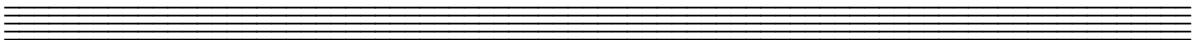


Assignment Kit for Size Counting Standard



Personal Software Process for Engineers: Part I

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Personal Software Process for Engineers: Part I

Assignment Kit for the Size Counting Standard

Overview

Overview

This assignment kit covers the following topics.

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Prerequisites

Prerequisite reading

- Chapter 3
-

Objectives

The objectives of Size Counting standard are to

- define the size counting standards that are appropriate for the programming language and environment that you will use
 - provide a basis for developing a coding standard
 - prepare for developing a program to count program size
-

Size counting standard requirements

Size counting standard requirements

Produce and document a standard for counting program size for the language and environment that you will use in this course.

Submit the completed standard using the format in the template on page 11 with your program 2 assignment package.

Example 1: Pascal size counting standard

Overview

The template is a simplified version of the SEI measurement framework.

- Use this template to describe important items.
- Tailor it to fit your needs or language.

We'll walk through two example size counting standards. The first example is for logical LOC for Pascal programs.

Completing the header

Complete the header as follows:

- the name you give this standard
 - the language you are using
 - your name
 - the date you produced this standard (or revision)
-

Count type

Choices are logical and physical LOC.

- Logical LOC counts language elements.
- Physical LOC counts text lines.

For this counting standard, you are counting logical LOC.

Statement type

Use this section to define how you will count various types of statements. Consider the following:

- How are you going to count procedure declarations and function prototypes?
 - How will you count compiler directives?
 - Will you count blank lines or comments? Why or why not?
-

Clarifications

A fully operational standard generally requires many notes and comments.

Use the clarification section for this purpose.

Continued on next page

Pascal LOC Counting Standard Template

Definition Name:	Example Pascal LOC Std.	Language:	Pascal
Author:	W. S. Humphrey	Date:	12/20/93

Count Type	Type	Comments
Physical/Logical	Logical	
Statement Type	Included	Comments
Executable	yes	
Nonexecutable:		
Declarations	yes	
Compiler Directives	yes	
Comments	no	
Blank lines	no	
Other elements		
Clarifications		Examples/Cases
Nulls	yes	continues, no-ops, ...
Empty statements	yes	";;", lone ';'s, etc.
Generic instantiators		
Begin...end	note 1	when executable
Begin...end	note 1	when not executable
Test conditions	yes	
Expression evaluation	yes	when used as sub program arguments
End symbols	notes 1,2	when terminating executable statements
End symbols	notes 1,2	when terminating declarations or bodies
Then, else, otherwise	note 1	
Elseif	note 1	
Keywords	notes 1,2	procedure division, interface, implementation
Labels	yes	branch destinations when on separate lines
Note 1		unless followed by ; or. or included in {}, count the following keywords once: BEGIN, CASE, DO, ELSE, END, IF, RECORD, REPEAT, THEN, UNTIL
Note 2		count every ; and . that is not within a {} or ()
Note 3		count each , between USES and the next ; or between VAR and the next ;

Example 2: C++ LOC counting standard

How many LOC? Using the C++ LOC counting standard on page 7, how many LOC are in the following program fragment?

```
#include <stdio.h>

void main (void)
{
    int i,j;

    for (i = 0; i < 10; i++)
        for (j = 0; j < 10; j++)
            cout << i << ", " << j << endl;
}
```

Continued on next page

Example C++ Size Counting Standard

Definition Name:	Example C++ LOC std.	Language:	C++
Author:	W.S. Humphrey	Date:	12/20/93

Count Type	Type	Comments
Physical/Logical	Logical	
Statement Type	Included	Comments
Executable	Yes	
Nonexecutable:		
Declarations	Yes, Notes 3, 4	
Compiler Directives	Yes, Note 4	
Comments	No	
Blank lines	No	
Other elements		
Clarifications		Examples/Cases
Empty statements	yes	";;", lone ';'s, etc.
Begin...end	note 1	
Expression evaluation	yes	when used as sub program arguments
End symbols	notes 1,2	for terminating executable statements, declarations, bodies
Then, else, otherwise	note 1	
Elseif	yes	
Keywords	yes	procedure division, interface, implementation
Labels	yes	branch destinations when on separate lines
Note 1		Count once every occurrence of the following key words: CASE, DO, ELSE, ENUM, FOR, IF, PRIVATE, PUBLIC, STRUCT, SWITCH, UNION, WHILE
Note 2		count once every occurrence of the following: ;, {}, or {;
Note 3		count each variable or parameter declaration
Note 4		count once each #define, #ifdef, #include, etc. statement

Example 3: another size counting standard

Overview

For this example standard, the class will select from among the following product categories.

- documents
- interface screens and forms
- database program elements
- maintenance fixes
- any other requested category

We'll then walk through developing the selected size counting standard.

Completing the standard

We'll then walk through the completion of the standard as a class exercise.

Continued on next page

Size Counting Standard Template

Definition Name:	2a	Language:	Java
Author:	Luis Fernando Gutierrez Arellano	Date:	30/10/2025

Count Type	Type	Comments
Physical/Logical	Logical	Se cuentan líneas lógicas de código (LOC) en archivos fuente Java. Se excluyen comentarios y líneas en blanco. Cada sentencia lógica (aunque esté en varias líneas físicas) cuenta como 1 LOC.
Statement Type	Included	Comments
Executable	si	Instrucciones que producen acciones en tiempo de ejecución: asignaciones, llamadas a métodos, expresiones evaluadas como sentencias.
Nonexecutable:	si	Declaraciones de tipos y firmas que aportan estructura (por ejemplo, declaraciones de campos y firmas de métodos) se cuentan según su regla específica.
Declarations	si	Cada declaración de variable de clase o campo, así como parámetros en la declaración de métodos, cuenta como 1 LOC por declaración individual según Note 3.
Compiler Directives	no	Java no utiliza directivas de preprocesador tipo #define; no se cuentan.
Comments	no	Todas las formas de comentario (//, /* ... */, /** ... */) se excluyen del conteo.
Blank lines	no	No se cuentan.
Other elements	si	Annotations (ej. @Override) se consideran parte de la declaración que anotan y no se cuentan por separado; literales de texto largos que aparezcan en varias líneas se cuentan según la regla de la sentencia lógica que los contiene.
Clarifications		Examples/Cases
Contar 1 LOC por cada sentencia lógica ejecutable o declarativa en Java.		<ul style="list-style-type: none"> - Sentencia simple: int x = 0; -> 1 LOC
Una sentencia que se extienda en varias líneas físicas (por ejemplo, una llamada a método con parámetros en líneas separadas) se cuenta como 1 LOC.		<ul style="list-style-type: none"> - Declaración múltiple: int a, b; -> 2 LOC (una por cada variable declarada)
No se cuentan import, package ni comentarios ni líneas en blanco.		<ul style="list-style-type: none"> - Método/Constructor: public void foo() { ... } -> 1 item, las sentencias dentro se cuentan por separado
Cada declaración de método o constructor se considera un ítem y cuenta como 1 ítem en el recuento de ítems.		<ul style="list-style-type: none"> - Estructuras de control: if (cond) { ... } -> 1 LOC por la condición (el contenido se cuenta aparte)
Cada clase o interfaz se considera una parte (part)		<ul style="list-style-type: none"> - For/While: for (...) { ... } -> 1 LOC por la sentencia de control (el cuerpo se cuenta)

y cuenta como una unidad a reportar en el resumen de tamaños.		aparte)
Los bloques anónimos internos, inicializadores estáticos o de instancia se cuentan contando las sentencias ejecutables que contienen.		- Sentencias continuadas en varias líneas: -> 1 LOC foo(a, b, c);
Las declaraciones múltiples en una sola línea se cuentan por declaración (p. ej. int a, b, c; se cuenta como 3 declaraciones si aplica).		- Anotaciones: @Override public String toString() { ... } -> @Override NO cuenta por separado; el método cuenta como 1 item
Note		Contar una LOC por cada ocurrencia de sentencias clave: CASE, DO, ELSE, FOR, IF, SWITCH, WHILE, TRY, CATCH, FINALLY.
Note		Contar como separadores los puntos y comas que terminan sentencias; no contar los que aparecen dentro de literales o expresiones entre paréntesis.
Note		Cada método o constructor se cuenta como 1 item para el recuento de ítems por parte (parte = clase o interfaz).

Evaluation criteria and suggestions

Evaluation criteria Your standard must be

- complete
- legible

Suggestions Keep your standards simple and short.
Do not hesitate to copy or build on the PSP materials.