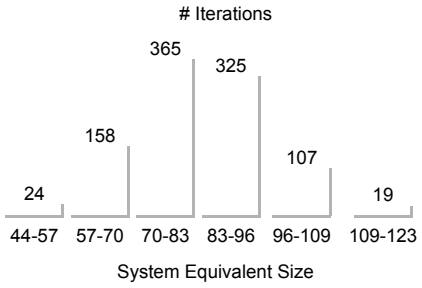
COCOMO II - Constructive Cost Model

Model(s): COCOMO and COSYSMO
Monte Carlo Risk: On
Auto Calculate: Off

System Size

	Easy	Nominal	Difficult
# of System Requirements	14	10	4
# of System Interfaces	2	3	
# of Algorithms			
# of Operational Scenarios	1	2	

System Size Probability Distribution — Distribution Type: Normal



System Cost Drivers

Requirements Understanding	High	Documentation	High	Personnel Experience/Continuity	Very High
Architecture Understanding	Very High	# and Diversity of Installations/Platforms	Nominal	Process Capability	High
Level of Service Requirements	Nominal	# of Recursive Levels in the Design	Nominal	Multisite Coordination	High
Migration Complexity	High	Stakeholder Team Cohesion	High	Tool Support	Very High
Technology Risk	Nominal	Personnel/Team Capability	Very High		

Maintenance: Off

System Labor Rates

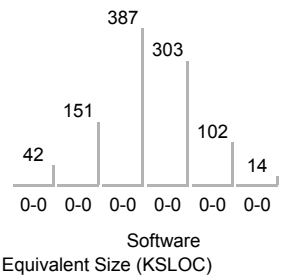
Cost per Person-Month (Dollars): 70,000

Software Size

Sizing Method: Source Lines of Code

	SLOC	% Design Modified	% Code Modified	% Integration Required	Assessment and Assimilation (0% - 8%)	Software Understanding (0% - 50%)	Unfamiliarity (0-1)
New	120000						
Reused	10000	0	0				
Modified	40000	20	40				

Software Size Probability Distribution — Distribution Type: Normal



Software Scale Drivers

Precedentedness	Nominal	Architecture / Risk Resolution	Low	Process Maturity	High
Development Flexibility	Very High	Team Cohesion	High		

Software Cost Drivers

Product

Required Software Reliability	Nominal
Data Base Size	Nominal
Product Complexity	High
Developed for Reusability	Nominal

Personnel

Analyst Capability	High
Programmer Capability	Very High
Personnel Continuity	Very High
Application Experience	High

Platform

Time Constraint	High
Storage Constraint	Nominal
Platform Volatility	Nominal

Project

Documentation Match to Lifecycle Needs: Nominal
Platform Experience: High
Language and Toolset Experience: High
Use of Software Tools: High
Multisite Development: Nominal
Required Development Schedule: Nominal

Maintenance Off

Software Labor Rates
Cost per Person-Month (Dollars)
Calculate

Results
Systems Engineering
Effort =4.0 Person-months
Schedule = 2.4 Months
Cost = $277

Total Size =82 Equivalent Nominal Requirements

Acquisition Effort Distribution (Person-Months)

Phase / Activity	Conceptualize	Develop	Operational Test and Evaluation	Transition to Operation
Acquisition and Supply	0.1	0.1	0.0	0.0
Technical Management	0.1	0.3	0.2	0.1
System Design	0.4	0.5	0.2	0.1
Product Realization	0.1	0.2	0.2	0.1
Product Evaluation	0.2	0.3	0.5	0.2

Software Development (Elaboration and Construction)

Effort = 0.2 Person-months
Schedule = 2.2 Months
Cost = $0

Total Equivalent Size = 170 SLOC

Staffing Profile

Your project is too small to display a staffing profile due to truncation.

Acquisition Phase Distribution

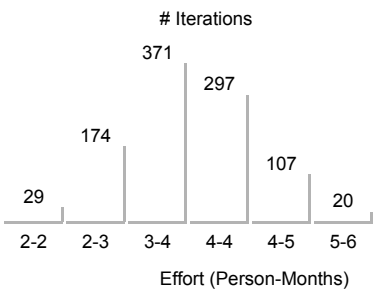
Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	0.0	0.3	0.0	$0
Elaboration	0.0	0.8	0.1	$0
Construction	0.2	1.3	0.1	$0
Transition	0.0	0.3	0.1	$0

Software Effort Distribution for RUP/MBASE (Person-Months)

Phase/Activity	Inception	Elaboration	Construction	Transition
Management	0.0	0.0	0.0	0.0
Environment/CM	0.0	0.0	0.0	0.0
Requirements	0.0	0.0	0.0	0.0
Design	0.0	0.0	0.0	0.0
Implementation	0.0	0.0	0.1	0.0
Assessment	0.0	0.0	0.0	0.0
Deployment	0.0	0.0	0.0	0.0

Acquisition Monte Carlo Results

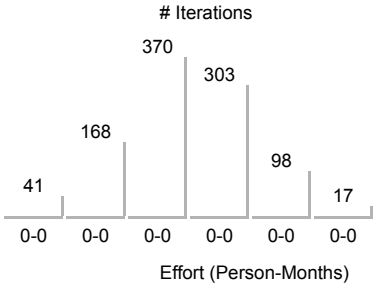
Systems Effort Distribution Function **Systems Effort Confidence Levels**



10%	3
20%	3
30%	3
40%	3
50%	3
60%	4
70%	4
80%	4
90%	4
100%	6

Software Effort Distribution Function

Software Effort Confidence Levels



10%	0
20%	0
30%	0
40%	0
50%	0
60%	0
70%	0
80%	0
90%	0
100%	0

Your output file is http://csse.usc.edu/tools/data/COCOMOandCOSYSMO_February_6_2014_08_06_40_628019.txt

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