

Objective C CodeCount™

Counting Standard

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Revision Sheet

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| --- | --- | --- | --- |
| Date | Version | Revision Description | Author |
| 9/24/10 | 1.0 | Original Release | Group Objective C |
| 12/1/10 | 1.1 | Final Release | Group Objective C |
|  |  |  |  |

1. checklist for source statement counts

PHYSICAL AND LOGICAL SLOC COUNTING RULES

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Measurement Unit | Order of Precedence | Physical SLOC | Logical SLOC | Comments |
| Executable lines | 1 | One per line | See table below | Defined in 2.9 |
| Non-executable lines |  |  |  |  |
| Declaration (Data) lines | 2 | One per line | See table below | Defined in 2.4 |
| Compiler directives | 3 | One per line | See table below | Defined in 2.5 |
| Comments |  |  |  | Defined in 2.8 |
| On their own lines | 4 | Not included (NI) | NI |  |
| Embedded | 5 | NI | NI |  |
| Banners | 6 | NI | NI |  |
| Empty comments | 7 | NI | NI |  |
| Blank lines | 8 | NI | NI | Defined in 2.7 |

Table 1 Physical and Logical SLOC Counting Counts

LOGICAL SLOC COUNTING RULES

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| No. | Structure | Order of Precedence | Logical SLOC Rules | Comments |
| R01 | “*for*”, “*while*” or “*if*” statement | 1 | Count once. | “*while*” is an independent statement. |
| R02 | *do* {…} *while* (…); statement | 2 | Count once. | Braces *{…}* and semicolon *;* used with this statement are not counted. |
| R03 | Statements ending by a semicolon | 3 | Count once per statement, including empty statement. | Semicolons within “*for*” statement are not counted.  Semicolons used with R01 and R02 are not counted. |
| R04 | Block delimiters, braces {…} | 4 | Count once per pair of braces *{..}*, except where a closing brace is followed by a semicolon, i.e. *};*  or an opening brace comes after a keyword “*else*”. | Braces used with R01 and R02 are not counted.  Function definition is counted once since it is followed by *{…}.* |
| R05 | Compiler directive | 5 | Count once per directive. |  |

Table 2 Logical SLOC Counting Rules

1. definitions

2.1 SLOC – Source Lines Of Code is a unit used to measure the size of [software program](http://www.google.com/url?q=http%3A%2F%2Fsoftware&sa=D&sntz=1&usg=AFQjCNFkMnoQKg7UUGrI-6Rn2HCbq2Tl2A). SLOC counts the program source code based on a certain set of rules. SLOC is a key input for estimating project effort and is also used to calculate productivity and other measurements.

2.2 Physical SLOC – One physical SLOC is corresponding to one line starting with the first character and ending by a carriage return or an end-of-file marker of the same line, and which excludes the blank and comment line.

2.3 Logical SLOC – Lines of code intended to measure “statements”, which normally terminate by a semicolon (C/C++, Java, C#) or a carriage return (VB, Assembly), etc. Logical SLOC are not sensitive to format and style conventions, but they are language-dependent.

2.4 Data declaration line or data line – A line that contains declaration of data and used by an assembler or compiler to interpret other elements of the program.

The following table lists Objective C keywords that denote data declaration lines:

|  |  |  |  |
| --- | --- | --- | --- |
| **Simple Data Types** | **Compound and User Defined Data Types** | **Access Specifiers** | **Type Qualifiers** |
|  | @class | @private | const |
| char | struct | @protected | volatile |
| double | union | @public | restrict |
| float | enum |  |  |
| int | typedef | **Storage Class Specifiers** | **Miscellaneous** |
| long |  | auto | asm |
| short |  | extern | explicit |
| signed | @selector(method\_name) | mutable | inline |
| unsigned | @protocol(protocol\_name) | register | namespace |
| long long | @encode(type\_spec | static | using |
| IOD | @synchronized() | \_Complex |  |
| SEL |  | \_Bool |  |
| IMP | @interface | \_Imaginary |  |
| STR | @implementation | void |  |
| BOOL | @end | omitted |  |
| id |  |  |  |

Table 3 Data Declaration Types

NOTE: See Section 3 of this document for examples of data declaration lines.

2.5 Compiler directive - A statement that tells the compiler how to compile a program, but not what to compile.

A list of common objective-C directives is presented in the table below:

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| @interface | @private | @private | @public | @public | @public | @selector | @synchronized | @synthesize | @try |
| @catch | @finally | @throw | @”chars” | @class c1, c2,... | @defs | @dynamic names | @encode | @end | @implementation |

|  |  |  |  |
| --- | --- | --- | --- |
| #define | #ifndef | #include | #import |
| #undef | #else | #line |  |
| #if | #elif | #pragma |  |
| #ifdef | #endif | #error |  |

Table 4 Compiler Directives

NOTE: See Section 3 of this document for examples of compile directive lines.

Executive Directives

|  |  |  |  |
| --- | --- | --- | --- |
| @throw | @catch | @finally | @try |

2.7 Preprocessor Directive- Preprocessor directives are special notations.

Some keywords of Objective-C are not reserved outside. These are

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| in | Out | inout | oneway | byref | bycopy |

Keyword for memory management in Objective-C

These are looking as keywords but infact these are methods of root class NSObject.

|  |  |  |  |
| --- | --- | --- | --- |
| alloc | retain | release | nsautorelease |

Some other keywords:

1. bool is a keyword used in objective-C but its value is YES or NO. In C and C++ it has value either TRUE or FALSE.

2. 'super' and 'self' can be treated as keywords but self is a hidden parameter to each method and super gives the instructions to the compiler that how to use self differently.

2.6 Blank line – A physical line of code, which contains any number of white space characters (spaces, tabs, form feed, carriage return, line feed, or their derivatives).

2.7 Comment line – A comment is defined as a string of zero or more characters that follow language-specific comment delimiter.

Objective C comment delimiters are “//” and “/\*”. A whole comment line may span one or more lines and does not contain any compilable source code. An embedded comment can co-exist with compilable source code on the same physical line. Banners and empty comments are treated as types of comments.

2.8 Executable line of code - A line that contains software instruction executed during runtime and on which a breakpoint can be set in a debugging tool. An instruction can be stated in a simple or compound form.

An executable line of code may contain the following program control statements:

-Selection statements (if, *?* operator, switch)

-Iteration statements (for, while, do-while)

-Empty statements (one or more “;”)

-Jump statements (return, goto, break, continue, exit function)

-Expression statements (function calls, assignment statements, operations, etc.)

-Block statements

NOTE: See Section 3 of this document for examples of control statements.

An executable line of code may not contain the following statements:

-Compiler directives

-Data declaration (data) lines

-Whole line comments, including empty comments and banners

-Blank lines

Examples Of LOGICAL SLOC Counting

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Executable lines |  |  |  |  |
| SELECTION STATEMENTS |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| ESS1 | if, else if, else and  nested if statements | if (<boolean expression>)  <statements>;  if (<boolean expression>) <statement>;  else <statement>;  if (<boolean expression>)  <statements>;  else if (<boolean expression>)  <statements>;.  .  .  else <statements>;  if (<boolean expression>)  {  <statements>;  }  else  {  <statements>;  }  NOTE: complexity is not considered, i.e. multiple “&&” or “||” as part of the expression. | if (x != 0)  NSLog(@“non-zero”);  if (x > 0) NSLog(@“positive”);  else NSLog(@“negative”);  if (x == 0)  NSLog(@“zero”);  else if (x > 0)  NSLog(@“positive”);  else  NSLog(@“negative”);  if ((x != 0) && (x > 0))  NSLog(@“%i”, x);  if (x != 0)  {  NSLog(@“non-zero”);  }  else  {  NSLog(@“zero”);  } | 1  1  2  1  1  1  1  1  0  1  1  1  1  0  1  0  0  0  1  0 |
| ESS2 | ? operator | Exp1?Exp2:Exp3 | x > 0 ? NSLog(@“+”) : NSLog(@“-”); | 1 |
| ESS3 | switch and  nested switch statements | switch (<expression>)  {  case <constant 1> :  <statements>;  break;  case <constant 2> :  <statements>;  break;  case <constant 3> :  <statements>;  break;  default  <statements>;  } | switch (number)  {  case 1:  case 11:  foo1();  break;  case 2:  foo2();  break;  case 3:  foo3();  break;  default  NSLog(@“invalid case”);  } | 1  0  0  0  1  1  0  1  1  0  1  1  0  1  0 |
| ESS4 | @try-@catch | @try  {  // code that could @throw  // an NSexception  }  @catch (NSexception-declaration)  {  // code that executes when  // exception-declaration is thrown  // in the try block  } | @try  {  NSLog(@ "Calling func \n");  MyFunc();  }  catch (NSException e)  {  NSLog(@ " “Error: “e;  )} | 1  0  1  1  0  1  0  1  0 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| ITERATIONS STATEMENTS |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| EIS1 | for | for (initialization; condition; increment) *statement*;  NOTE: “for” statement counts as one, no matter how many optional expressions it contains, i.e.  for (i = 0, j = 0; i < 5, j < 10; i++, ,j++) | for (i = 0; i < 10; i++)  NSLog(@“%i”, i);  for (i = 0; i < 10; i++)  {  NSLog(@“%i”, i);  } | 1  1  1  0  1  0 |
| EIS2 | empty statements  (could be used for time delays) | for (i = 0; i < SOME\_VALUE; i++) ; | for (i = 0; i < 10; i++) ; | 2 |
| EIS3 | while | while (<boolean expression>) <statement>; | while (i < 10)  {  NSLog(@“%i”, i);  i++;  } | 1  0  1  1  0 |
| EIS4 | do-while | Do  {  <statements>;  } while (<boolean expression>); | Do  {  ch = getchar();  } while (ch != ‘\n’); | 0  0  1  1 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| JUMP STATEMENTS  (are counted as they invoke action – pass to the next statement) |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| EJS1 | return | return *expression*; | if (i == 0) return; | 2 |
| EJS2 | goto, label | goto *label*;  .  .  label: | loop1:  x++;  if (x < y) goto loop1; | 0  1  2 |
| EJS3 | break | break; | if (i > 10) break; | 2 |
| EJS4 | exit function | void exit (int return\_code); | if (x < 0) exit (1); | 2 |
| EJS5 | continue | continue; | while (!done)  {  ch = getchar();  if (char == ‘\n’)  {  done = true;  continue;  }  } | 1  0  1  1  0  1  1  0  0 |
| EXPRESSION STATEMENTS |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| EES1 | function call | [<function\_name> <parameters> ]; | [read\_file name]; | 1 |
| EES2 | assignment statement | <name> = <value>; | x = y;  char name[6] = “file1”;  a = 1; b = 2; c = 3; | 1  1  3 |
| EES3 | empty statement  (is counted as it is considered to be a placeholder for something to call attention) | one or more “;” in succession | ; | 1 per each |
| BLOCK STATEMENTS |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| EBS1 | block = related statements treated as a unit | /\* start of block \*/  {  <definitions>  <statement>  }  /\* end of block \*/ | /\* start of block \*/  {  i = 0;  NSLog(@“%i”, i);  }  /\* end of block \*/ | 0  0  1  1  1  0 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| declaration (data) lines |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| DDL1 | function prototype, variable declaration,  struct declaration  typedef  interface  implementation | <type> <name> ( < parameter\_list> );  <type> <name>;  struct <name>  {  <type> <name>;  <type> <name>;  }  struct  {  <type> <name>;  <type> <name>;  } <name>;  typedef <type> <name>;  typedef struct <name>  {  <type> <name>;  …  } <struct\_name>;  <type> <name> ( < parameter\_list> )  {  …  }    @interface <name>: <super>{  <type> <name>;  <type> <name>; }  @implementation <name>  -<type> name{  ...  };  } | void foo (int param);  double amount, price;  int index;  struct S  {  int x;  int y;  };  struct  {  int x;  int y;  } S;  typedef int MY\_INT;  typedef struct S  {  int i;  char ch;  } <struct\_name>;  void main()  {  NSLog(@“hello”);  }  @interface Fraction: NSObject {  int numerator;  int denominator;  }  @implementation Fraction -(void) print {  NSLog(@ "hello” ); } | 1  1  1  0  0  1  1  1  0  0  1  1  2  1  0  0  1  1  2  0  0  1  1 |
| compiler directives |  |  |  |  |
| ID | Statement Description | General Form | Specific Example | SLOC Count |
| CDL1 | directive types | #define <name> <value>  #import <library\_name> | #define MAX\_SIZE 100  #import <NSString> | 1  1 |