COCOMO II - Constructive Cost Model

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

Software Size Sizing Method: Function Points

Unadjusted Function Points: 137 Language: Java

Software Scale Drivers

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

Software Cost Drivers

Product

Required Software Reliability	Low
Data Base Size	Nominal
Product Complexity	High
Developed for Reusability	Very High
Documentation Match to Lifecycle Needs	High

Personnel

Analyst Capability	High
Programmer Capability	Nominal
Personnel Continuity	High
Application Experience	Low
Platform Experience	Low
Language and Toolset Experience	High

Platform

Time Constraint	Nominal
Storage Constraint	Nominal
Platform Volatility	Very High

Project

Use of Software Tools	High
Multisite Development	Very High
Required Development Schedule	Nominal

Maintenance Off

Software Labor Rates

Cost per Person-Month (Dollars): 2000

Calculate

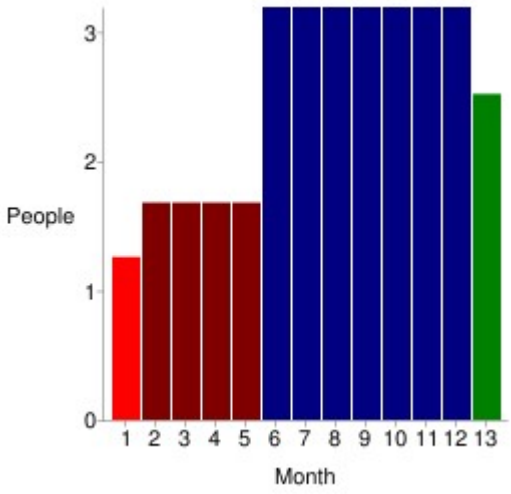
Results

Software Development (Elaboration and Construction)

Effort = 29.4 Person-months
Schedule = 11.2 Months
Cost = $58823

Total Equivalent Size = 7261 SLOC

Staffing Profile



Acquisition Phase Distribution

Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	1.8	1.4	1.3	$3529
Elaboration	7.1	4.2	1.7	$14118
Construction	22.4	7.0	3.2	$44706
Transition	3.5	1.4	2.5	$7059

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

Phase/Activity	Inception	Elaboration	Construction	Transition

Management	0.2	0.8	2.2	0.5
Environment/CM	0.2	0.6	1.1	0.2
Requirements	0.7	1.3	1.8	0.1
Design	0.3	2.5	3.6	0.1
Implementation	0.1	0.9	7.6	0.7
Assessment	0.1	0.7	5.4	0.8
Deployment	0.1	0.2	0.7	1.1

Your output file is http://csse.usc.edu/tools/data/COCOMO_January_21_2017_17_00_04_764974.txt

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