To apply this model, it is necessary to gather data that gives estimates for the costs of the reuse of different assets and the application of different re-use techniques to those assets. It is also good to estimate the cost of not doing re-use, to compare and see how much money can be saved. The types of re-use techniques to consider include Mining and Cataloguing, Copy and Paste, New for reuse, Adaptation for reuse, Black-box reuse, New Development, Catalog Acquisition, White-box reuse and External Acquisition. Different costs that can be incurred include Product Construction Costs (Asset Acquisition cost, Asset development cost, and product integration, verification and validation cost), Core-Asset Construction Costs (Asset acquisition cost and Asset Development cost), and Infrastructure Costs (Repository establishment and maintenance cost, Repository storage and cataloging cost and Domain Analysis cost). In order to get good estimates for all these costs, some supporting data and metrics such as time log, number of defects, which are collected during software development, can be used. Once estimates for the costs of re-using different assets is recorded, it is also necessary to estimate the number of re-uses of assets, this can be used to create projections of future savings. Moreover, a method of measuring the cost of re-use activities to track the actual costs should be implemented, to see if the estimates were good as a project proceeds. This means that the data to gather to use this model consists of all of the cost estimates as determined by the aforementioned metrics.