



benchmarkQA

3800 American Boulevard West, Suite 1580
Bloomington, Minnesota 55431
952.392.2381

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Contact:

John Tinsley, Account Manager
BenchmarkQA, Inc.
952.392.2394
952.392.2382
john.tinsley@benchmarkqa.com
www.benchmarkqa.com

BenchmarkQA Hosts “True Quality Begins Long Before Testing”

Minneapolis, MN, April 10, 2008 — BenchmarkQA welcomed Twin Cities software development professionals to an in-depth presentation and discussion focused on why and how quality should be incorporated into every phase of the Software Development Life Cycle (SDLC). BenchmarkQA Senior Consultant Betty Schaar spoke to a lively, over-capacity crowd, sharing BenchmarkQA’s philosophy of TRUE quality.

Highlights of Betty’s presentation include these key points:

1. A study conducted by The National Institute for Standards and Technology in 2002 estimated that, every year, \$59.5 billion is wasted annually due to software defects (\$38.3 billion is attributed to error avoidance and mitigation activities required by software users. \$21.2 billion is attributed to rework costs by project teams). The report also estimates that over \$22 billion of this cost could be eliminated by making improvements to testing infrastructure.
2. The cost of rework (work that’s done to correct a software bug after it’s found) is much larger than most teams estimate. Rework can be 50% or more of a project’s overall development costs.
3. The cost to find and fix an error is significantly more expensive the deeper it’s found in the software development life cycle.
4. Significant cost reductions are possible when static testing (i.e. reviews, walkthroughs, and inspections of document work products) is performed.
5. The old rules of thumb for project estimations that came out of the mainframe-only era are no longer appropriate (tester-to-developer ratios, testing as a percentage of development). Because of the increased power of newer programming languages, development has become less labor intensive. However, because of the increased complexity of software application systems, there are now many more combinations, permutations, and possible configurations, making the testing effort more labor intensive.

BenchmarkQA President Larry Decklever is confident that the secret to creating better quality software for less money is incorporating quality throughout the development life cycle. “The huge response to this presentation topic and the wide variety of industries represented at this event confirms the common challenge faced by software project teams. The facts and figures Betty presented, as well as her ideas on how to enable static testing, how to determine rework costs, and root cause analysis for process improvement, set the ground work for all areas of the project team to contribute to the quality of the software they are helping to create,” says Decklever. “There are many things that can be done by business analysts, project managers, IT managers and developers to reduce errors in their respective areas of expertise. When software projects are well managed from the very beginning, high rework costs are eliminated and a quality product can be delivered for less money.”

BenchmarkQA, headquartered in Minneapolis, MN, has provided exceptional quality assurance consulting and testing services to its clients for more than 20 years. They help software project teams deliver high-caliber software, with greater efficiency and cost control through process improvement strategies, training, guidance, and the productivity of highly-skilled QA industry professionals. As a

service to the Twin Cities QA community, BenchmarkQA offers Software Quality Forums on a quarterly basis. For more information, please visit www.benchmarkQA.com.

For additional information about this event, or services available through BenchmarkQA, contact John Tinsley, Account Manager, BenchmarkQA, 952.392.2394, john.tinsley@benchmarkqa.com.