



Course Outline for Software Effort Estimation

1. Estimations Basics

- i. What is Estimation
- ii. Why Estimate
- iii. When To Estimate
- iv. Some Questions
- v. Some Confusions

2. Estimation from Scratch

3. LOC Method

4. Function Points

- i. What is an FP
- ii. Counting FP
- iii. Complexity
- iv. VAF
- v. Some Guidelines
- vi. Applicability of Function Points

5. Use Case Points

- i. What is a Use Case
- ii. Counting Use Cases and Actors
- iii. Technical Complexity Factor
- iv. Environmental Factor
- v. Some Guidelines
- vi. Applicability of Use Case Points

6. Object Points

- i. What is an object point
- ii. Counting Object Points
- iii. Some guidelines
- iv. Applicability of Object Points

7. Task Based Estimation

- i. What is TBE
- ii. Activities
- iii. Some Guidelines

8. COCOMO

- i. What is COCOMO
- ii. Basic COCOMO
- iii. Intermediate COCOMO
- iv. Advanced COCOMO

9. Software Size Units – SSU

- i. What is SSU
- ii. Process Elements
- iii. Data Elements
- iv. SSU Estimation
- v. Effort Estimation from SSU

10. Uncertainty in Estimation

- i. Uncertainty
- ii. Productivity
- iii. Factors affecting Productivity
- iv. How to generate good estimates