

Using Quality Factors and Measures to Focus on Customer Satisfaction

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Why Force Developers to Think About Quality Factors?

- Defining quality factors helps develop understanding of customer needs
- Attending to quality factors results in capturing quality requirements and design goals in the Software Management Plan (e.g., 2167A Software Development Plan) and in the Software Requirements Document
- Using measures for quality factors supports follow up (getting quality engineered into products)
 - Where are we now? Where do we want to go? Are we getting there?

This presentation reports the experiences of 2 teams



Team Backgrounds

- Team A
 - Participants included Software Manager, Lead Engineers, Software Product Assurance, and SEPG member
 - Project characteristics
 - Onboard software for robotic spaceflight mission with many instruments and many critical events

- Team B
 - Participants included Manager, System Engineer, Test Engineer, Configuration Manager, Software Quality Engineer, SEPG members
 - Project characteristics
 - Ground data system software supporting many missions
 - Large inheritance, multiple platforms over history
 - Greater portability is needed along with new capabilities



Quality Goals of Each Team

- The Team A goal was to pre-rank the quality factors so that the lead engineers could then use the ranked quality factors as criteria in making design trade-off decisions.

- Team B goals were to
 - Improve quality within their budget and schedule
 - Measure current quality
 - Determine how to allocate resources based on current quality
 - Give rewards based on quality factor improvements



Generic Process

- Assemble the team members with all areas and disciplines represented
- Rank the quality factors
- Propose candidate measures
- Determine cost and values of the supporting measures
- Select the measures
 - Collect, analyze, and refine the measures
 - Improve the process
 - Collect, analyze, and refine the measures based on their costs and values



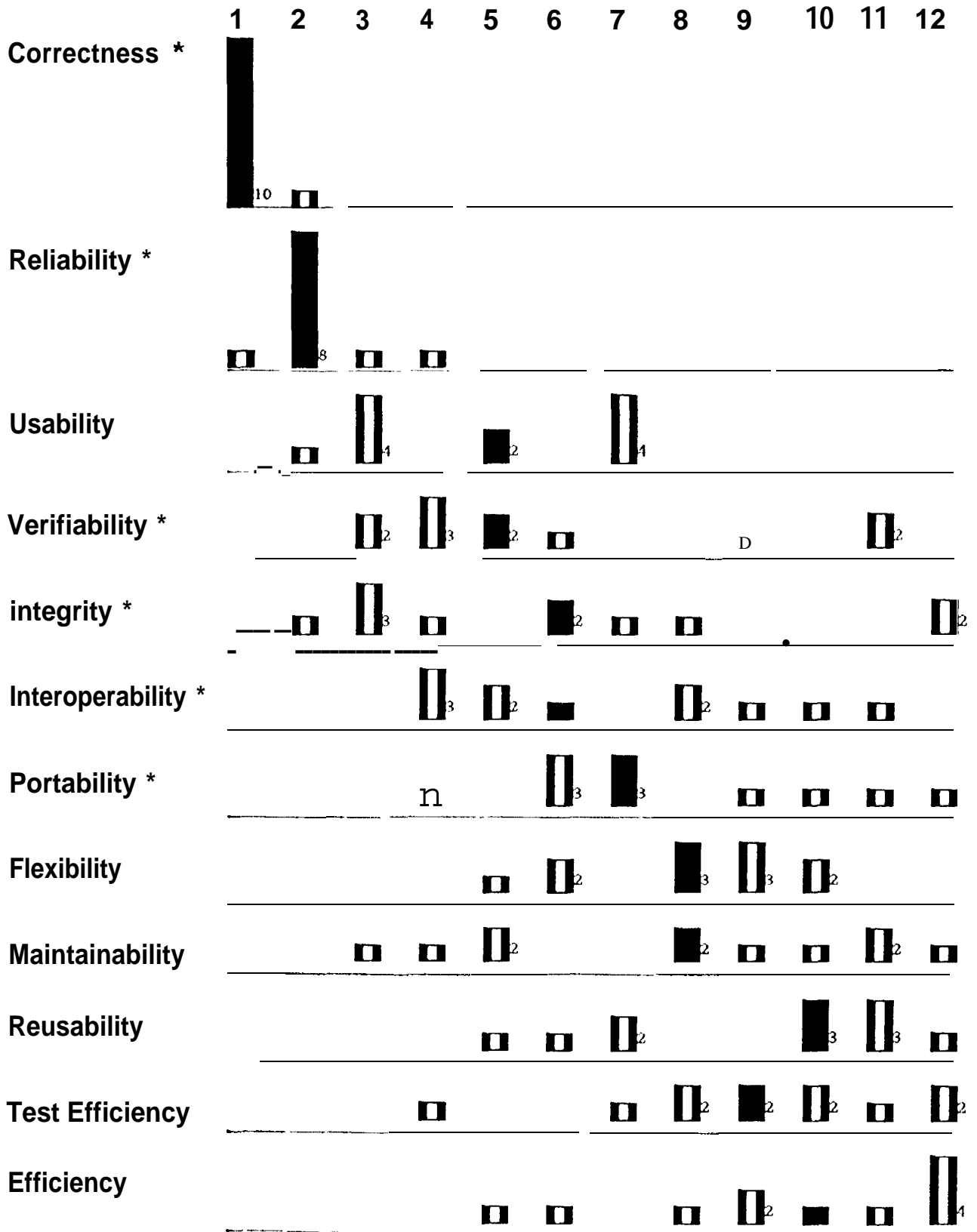
Rank the Quality Factors

- Determine the definitions for your customer
 - Discuss the book definitions (e.g., Deutsch and Willis)
 - Customize those definitions
 - Add other quality factors or delete those irrelevant to the customer

- Each individual ranks the quality factors
 - Sometimes team members bring consensus from their areas back to team
 - Skipping this step can incline group to follow the leader

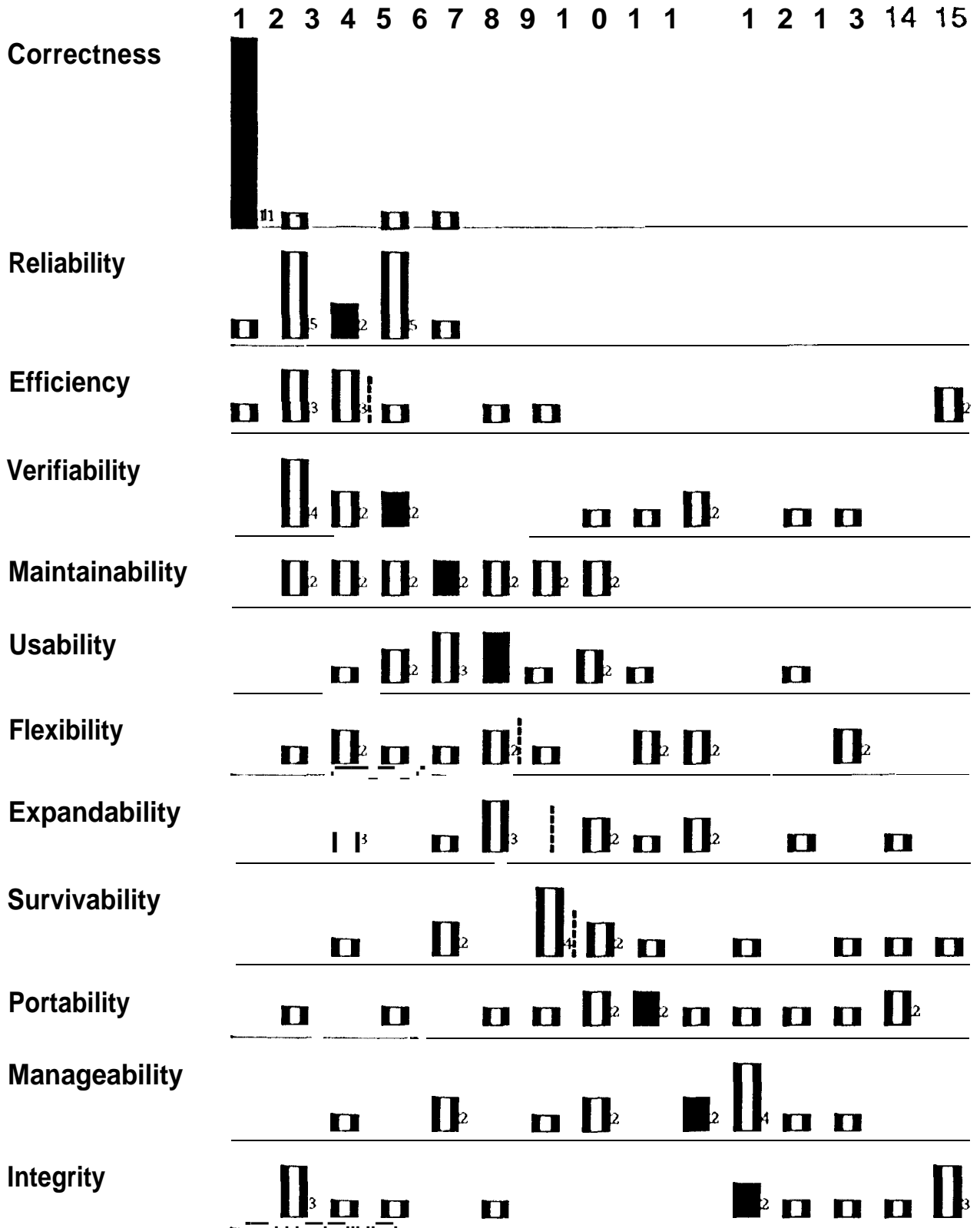
- Display the range of votes
 - Look at the minimum, the maximum, the median, and the modes

Team B -- Ranking Summary



Solid bars and dotted lines represent medians. * indicates required quality factor,

Diverse Students -- No Discussion



Solid bars and dotted lines represent medians. * indicates required quality factor,



Propose Candidate Measures: Some Examples

- #Errs. In. Interface.Test = Number of errors found during interface testing
- #Errs.by.Phase.Found = Number of errors by phase found
- #Extrnl.Interfcs.to. Test = Number of external interfaces to test
- #Failure. Reports = Number of failure reports (FRs) per time period (e.g., month or delivery)
- #FRs.Call.Cockpit.Errs = Number of failure reports called cockpit errors
- #Unt.W/NStd.Lang. Feat = Number of units using non-standard language features



Example Scales for Determining Cost and Value

'cost

- LOW if it is something we already have or do
 - MEDIUM if it is something not done now, but easy and well understood
 - HIGH if it is something new or something hard to do
-
- Value scales roughly with the strength of the correlation between the quality factor and the measure
 - HIGH if the measure is directly related to the quality factor
 - MEDIUM if it is one degree removed from the quality factor (e.g., Complexity correlates with Reliability)
 - LOW if it is more than one degree removed from the quality factor



Determine Costs and Values

- Assess COSTS before VALUES
 - is easier and gives an established scale
 - work against
- Pre-Assess VALUES
 - Discuss the meanings of the values with whole team
 - Two people each make an initial assessment of the values, then discuss the values with each other
 - Adjust the values and record differences of opinion (e.g., HIGH/MED)
- Re-Assess VALUES
 - Present preliminary values and their reasons to the group
 - Discuss and modify the pre-assessed values
 - Iterate as many times as it takes to reach consensus



Some Costs and Values According to Team B

Values Corresponding to Quality Factors

<u>cost Measure</u>	CORR	RELI	USA	VERIF	INTEG	INTROP	PORT	FLEX	EXPAN	MAINT	REUSE
	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼	▼
* #Errs. In. interface. Test											
#Errs. by. Phase. Found											
#Errs. by. Phase. Injected											
* #Extrnl. Interfcs. to. Test											
* #Failure. Reports											
* #FRs. Call. Cockpit. Errors											
McCabe. Complexity/Unit											
* %Reqs. Dmd. Testabl						0.1					
* %Reqs. Wi. Tst. Cases											



Costs and Values According to Team B

Values Corresponding to Quality Factors

Cost Measure	CORR	RELI	USA	VERIF	INTEG	INTROP	PORT	FLEX	EXPAN	MAINT	REUSE
<input type="checkbox"/> %Comments/Unit	.	.	.	<input type="checkbox"/>	.	.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
<input type="checkbox"/> #Errs. Fnd/WF?by.Phs.Fnd	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> #Errs. Fnd/WP.by.Phs.Inj	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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<input type="checkbox"/> #Internl.interfaces.to. Test	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	.	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
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u * #NonPortably.Msgs/Unit	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input type="checkbox"/> #NSLOC/Unit	<input type="checkbox"/>	<input type="checkbox"/>	.	<input type="checkbox"/>	.	.	.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
<input checked="" type="checkbox"/> #NSLOC/Program	.	<input type="checkbox"/>	.	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
u Operator. Actions/Task	.	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	.	<input type="checkbox"/>	.	.	.	<input type="checkbox"/>	.
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For Cost: (HIGH), (Meal), or (low) represents the cost of obtaining the measurement.

For Value: (HIGH), (Meal), or (low) indicates the value of how strongly the measure supports the quality factor.

“.” indicates no recommended value of measure. “/” shows range. “*” indicates selected measures.



In Conclusion

- Defining quality factors and measures helped the teams understand their customers' needs and make better trade-off decisions

"You Can't Achieve Quality ... Unless You Specify It!"

--Michael Deutsch and Ronald Willis in "Software Quality Engineering",

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