How much code lines you writing per day?

Is 13th your favorite number?

Yesterday I finished pet project (Swift) for portfolio and fund, that I started it on 13 of August and finished on 25 of August, so it begins with 13th and ends after 13th

😎

Finally, in the project left 2250 lines, 1741 – code, other comments and blanks

So, I wrote about 173 final code lines a day?

Is that enough for iOs developer? 😇

I was curious to see how my number compares to the industry average, so I did some research online. I found that there is no definitive answer to how many lines of code a developer writes per day. ChatGPT found me some sources where guys said, that usually, since 1975 year, developers writes 10 – 13 final lines, but average developer can write 300–500 lines of code per day

However, I know that lines of code is not a perfect indicator of productivity or quality. It does not account for the complexity, readability, maintainability, or functionality of the code. It also depends on the programming language used, as some languages are more expressive than others and require fewer lines of code to achieve the same result.

So, what do you think?

Love to here you comments

Cheers

[metrics - Mythical man month 10 lines per developer day - how close on large projects? - Stack Overflow](https://stackoverflow.com/questions/966800/mythical-man-month-10-lines-per-developer-day-how-close-on-large-projects)

[How many lines of code does a programmer write in a day? (stepofweb.com)](https://stepofweb.com/how-many-lines-of-code-does-a-programmer-write-in-a-day/#google_vignette)

[programming productivity - Do professional software developers write an average of 10 lines of code per day? - Skeptics Stack Exchange](https://skeptics.stackexchange.com/questions/17224/do-professional-software-developers-write-an-average-of-10-lines-of-code-per-day)

I’m glad you finished your pet project and want to share it on LinkedIn. However, I think your post could use some improvements to make it more clear, concise, and professional. Here are some suggestions:

* Start with a catchy title that summarizes the main point of your post. For example, you could write something like “How I wrote 173 lines of code per day for my iOS pet project”.
* Use proper spelling, grammar, punctuation, and capitalization throughout your post. Avoid using emojis, slang, or informal language that may not be appropriate for a professional platform. For example, you should write “iOS” instead of “iOs”, “LinkedIn” instead of “Linkid”, and “found” instead of “fund”.
* Organize your post into paragraphs with clear transitions and topic sentences. Use bullet points or numbered lists to present multiple items or steps in a logical order. For example, you could write something like:

In this post, I will share with you:

* The details of my pet project and how I started and finished it in 13 days.
* The number of lines of code I wrote per day and how it compares to the industry average.
* The sources I used to research the topic of developer productivity and lines of code.
* Provide some background information about your pet project, such as what it does, what problem it solves, what technologies or frameworks you used, and what challenges you faced or learned from. Include screenshots or links to your code or demo if possible. For example, you could write something like:

My pet project is a Swift app that allows users to … (describe the main features and benefits of your app). I started working on it on August 13th and finished it on August 25th, so it took me exactly 13 days to complete it. I used Xcode as my IDE, Firebase as my backend, and SwiftUI as my UI framework. Some of the challenges I faced were … (describe the difficulties or bugs you encountered and how you solved them).

* Explain how you calculated the number of lines of code you wrote per day and why you chose that metric. Also, mention any caveats or limitations of using lines of code as a measure of productivity or quality. For example, you could write something like:

To calculate the number of lines of code I wrote per day, I used a tool called CLOC that counts the lines of code in a given directory or file. It also excludes comments and blank lines from the count, so it only measures the actual code. I divided the total number of lines of code by the number of days I worked on the project to get the average lines of code per day. According to CLOC, my project had 2250 lines of code in total, out of which 1741 were code lines and the rest were comments and blanks. This means that I wrote about 173 lines of code per day on average.

However, I know that lines of code is not a perfect indicator of productivity or quality. It does not account for the complexity, readability, maintainability, or functionality of the code. It also depends on the programming language used, as some languages are more expressive than others and require fewer lines of code to achieve the same result.

* Compare your number with the industry average and cite your sources. Also, provide some context or explanation for the differences or similarities. For example, you could write something like:

I was curious to see how my number compares to the industry average, so I did some research online. I found that there is no definitive answer to how many lines of code an iOS developer writes per day, as it varies depending on many factors such as the type and size of the project, the experience and skill level of the developer, the quality and testing standards, and the programming language and tools used .

However, some sources have attempted to estimate the average productivity of developers based on different metrics and assumptions. One source cites a 1975 book by Fred Brooks, The Mythical Man Month: Essays on Software Engineering, which claims that a professional developer will write an average of 10 lines of code per day, regardless of the programming language chosen. This source also provides some data from the COCOMO model, which estimates the number of lines of code per year based on the size of the project. According to this model, a project with 10,000 lines of code would require an average of 3,200 lines of code per year, which translates to about 12.8 lines