Software projects effort estimation using “use case points” method in the context of Project Management Body of Knowledge

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Abstract

As a contribution to consider software projects to be risk investments, it is important the full standardization of either the planning methodology (as a subset of project management methodology) and the effort estimation method. We think there is important and abundant evidence backing the convenience of the join use of Project Management Body of Knowledge and “Use case points” method in software project planning and control. Software development teams should share information, as it is important to compare the “ex post” analysis of programming/budgeting estimations against project execution data with “real world” software projects. This comparative activity would include teams into a permanent improvement process.

Keywords: Software engineering economics, PMBOK, use case points method

1. Introduction

Software development projects are investment projects [1]. Every investment has three key characteristics: Expected Return, Risk and Marketability.

Expected return: It refers to the amount of interest, dividends or capital gains that you expect to receive from your investment. (Actual returns may, of course, be quite different.) There is a direct correlation between expected return and risk. We can say: “The higher the expected return, the greater the risk”.

Risk: It is the possibility of losing some, all or more than your initial investment, or the possibility of receiving less return than you expected. Lower risk investments include, for example, government treasury bills. In the case of software development projects, they are usually high risk investments [2] so, investors will expect high returns.

Marketability (or 'liquidity'): This characteristic refers to the possibility of selling or redeeming your investment quickly at or near the current market price. Term deposits are an example of an illiquid investment, since you are not generally allowed to withdraw your money before the end of the term without paying a significant penalty. Several other investments, such as mutual funds or listed securities, are very marketable as they can be quickly sold or redeemed on short notice and at low cost. Marketability is an important factor to be considered when an investor is selecting his/her investments. Software development projects are generally illiquid investments.

Important investors are needed to face important software development projects. An investor will use a variety of figures to evaluate the financial attractiveness of a software development project. He/she (investor) needs to estimate the project’s capital cost, projected earning, annual revenues, expenses, and tax impact. The three primary figures to be used by investors are:

Net Present Value: Net Present Value (NPV) is the sum of all years’ discounted after-tax cash flows. The NPV method is a valuable indicator because it recognizes the time value of money. Projects whose returns show
positive NPVs are considered to be attractive.

Internal Rate of Return: Internal rate of return (IRR) is defined as the discount rate at which the after-tax NPV is zero. The calculated IRR is examined to determine if it exceeds a minimum acceptable return, often called the hurdle rate. The advantage of IRR is that, unlike NPV, its percentage results allow projects of vastly different sizes to be easily compared.

Payback Period: A payback calculation compares revenues with costs and determines the length of time required to recoup the initial investment. A Simple Payback Period is often calculated regardless the time value of money. This figure of merit is frequently used to analyze retrofit opportunities.

As a preliminary conclusion we can say that a software development project needs a well supported “projected cash flow” in order to begin conversations with potential investors. “No investors, no software project”

In order to obtain the required well supported “projected cash flow”, high quality effort estimation method and a consistent planning methodology are needed. In this paper we strongly suggest the join use of Project Management Body of Knowledge (PMBOK) by Project Management Institute (PMI) [3] and “Use Case Point” method [4] [5] [6] [7] in the context of software development planning and control.

2. The “use case points” method

A brief presentation and any reference of “use case points” method as described by Schneider, G. and Winters, J. [4] is developed through this paper. This estimation procedure requires the possibility to count the number of transactions in each use case. A transaction is an event occurring between an actor and the system, the event being performed entirely or not at all.

There are four steps included in “use case points” method:

1. The actors in the use case model are grouped as simple, average or complex. A simple actor represents another system with a defined API; an average actor is another system interacting through a protocol such as TCP/IP; and a complex actor may be, for example, a user (human being) interacting through a graphical user interface or a web-page.

A weighting factor is assigned to each actor group:

- Simple: Weighting factor 1
- Average: Weighting factor 2
- Complex: Weighting factor 3

The total unadjusted actor weight (UAW) is calculated counting the number of actors in each group, multiplying each subtotal by its specified weighting factor, and then adding subtotals.

2. Each use cases is also categorized as simple, average or complex, depending on the amount of transaction included in a specific use case. We must also consider the transactions in alternative flows. Included or extending use cases are not considered. In general terms, a simple use case has 3 or fewer transactions; an average use case has 4 to 7 transactions; and a complex use case has more than 7 transactions.

A weighting factor is assigned to each use case category:

- Simple: Weighting factor 5
- Average: Weighting factor 10
- Complex: Weighting factor 15

The unadjusted use case weights (UCW) is calculated counting the number of use cases in each category, multiplying each category of use case with its weight and adding the products. The UAW is added to the UUCW to get the unadjusted use case points (UUPC).

3. The use case points are adjusted based on the values assigned to a number of technical and environmental factors.
Each factor is assigned a value between 0 and 5 depending on its assumed influence. A rating of 0 means the factor is irrelevant for the project; 5 means it is “essential”.

The Technical Factor (TCF) is calculated multiplying the value of each factor by its weight and then adding all these numbers to get the sum called the TFactor. Finally, the following formula is applied:

\[ TCF = 0.6 + (0.01 \times TFactor) \]

The Environmental Factor (EF) is calculated accordingly by multiplying the value of each factor by its weight and adding all the products to get the sum called the EFactor. The formula below is applied:

\[ EF = 1.4 + (-0.03 \times EFactor) \]

The adjusted use case points (UCP) are calculated as follows:

\[ UCP = uUCP \times TCF \times EF \]

Karner [7] proposed a factor of 20 staff hours per use case point for a project estimate, while Sparks states that field experience has shown that effort can range from 15 to 30 hours per use case point [6]. Schneider and Winters recommend that the environmental factors should determine the number of staff hours per use case point [4].

According to our own studies and experience [1] [2] [10] [11] [12] [13] we agree with Sparks’ point of view.

**Example of use case points method application**

Here we mention a project at COMPSIS Company located in Brazil [8][9]. The project’s aim was to construct a software system used to register the data about customers of electronic toll collection. It was called TURS (Toll User Registration System).

The list of actors and identified use cases for the system are presented in Tables 1 and 2 with their respective complexities.

**Table 1: Example of “real world” application of use case points (actors)**

<table>
<thead>
<tr>
<th>Actors</th>
<th>Complexity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Lane System</td>
<td>Average</td>
</tr>
<tr>
<td>Operational Manager</td>
<td>Complex</td>
</tr>
<tr>
<td>Vendor</td>
<td>Complex</td>
</tr>
</tbody>
</table>

**Table 2: Example of “real world” application of use case points (use cases)**

<table>
<thead>
<tr>
<th>Use cases</th>
<th>Complexity</th>
</tr>
</thead>
<tbody>
<tr>
<td>Pass registration</td>
<td>Average</td>
</tr>
<tr>
<td>Customer registration</td>
<td>Average</td>
</tr>
<tr>
<td>Order registration</td>
<td>Average</td>
</tr>
<tr>
<td>Order payment</td>
<td>Simple</td>
</tr>
<tr>
<td>Pass delivery</td>
<td>Simple</td>
</tr>
<tr>
<td>Interface with lanes</td>
<td>Simple</td>
</tr>
<tr>
<td>Customer list report</td>
<td>Simple</td>
</tr>
<tr>
<td>Financial report</td>
<td>Simple</td>
</tr>
</tbody>
</table>

The complexity for each actor and use case identified during this phase was determined following Karner’s specification [7] and its criteria are synthesized in Tables 3 and 4.

**Table 3: Criteria for actor complexity determination**

<table>
<thead>
<tr>
<th>Complexity</th>
<th>Definition</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>Represents a system with API available</td>
<td>1</td>
</tr>
<tr>
<td>Average</td>
<td>Represents an interaction with another system through a protocol There is a human interaction with a line terminal</td>
<td>2</td>
</tr>
<tr>
<td>Complex</td>
<td>Represents an interaction with a graphical user interface</td>
<td>3</td>
</tr>
</tbody>
</table>
Table 4: Criteria for use case complexity determination

<table>
<thead>
<tr>
<th>Complexity</th>
<th>Definition</th>
<th>Weight</th>
</tr>
</thead>
<tbody>
<tr>
<td>Simple</td>
<td>3 or less transactions</td>
<td>5</td>
</tr>
<tr>
<td>Average</td>
<td>Between 4 and 7 transactions</td>
<td>10</td>
</tr>
<tr>
<td>Complex</td>
<td>More than 7 transactions</td>
<td>15</td>
</tr>
</tbody>
</table>

Using the following formula:

\[ uUCP = \sum_{i=1}^{6} n_i \cdot W_i \]

The unadjusted use case weights (UUCW) were calculated, where:

- uCP => total of unadjusted UCP
- i = 1..6 => the list of complexity levels for actors and use cases.
- ni => total of actors and use cases identified and organized by complexity level
- Wi => influence factor according to the complexity of factor and use case

In the case of TURS project, the calculation was:

\[ uUCP_{\text{Actors}} = 1 \cdot 2 + 2 \cdot 3 = 8 \]
\[ uUCP_{\text{Use Case}} = 5 \cdot 5 + 4 \cdot 10 + 2 \cdot 15 = 95 \]
\[ uUCP = uUCP_{\text{Actors}} + uUCP_{\text{Use Case}} = 103 \]

The application of the Technical Factor (TCF) and Environmental Factor (EF) was not reported in this example by authors [8][9]

According to our experience (several e-government systems development [10] [11] [12]) “use case points” method has clear advantages compared to “line of code”, “function points”, “COCOMO” and other “traditional methods” in the effort evaluation field.

Currently we (the authors of this paper) are facing the effort evaluation for a Health Care Provider System including Technical Factor (TCF) and Environmental Factor (EF) whose results will be reported in the near future.

3. The Project Management Body of Knowledge use in software projects

The PMBOK presents Project Management practices in logical dimensional groups. One dimension describes "knowledge areas" while the other dimension describes project management processes split into five process groups

The PMBOK knowledge areas are:

i. Project Integration Management
ii. Project Scope Management
iii. Project Time Management
iv. Project Cost Management
v. Project Quality Management
vi. Project Human Resource Management
vii. Project Communications Management
viii. Project Risk Management
ix. Project Procurement Management

The 39 processes are organized into five process groups:

- Initiating Processes
- Planning Processes
- Executing Processes
- Controlling Processes
- Closing Processes

We can see theses five process groups:
We can mention, as PMBOK output (Some of the main PMBOK deliverables):

- Project Plan (with supporting details)
- Work Results and Change Requests
- Corrective Actions and Lessons Learned
- Project Charter (with constraints and assumptions)

The Project Plan implies to be:

- Created in Project Plan Development process in the early phases of a project lifecycle
- Updated throughout the project lifecycle
- Outlined as follows:
  - Project Charter
  - Project Management Approach or Strategy
  - Scope Statement
    - Project objectives
    - Project deliverables
  - Work Breakdown Structure (WBS)
  - Cost Estimates, Schedule and Responsibility Assignments for Deliverables
  - Measurement Baselines for Scope, Schedule and Cost
  - Major Milestones and Target Dates
  - Required Staff
  - Other Plans

Throughout the development of this paper we have strongly recommended [13] the use of PMBOK instead of “commercial” or “proprietary” methodologies for project management. We are suggesting the use of “use case points” method to support some of PMBOK processes/knowledge areas.

4. “Use case points” method supporting PMBOK areas of knowledge

As pointed previously, we are applying “use case points” method in the context of PMBOK methodology (Health Care Provider System development).

The following table shows the use of “use case points” method considering PMBOK areas of knowledge:

<table>
<thead>
<tr>
<th>PMBOK areas of knowledge</th>
<th>Use case points method application</th>
</tr>
</thead>
<tbody>
<tr>
<td>Project Integration Management</td>
<td>Scope changes are “the rule” in software projects. Scope change quantification is an important application of use case points</td>
</tr>
<tr>
<td>Project Scope Management</td>
<td>Programming (project calendar) is a very important area of use case points application.</td>
</tr>
<tr>
<td>Project Time Management</td>
<td>Budgeting is a critical area of use case points application to effort estimation</td>
</tr>
<tr>
<td>Project Quality Management</td>
<td>Quantitative Software Quality Assurance planning topics could be an application of use case points</td>
</tr>
<tr>
<td>Project Human Resource Management</td>
<td>Human Resource allocation is another critical area of use case points application to effort estimation</td>
</tr>
<tr>
<td>Project Communications Management</td>
<td></td>
</tr>
<tr>
<td>Project Risk Management</td>
<td>Quantitative Risk Management planning topics could be an application of use case points</td>
</tr>
<tr>
<td>Project Procurement Management</td>
<td>Quantitative Project Procurement Management planning topics is an important area of application of use case points method</td>
</tr>
</tbody>
</table>
5. Conclusions

a. The use case points method is, perhaps, the best available tool for effort estimation in the context of software projects. It has been proposed to estimate the software development in early phases of software project and used by a lot of software organizations. Intuitively, UCP is measured by counting the number of actors and transactions included in use case models. Several tools to support calculating UCP have been developed. The acceptance of UCP as a generalized standard will be an important contribution to software industry.

b. PMBOK, used in software projects, is considered to have clear advantages regarding commercial methodologies. An aggressive commercial pressure, has evidently well positioned some of these commercial methodologies in the market. Therefore, the increasing adoption of PMBOK, in software development teams, will also be an important contribution to software industry.

c. Several PMBOK processes / knowledge areas can be supported applying “use case points” method.

d. Software development teams must use their own statistical data comparing programming / budgeting estimations against project execution data. This comparative activity will include teams into a permanent improvement process. If software development teams share these statistical data, in the future, software industry will use very consistent and useful tables when programming and budgeting tasks.

6. References


