

15-413: Introduction to Software Engineering

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Iteration 3 Report

Due: Wednesday, November 30, 11:30am (hardcopy at beginning of class)

20 points

This assignment is a group assignment. Each project group should turn in one response to each part, with all the names of the group members.

Turn in:

1. **How many person-hours (real, not “ideal”) did your team devote to the project?** This includes all time spent in client meetings, doing design, learning the domain, testing, planning, and pair programming. It does not include non-XP-related class assignments.

Note that this number should be close to 6 hours/person/week; if it is not, you’re putting too much or too little time into the project. Explain any significant (>10%) deviations from the nominal 6 hours/person/week.

2. **List all of the user stories you worked on this iteration along with your *original* time estimate for each one in “ideal hours”, and the percentage complete you believe you are with the story.** This percentage should not be 100% unless your code passes the relevant functional test(s). Of course, no matter what your code should pass all unit tests.

I didn’t find anywhere in the XP process where you estimate percentage complete at the end of an iteration, but it seems like the most rational thing to do in order to estimate how much “ideal work” you did, in the case where some stories are incomplete (see below).

For each story that is partially complete, justify your estimate (e.g. need to implement 5 more methods in a class with 10 methods, etc.)

3. **What is the total of the ideal hours completed for the user stories in #2?** This should be the originally estimated number of ideal hours for each story, times the percentage done for that story, summed over all stories.
4. **Compute your load factor for the next iteration’s estimate.** This is #1 / #3.