


[DOWNLOAD](#)


A Discipline for Software Engineering

By Humphrey, Watts S.

Addison-Wesley Professional, 1995. Book Condition: New. Brand New, Unread Copy in Perfect Condition. A+ Customer Service!

Summary: 1. The Personal Process Strategy. The Logic for a Software Engineering Discipline. What is a Software Process? Process Maturity. Your Personal Responsibilities. The Personal Software Process (PSP) Strategy. The Logic for the PSP. Productivity and the PSP. Caveats. 2. The Baseline Personal Process. The Baseline Process. Why Forms are Helpful. The PSP Process Elements. The PSPO Process. PSPO Measures. Time Recording Log. Defect Recording Log. PSPO Project Plan Summary. Customizing the Initial Process 3. Planning I: The Planning Process. Why Make Plans. What is a Plan. Contents of a Software Plan. Planning a Software Project. Producing a Quality Plan. 4. Planning II: Measuring Software Size. Size Measures. A Size Measurement Framework. Establishing a Counting Standard. Using LOC Counts. Reuse Considerations. Line of Code Accounting. Calculating Productivity. LOC Counters. 5. Planning III: Estimating Software Size. Background. Popular Estimating Methods. Proxy-based Estimating. The PROBE Size Estimating Method. Object Categories. Estimating Considerations. 6. Planning IV: Planning. Resource Planning. Estimating Development Time. Estimating Task Time. Combining Multiple Estimates. Using Multiple Regression. Schedule Estimating. Earned Value Tracking. Estimating Accuracy. 7. Measurement In The Personal Software Process. Measurement Overview....


[READ ONLINE](#)

Reviews

The ideal ebook i possibly study. Better then never, though i am quite late in start reading this one. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Ava Witting**

The ideal ebook i possibly study. Better then never, though i am quite late in start reading this one. It is extremely difficult to leave it before concluding, once you begin to read the book.

-- **Ava Witting**