COCOMO II - Constructive Cost Model

Software Size Sizing Method [Source Lines of Code ▾]

	SLOC	% Design Modified	% Code Modified	% Integration Required	Assessment and Assimilation (0% - 8%)	Software Understanding (0% - 50%)	Unfamiliarity (0-1)
New	11454						
Reused		0	0				
Modified							

Software Scale Drivers

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

Software Cost Drivers

Product

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

Personnel

Analyst Capability	[Low ▾]
Programmer Capability	[High ▾]
Personnel Continuity	[Very High ▾]
Application Experience	[Low ▾]
Platform Experience	[Low ▾]
Language and Toolset Experience	[Nominal ▾]

Platform

Time Constraint	[Nominal ▾]
Storage Constraint	[High ▾]
Platform Volatility	[Low ▾]

Project

Use of Software Tools	[High ▾]
Multisite Development	[Nominal ▾]
Required Development Schedule	[High ▾]

Maintenance [Off ▾]

Software Labor Rates

Cost per Person-Month (Dollars) 2000