being.

Avoid harm to others.

Be honest and trustworthy.

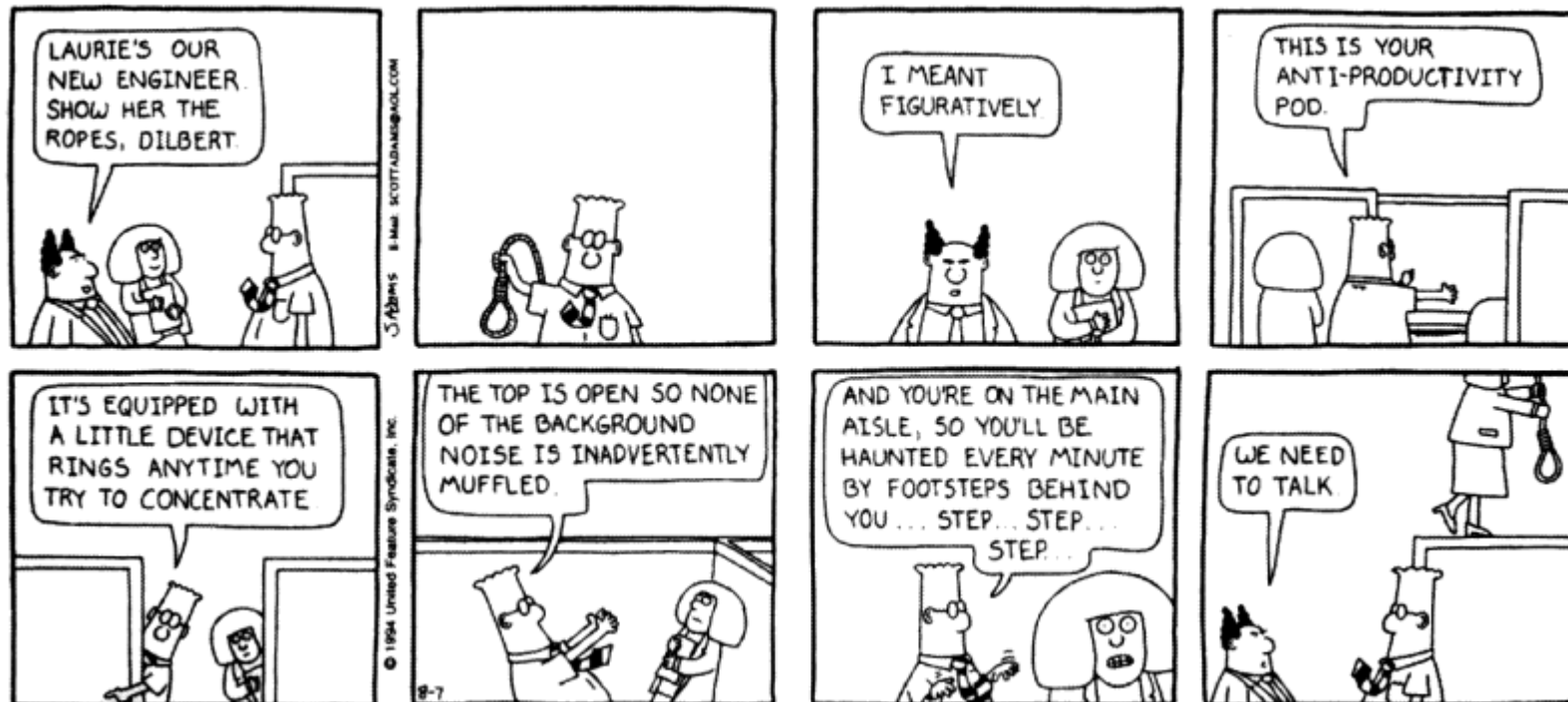
Be fair and take action not to discriminate.

Honor property rights including copyrights and patent.

Give proper credit for intellectual property.

Respect the privacy of others.

Honor confidentiality.



Catastrophic bugs

July 28, 1962 -- Mariner I space probe.

1982 -- Soviet gas pipeline.

1985-1987 -- Therac-25 medical accelerator.

1988 -- Buffer overflow in Berkeley Unix finger daemon.

1988-1996 -- Kerberos Random Number Generator.

January 15, 1990 -- AT&T Network Outage.

1993 -- Intel Pentium floating point divide.

1995/1996 -- The Ping of Death.

June 4, 1996 -- Ariane 5 Flight 501.

November 2000 -- National Cancer Institute, Panama City.

What users do, not what they say

Source: steampowered.com



Primary Display Resolution (1380239 Users)

| | | | |
|-------------|---------|---------|--|
| 800 x 600 | 23,253 | 1.68 % | |
| 1024 x 768 | 439,480 | 31.84 % | |
| 1152 x 864 | 71,699 | 5.19 % | |
| 1280 x 960 | 546,251 | 39.58 % | |
| 1440 x 900 | 101,240 | 7.33 % | |
| 1600 x 1200 | 23,674 | 1.72 % | |
| 1680 x 1050 | 124,225 | 9.00 % | |
| 1920 x 1200 | 31,321 | 2.27 % | |
| Other | 19,096 | 1.38 % | |

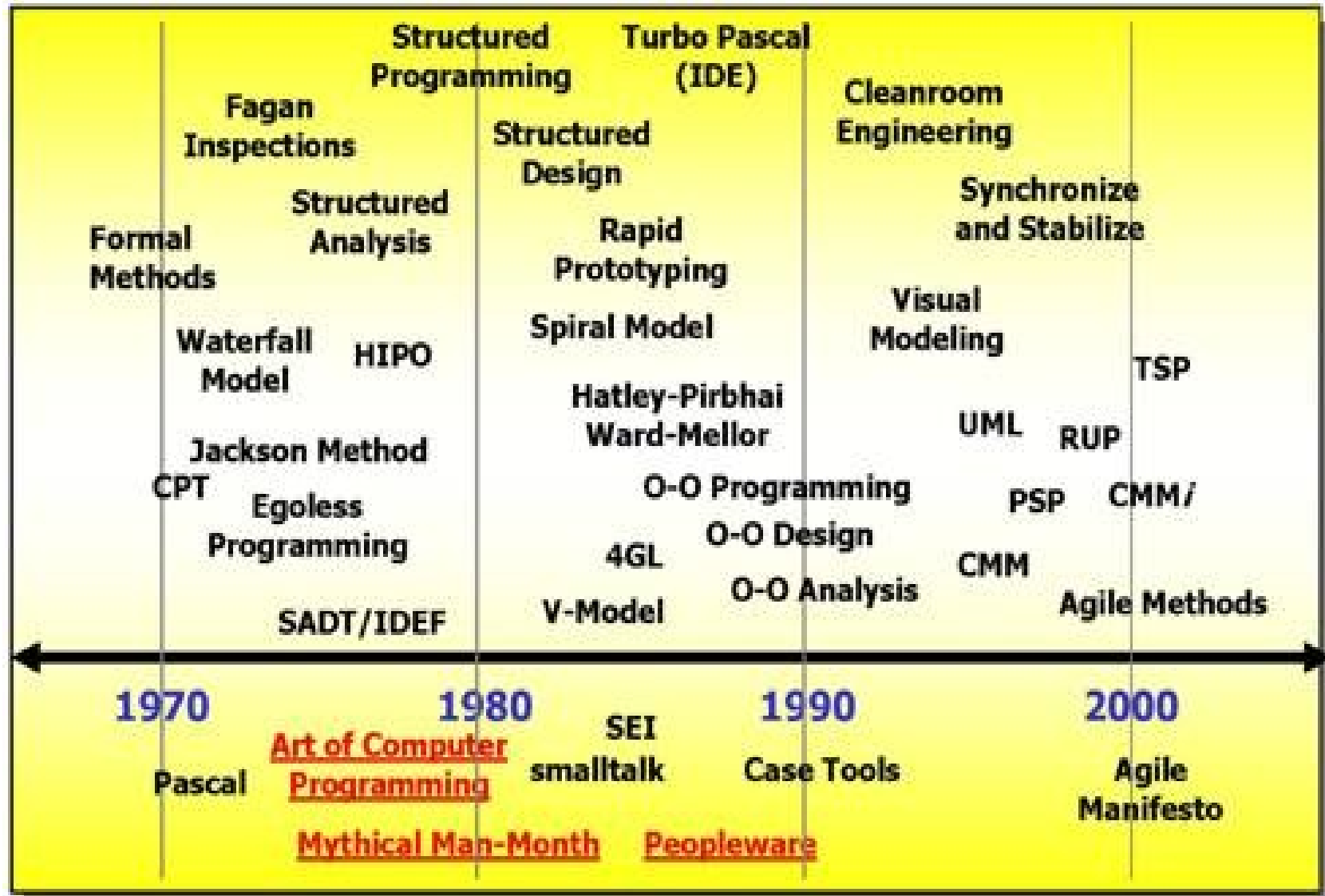
The 10th edition of the annual CHAOS report from The Standish Group

”The 2004 CHAOS report, entitled “CHAOS Chronicles,” found total U.S. project waste to be **\$55 billion**, made up of **\$38 billion** in lost dollar value and **\$17 billion in cost overruns**. Total project spending was found to be \$255 billion in the 2004 report.

In 1994, The Standish Group estimated U.S. IT projects wasted **\$140 billion—\$80 billion** of that from **failed projects**—out of a total of **\$250 billion** in project spending. ”

Standish Chairman Jim Johnson says, “The primary reason is the projects have gotten a lot smaller. Doing projects with iterative processing as opposed to the waterfall method, which called for all project requirements to be defined up front, is a major step forward.”

Brief history of software dev meth

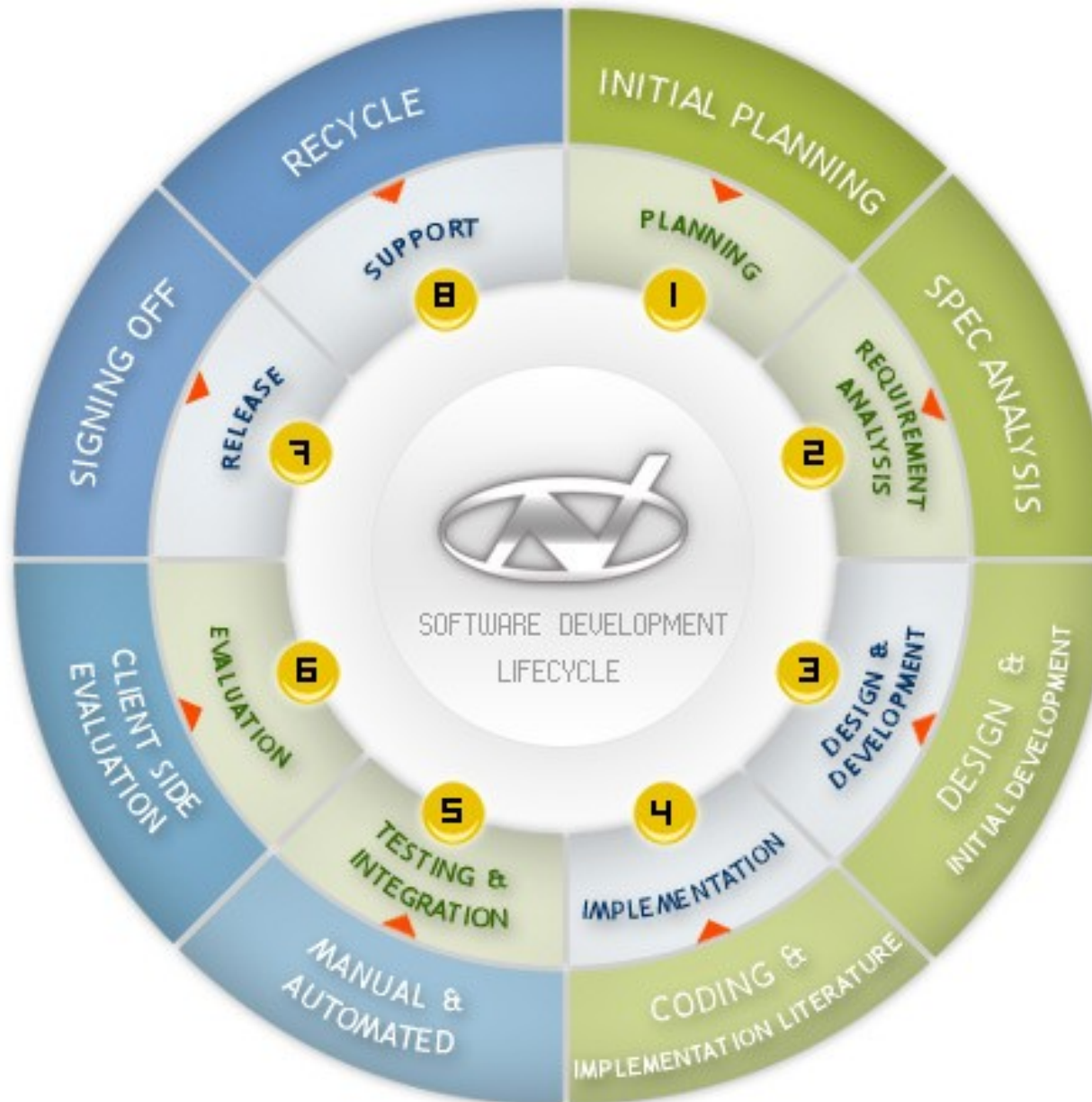


Scripted methodology / framework

- Waterfall / Big Design Up Front (BDUF)
- Spiral
- Unified Process
- Microsoft Solutions Framework
- CMM / CMMI
- ITIL
- Six Sigma
- Et al

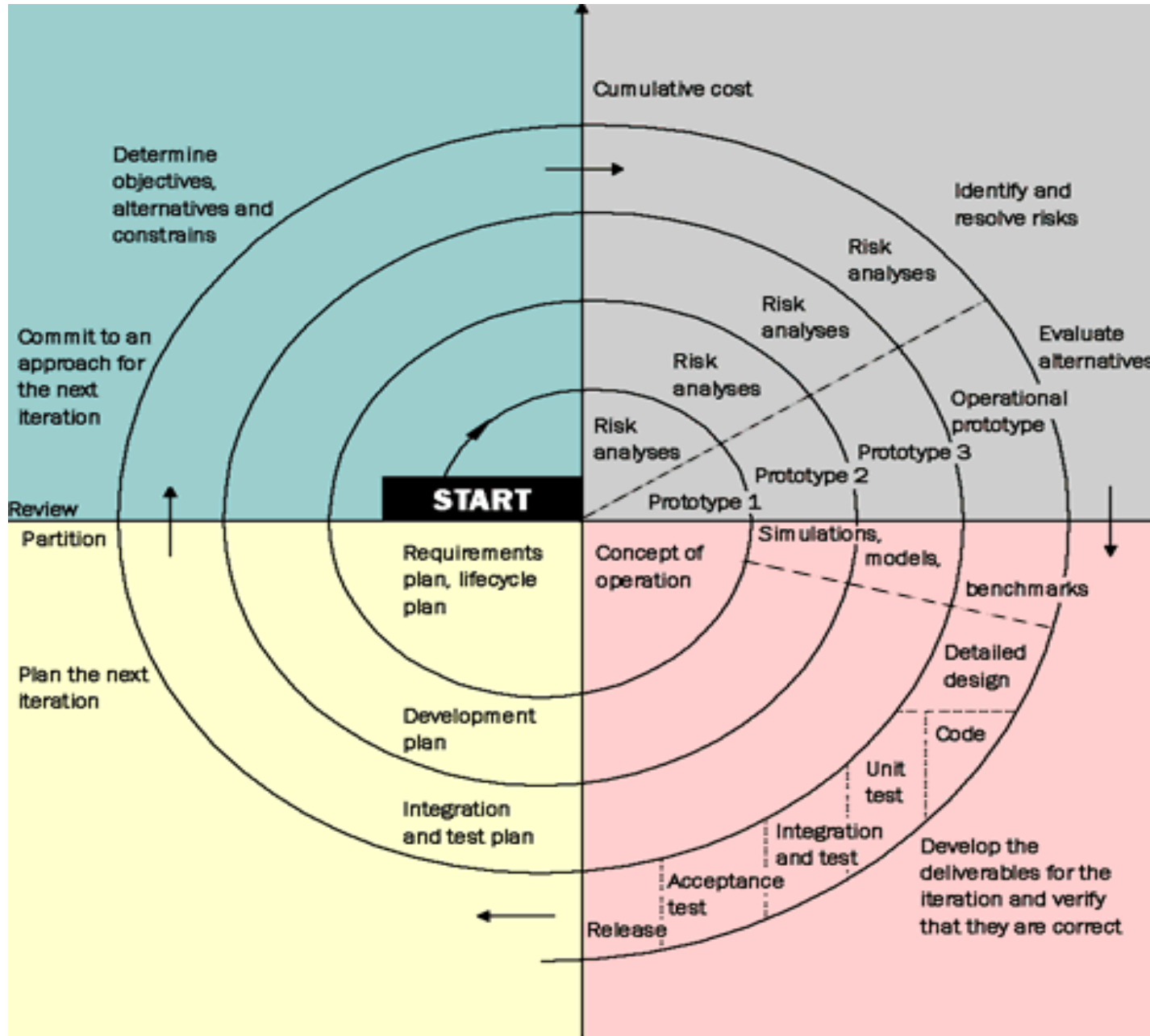
The virtuous cycle that never was

Source: notetech.com



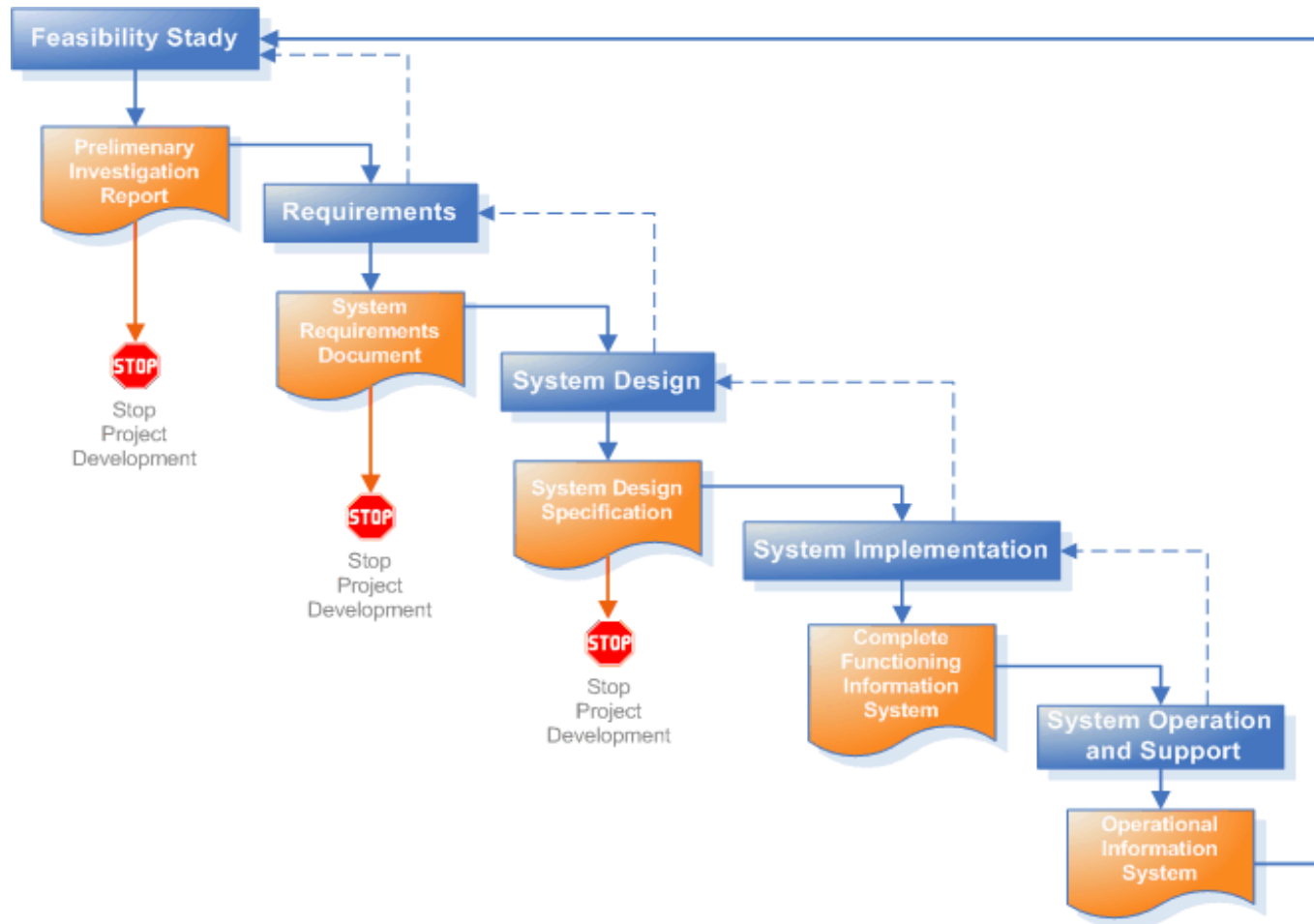
Scripted methodology #2: spiral

Boehm, Barry: "A Spiral Model of Software Development and Enhancement", 1988





Scripted methodology #1 : waterfall



Rational Unified Process

- Adapt the process
- Balance stakeholder priorities
- Collaborate across teams
- Demonstrate value iteratively
- Elevate the level of abstraction
- Focus continuously on quality
- Develop a Vision
- Manage to the Plan
- Identify and Mitigate Risks
- Assign and Track Issues
- Examine the Business Case
- Design a Component Architecture
- Incrementally Build and Test the Product
- Verify and Evaluate Results
- Manage and Control Changes
- Provide User Support



Each iteration results in an executable release

CMM / CMMI

| | Level | Capability | Result |
|---|---|---|------------------------|
| 5 | Optimizing Continuous Process Improvement | Organizational Innovation & Deployment Causal Analysis & Resolution | Productivity & Quality |
| 4 | Quantitatively Managed Quantitative Management | Quantitative Process Management Software Quality Management | |
| 3 | Defined Process Standardization | Requirements Development Technical Solution Product Integration Verification Validation Organizational Process Focus Organizational Process Definition Organizational Training Integrated Product Management Risk Management Integrated Teaming Integrated Supplier Management Decision Analysis & Resolution Organizational Environment for Integration | |
| 2 | Managed Basic Project Management | Requirements Management Project Planning Project Monitoring & Control Supplier Agreement Management Measurement & Analysis Product & Process Quality Assurance Configuration Management | |
| 1 | Initial Heroic Efforts | Design Develop Integrate Test | Risk & Waste |

Agile Manifesto

Our highest priority is to satisfy the customer through early and continuous delivery of valuable software.

- Welcome changing requirements, even late in development. Agile processes harness change for the customer's competitive advantage.
- Deliver working software frequently, from a couple of weeks to a couple of months, with a preference to the shorter timescale.
- Business people and developers must work together daily throughout the project.
- Build projects around motivated individuals. Give them the environment and support they need, and trust them to get the job done.
- The most efficient and effective method of conveying information to and within a development team is face-to-face conversation.
- Working software is the primary measure of progress.
- Agile processes promote sustainable development. The sponsors, developers, and users should be able to maintain a constant pace indefinitely.
- Continuous attention to technical excellence and good design enhances agility.
- Simplicity--the art of maximizing the amount of work not done--is essential.
- The best architectures, requirements, and designs emerge from self-organizing teams.
- At regular intervals, the team reflects on how to become more effective, then tunes and adjusts its behavior accordingly.

Agile practices

- Scrum (sprints, product owners, daily scrumming, deliverables, retrospective)
- XP (pair programming ,refactoring, simplicity, courage)
- Crystal (people focus)
- DSDM (pareto principle, MoSCoW, good-enough delivery)
- Lean

Lean software development

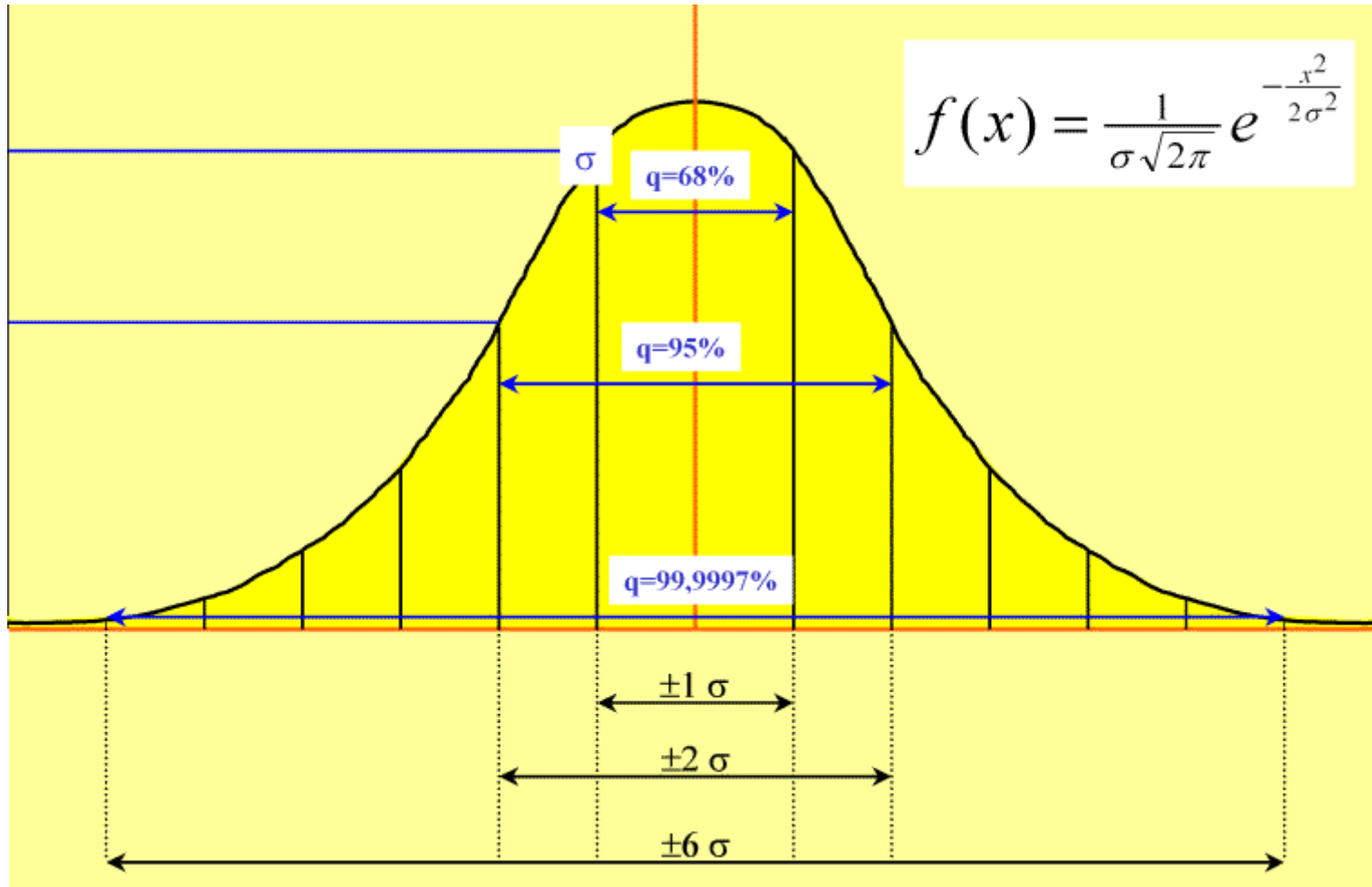
- Eliminate waste (redundancies, duplicate code, lack of clarity, etc) – identify through eg. code review, remedy through eg. generic programming / refactoring / mercilessness
- Amplify learning (small iterations, 1:1's, customer interaction)
- Decide as late as possible (small increments, RAD, thoughtful design, loosely coupled code)
- Deliver as fast as possible (clear goals, achievable goals, high velocity, daily scrumming, removing churn/context switching)
- Empower the team (trust, high-level instruction)
- Build integrity in (transparency, loyalty to the vision, clear focus)
- See the whole (system in context)

Deming's deadly diseases

- Lack of constancy of purpose.
- Emphasis on short-term profits.
- Evaluation by performance, merit rating, or annual review of performance.
- Mobility of management.
- Running a company on visible figures alone.
- Excessive medical costs.
- Excessive costs of warranty, fueled by lawyers who work for contingency fees.



Six Sigma



Cost of correction relative to phase

