## **COCOMO II - Constructive Cost Model**

Monte Carlo Risk Off **▼** Auto Calculate Off ➤

Software Siz	ze Sizin	g Method F	unctio	n Points 🕶					
Unadjusted Function Points	86	Language	Java	<b>v</b>					
Software So	cale Drivers								
Precedente	edentedness		<b>V</b>	Architecture / Risk Resolution	High	~	Process Maturity	Nominal	~
Developme	nt Flexibility	Very Hig	gh 🗸	Team Cohesion	Very High	۱ 🗸			
Software C	ost Drivers								
Product						Platform			
Required Software Reliability		Low 🗸		Personnel			Time Constraint	Nominal	~
Data Base S	Size	Nominal	<b>\</b>	Analyst Capability	High	~	Storage Constraint	Nominal	~
Product Cor	nplexity	Nominal	- V	Programmer Capability	High	~	Platform Volatility	Low	~
Developed for Reusability		Nominal	I 🗸	Personnel Continuity	Very High	<b>1</b> 🗸			
•	,	TTOTTITICA		Application Experience	Nominal	~	Project		
Lifecycle Ne	tion Match to eeds	Nomina	<b>V</b>	Platform Experience	Nominal	~	Use of Software Tools	Very High	<b>1 Y</b>
Maintenance	e Off 🗸			Language and Toolset	Nominal	~	Multisite Development	Very High	1 🗸
Software La				Experience			Required Development Schedule	Nominal	~
Cost per Per	son-Month (Dolla	rs) 1800							
Calculate	]								

### Results

# **Software Development (Elaboration and Construction)**

# **Staffing Profile**

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

Effort = 4.7 Person-months Schedule = 5.9 Months

Cost = \$8380

Total Equivalent Size = 4558 SLOC Effort Adjustment Factor (EAF) = 0.33

**Acquisition Phase Distribution** 

Phase		Schedule (Months)		Cost (Dollars)
Inception	0.3	0.7	0.4	\$503
Elaboration	1.1	2.2	0.5	\$2011
Construction	3.5	3.7	1.0	\$6369
Transition	0.6	0.7	0.8	\$1006

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

Phase/Activity	Inception	Elaboration	Construction	Transition				
Management	0.0	0.1	0.4	0.1				
Environment/CM	0.0	0.1	0.2	0.0				
Requirements	0.1	0.2	0.3	0.0				
Design	0.1	0.4	0.6	0.0				
Implementation	0.0	0.1	1.2	0.1				
Assessment	0.0	0.1	0.8	0.1				
Deployment	0.0	0.0	0.1	0.2				