



**Software Estimation: Demystifying the Black Art
(Developer Best Practices) by McConnell, Steve
(2006) Paperback**

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A practical guide for software developers and development teams, this book features effective and understandable formulas, procedures, and heuristics to help organisations improve their project cost estimates. Often referred to as the "black art" because of its complexity and uncertainty, software estimation is not as hard or mysterious as people think. However, the art of how to create effective cost and schedule estimates has not been very well publicised. This book is organised from simple tips to more advanced ideas; it does not avoid the more hairy mathematical estimation approaches, but the non-mathematical reader will find plenty of useful guidelines without getting bogged down in complex formulas. Often referred to as the "black art" because of its complexity and uncertainty, software estimation is not as difficult or puzzling as people think. In fact, generating accurate estimates is straightforward once you understand the art of creating them. In his highly anticipated book, acclaimed author Steve McConnell unravels the mystery to successful software estimation, distilling academic information and real-world experience into a practical guide for working software professionals. Instead of arcane treatises and rigid modeling techniques, this guide highlights a proven set of procedures, understandable formulas, and heuristics that individuals and development teams can apply to their projects to help achieve estimation proficiency.

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