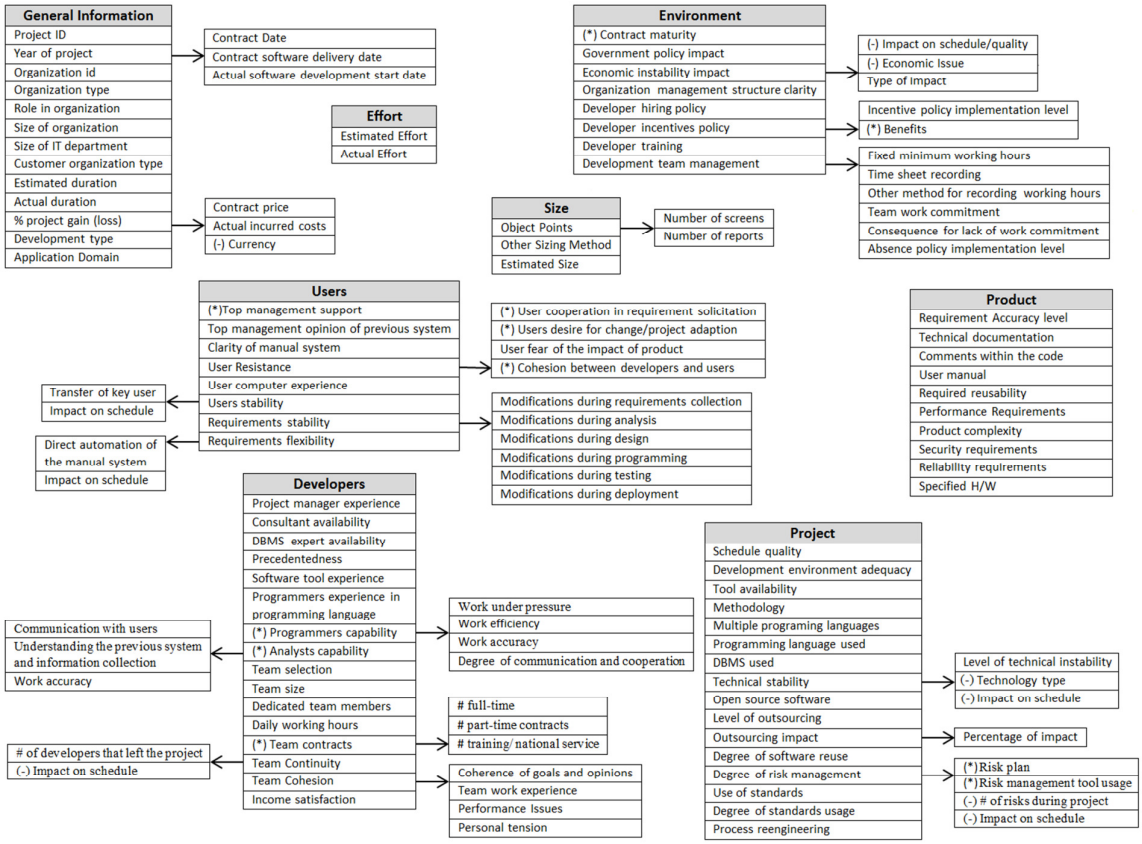
SEERA Dataset Attribute Formulas

I: SEERA dataset attributes by category.



II: Transformation scale for percentages.

Ranges of percentages	Levels of scale
0% – 20%	5
21%- 40%	4
41% – 60%	3
61% – 80%	2
81% - 100%	1

III: SEERA dataset attribute complexity.

Attribute complexity		Rating
simple	I: short answer or mutually exclusive options	one score
	II: multiple options	sum/count of scores
derived	I:combination of direct sub-attributes	formula
	II: combination of direct sub-attributes and other attributes	
	III: combination of other attributes	

IV: Formulas of the SEERA dataset derived attributes.

	Attributes	Formulas
General info.	Year of project	Extract *year* from *actual software development date* if null then from *contract date* if null then from *contract software delivery date*
	% project gain (loss)	((Contract price - Actual incurred costs)/ Contract price) * 100
Size	Object Points	Number of screens + Number of reports
Effort	Estimated effort	[Estimated duration * (Dedicated Team members + (Team size - Dedicated Team members) * 50%)] * (Daily working hours * 22)
	Actual effort	[Actual duration * (Dedicated Team members + (Team size - Dedicated Team members) * 50%)] * (Daily working hours * 22)
Environment	Contract maturity	[Reverse scored [(Penalty clause for late payments + Penalty clause for contract cancelation + Penalty clause for schedule overrun + Documentation availability + Users training + Technical support + Ownership of source code) = (0,7)]]→ [1, 8]
	Economic instability impact	[(Unavailability of software tools + Losses due to inflation + Customer defaulted on payment or cancelled the contract + High Developer turnover + Developer immigration + Cut back of phases and/or programs during development) = (0, 6)]→ [1, 7]
	Developer incentives policy	Incentive policy implementation level + Reverse scored (Count(Benefits))
	Development team management	Reverse scored (Fixed minimum working hours +(Time sheet recording OR Other method for recording working hours) + Team work commitment) + Consequence for lack of work + Absence policy implementation
Users	Top management support	Reverse scored (Review and approval of the requirements + Review and approval of the design+ System testing (functional and non-functional requirements) + Moral support of the development team)
	Clarity of manual system	Level of clarity^{L}+ User experience in manual system^{L}
	User Resistance	Average(Reverse scored (User cooperation in requirement solicitation^{L}, Users desire for change/project adoption^{L}, Cohesion between developers and users^{L}) + User fear of the impact of product^{L})
	Users stability	[If (Transfer of key user = 1) then (Transfer of key user * Impact on schedule^{L} * 5) OR if (Transfer of key user = 0) then (Transfer of key user + Impact on schedule^{L})] → [1,5]
	Requirements flexibility	[If (Direct automation of the manual system = 1) then (Direct automation of the manual system * Impact on schedule^{L} * 5) OR if (Direct automation of the manual system = 0) then (Direct automation of the manual system + Impact on schedule^{L})] → [1,5]
	Requirements stability	[(Modifications during requirements collection * 1) + (Modifications during analysis * 2) + (Modifications during design *3) + (Modifications during programming * 4) + (Modifications during testing* 5) + (Modifications during deployment * 6)] → [1,6]
Developers	Precedentedness	[Reverse scored (new software tools + new architecture + new complex algorithms)]
	Programmers' capability	Reversed range (% Work under pressure + % Work efficiency + % Work accuracy + % Degree of communication and cooperation)
	Analysts capability	Reversed range (% Communication with users + % Understanding the previous system and information collection + % Work accuracy)
	Team contracts	Reversed range [(# full-time * 100% + # part-time *50% + # training/national service * 100%) → (0%,100%)] → [1,5]
	Team Continuity	(# of developers that left the project / Team size)* 100
	Team Cohesion	Average(Reverse scored (Coherence of goals and opinions^{L}) + Reverse scored (Team work experience^{L})) + Performance Issues + Personal tension
Project	Tool availability	[Reverse scored (Code checking tools(e.g. error detection) + Software frameworks + CASE tools + Version control tools + (Automated) Testing tools + Integrated Development Environments+ (Automated) Quality control tools)]
	Development environment adequacy	[Reverse scored (Comfortable Office + Enough PCs + Available LANS)]
	Degree of risk management	Reverse scored (Risk plan + Risk management tool usage)
	Degree of standards usage	[Reverse scored (Standards used for Requirement collection + Standards used for analysis + Standards used for design + Standards used for Programming + Standards used for testing + Standards used for deployment)]
	Process reengineering	[If (reengineering = 1) then (reengineering * Impact on schedule^{L}) OR if (reengineering = 0) then (reengineering + Impact on schedule^{L} * 5)] → [1,5]
Product	Performance Requirements	[(Execution time + Response time + Particular architecture) = (0, 3)] → [1, 4]
	Security requirements	[(Code security and encryption + Database security + Program security and encryption + Basic authentication) = (0, 4)]→ [1, 5]

L = sub-attribute is calculated from a Likert-type scale. All other sub-attributes are options or values. → = mapped to