PSP1 Project Summary

Programmer _____   Program ID _____
Program _____   Date _____

Time in Phase (min.)	Est.	Actual	To Date	To Date %
Planning	_____	_____	_____	_____
Design	_____	_____	_____	_____
Code	_____	_____	_____	_____
Code Review	***	***	***	***
Compile	_____	_____	_____	_____
Test	_____	_____	_____	_____
Postmortem	_____	_____	_____	_____
Total	_____	_____	_____	_____

Defects Injected	Est.	Actual	To Date	To Date %
Planning	***	_____	_____	_____
Design	***	_____	_____	_____
Code	***	_____	_____	_____
Code Review	***	***	***	***
Compile	***	_____	_____	_____
Test	***	_____	_____	_____
Total Development	***	_____	_____	_____
After Development		_____	_____	_____

Defects Removed	Est.	Actual	To Date	To Date %
Design	***	_____	_____	_____
Code	***	_____	_____	_____
Code Review	***	***	***	***
Compile	***	_____	_____	_____
Test	***	_____	_____	_____
Total Development	***	_____	_____	_____
After Development		_____	_____	_____

Summary	Est.	Actual	To Date
Program Size (LOC)	_____	_____	_____
LOC/Hour	_____	_____	_____
Defects/KLOC	***	_____	_____
Yield	***	***	***
A/F ratio	***	***	***

PSP1 Time Recording Log

Student _____   Program ID _____

Date	Phase	Start Time	Interrupt Time	Stop Time	Delta Time	Comments

Tally Marks by Inject Phase
- Design   X Compile
/ Code   ☞ Test
O Code Review

Defect Tally

Student _____   Date _____

Program _____   Program # _____

Removal Phase _____

    1   2   3   4   5   6   7   8   9   10

Type   Description

Removal Phase _____

    1   2   3   4   5   6   7   8   9   10

Type   Description

PSP 1 Estimating Worksheet

1. Conceptual Design
(Sketch your design here)

2. Module Estimates

Module Description	Estimated Size

TOTAL ESTIMATED SIZE: _____

PSP Design Form

Programmer _____   Program ID _____

Use this form to record whatever you do during the design phase of development. Include notes, diagrams, formal design notation, or anything else you consider to be part of designing a solution that happens BEFORE you write program source code. Attach additional pages if necessary.