

An Approach to Quality Progress in Large-Scale, Short-Term Software Development

2017/3/20-22 Ver. 1.0

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1. Overview









2. Introduction



We examined the method for measuring and improving the "Quality Progress" in software development

Analysis of processes that have a greater effect on product quality

Quantification of the work quality of developer

HITACHI Inspire the Next

In acceptance test, If the software's quality is poor



It is important to predict product quality before testing begins



4. Approach to Quality Progress

- 4.1 Effect of work process on quality
- 4.1.1 Analysis target (test structure)
- 4.1.2 Analysis target (measurement data)
- 4.1.3 Process analysis results
- 4.1.4 Definition of a good process
- 4.2 New QM3S method
- 4.2.1 QM3S procedure overview
- 4.2.2 QM3S application results
- 4.2.3 To predict product quality from work quality

4.1 Effect of work process on quality



Targeting the same software

Multiple teams tests

Differences arose in the test results

We found out which process



was the primary cause

4.1.1 Analysis target (test structure)



4.1.2 Analysis target (measurement data)



Quality metrics

the number of bugs, the number of checklist items,etc.

Progress metrics

the number of days of delay, delay staff-hours

Work processes

the count and time of reviews, the count and time of meetings, etc.

Differences of each team



"good process" that produces a good quality products will meet the following criteria

Appropriately use of a self-checklist

Implements appropriate reviews

Sharing of quality-related information



QM3S



To improve quality before testing

"Quality Progress"

Quantifying the process implementation status

Quality Mind and Skill Scoring System

HITACHI **Inspire the Next**

HITACHI way

	Self-check	Review	Audit
Process	Developer	Development leader	Quality Assurance
Event	Execute checklist	Confirm check results	Check for completed checklist



Before

Process	Self-check	Review	Audit
	Developer	Development leader	Quality Assurance
Event	Execute checklist	Confirm check results	Check for completed checklist

New procedure

Drococc	Self-check	Review	Audit	
Process	Developer	Development leader	Quality Assurance	
Event	Execute new checklist	Confirm check results Provide feedback	Analyze quality progress	
Point 1		Point 2	Point 3	

Before

Quality Progress

n



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Point 3

XXX points

4







Impossible to enter by copying and pasting No additional cost







Easy detection for miss

We can see how much feedback leader gave

Analyze Quality Progress





Improvement of quality mind Visualization of working quality



Software : Large-Scale, Short-Term Risk : Poor-Quality, Big-Delay, Great-Cost Developers : China (International Procurement) Target phase : Detailed design ~ Unit testing

QM3S	Applied	Did not apply
System scale	1,096 kS	202 kS
Number of team	11	2
Number of Developer	60	11

kS:1,000 step(Lines of code)

Results of bug density measurements

Team	Self-check	Review	Test
Applied	2.8bugs/kS	0.5bugs/kS	4.3bugs/kS
Did not apply	0.9bugs/kS	0.4bugs/kS	7.4bugs/kS

Value	Undefined	4.3bugs/kS
value	Undefined	4.3bugs/k

Bugs/kS: bugs in 1,000 Lines of code



More bugs can be discovered.
Approach the value planned.

4.2.2 QM3S application results



Results of Quality Progress



4.2.2 QM3S application results



Quality Progress and residual bug density Residual bug density



4.2.3 To predict product quality from work quality HITACHI

New checklist format Quality Progress We can predict the quality of software

PATENT PENDING





We can



Quality Mind and Skill Scoring System



measure Quality Progress in each phase of software development. measure Quality Progress before testing.



predict and improve the quality of outsourced software.



reduce the risk of delivery delays and

cost overruns.



6. From now on

We are still examining:

 The appropriate number of checklist items
 Priority of checklist items
 Frequency of checklist item re-examination



END

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7. appendix

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No.	Main category	Data	Source
1		Number of undetected bugs	Bug report
2		Number of undetected bug criticality (A + B) events	Bug report
3	Quality	Bug density	Bug report
4	metrics	Number of bug criticality (A) events	Bug report
5		Checklist density	Checklist
6		Number of checklist classifications (abnormal + limit)	Checklist
7	Progress	Delay days	Progress report
8	metrics	Delay staff-hours	Progress report
9		Number of checklist reviews	Review minutes
10		Time of checklist review	Review report
11		Ratio of noted items concerning checklist classifications (abnormal, limit)	Review minutes
12		Existence of detailed schedule	Interview
13	Work	Number of morning and evening meetings	Interview
14	processes	Time of morning and evening meetings	Interview
15		Number of pending issues	Pending issue management ledger
16		Average delay (days) in tackling pending issues	Pending issue management ledger
17		Opportunity to share information on bugs	Interview
18		Overall ratio of similarity review target	Bug report

7. appendix

No.	Classifi- cation	metrics	Work process
1		Bug density/number of bug	Using a self-checklist, review the checklist and check for omissions on an item-by-item basis.
2		criticality (A) events	Provide opportunity to share information on bugs. (Example: Hold morning and evening meetings.)
3	Quality		Using a self-checklist, review the checklist and check for omissions on an item-by-item basis.
4		Ratio of checklist classifications (abnormal + limit)	When each Developer completes the first one, review the checklist. From the second one and thereafter, reflect noted items.
5			During the checklist review , confirm whether the standard values of checklist classifications (normal: 60%; abnormal: 20%; limit: 20%) are met.
6	Drogroop	rogress Delay days/delay staff-hours	Manage work such that the team can share information on bugs discovered early.
7	Progress		Set pending issue deadlines after clarifying the basis for said deadlines. (Indicate the priority of pending issue measures, and then tackle the work.)



7. appendix



Lines of code (LOC) is used as the metrics for expressing the size of a program in HITACHI.

Coding rules are provided for each program language. These rules are designed to reduce inconsistencies in code that is produced by different developers.

Because of these rules, we can assume that the same number of lines of code (LOC) will be produced from the same design document even if the developer is different.

In Japan, LOC is used as an empirical metrics because it allows information to be obtained and shared easily.







Developers



QM3S is useful for Developers To review the project structure To improve quality mind of members To understand the work of the Developer



Software summary : Test administration system **System scale** : 1,298 kS (Lines of code) **Development period** : 1year8months (**QM3S**:5months)

