**COCOMO MODEL**

* The **Constructive Cost Model** (COCOMO) is a procedural *cost estimate* model for software projects that was created by **Barry Boehm** in the 1970s.
* A step-by-step process includes attention to planning and requirements, system design, detail design, module code and testing, integration and testing, and estimation.
* In general, COCOMO provides a helpful framework to try to determine the cost and scope of a software project.

**COCOMO has three different models:**

* Basic model
* Intermediate model
* Detailed model

**BASIC MODEL:**

* Basic COCOMO computes software development effort (and cost) as a function of program size. Program size is expressed in estimated thousands of **source lines of code** ([SLOC](https://en.wikipedia.org/wiki/Source_lines_of_code), [KLOC](https://en.wikipedia.org/wiki/Source_lines_of_code#Related_terms)).
* Basic COCOMO is good for quick, early, rough order of **magnitude estimates** of software costs.

**SOURCES LINES OF CODE:**

* One SLOC is one logical line of code
* Declarations are counted as SLOC
* Comments are not counted as SLOC

**Equations For Basic COCOMO Model**

Effort Applied (E) = ab(KLOC)bb [ [man-months](https://en.wikipedia.org/wiki/Man-month) ]

Development Time (D) = cb(Effort Applied)db [months]

People required (P) = Effort Applied / Development Time [count]

**COCOMO applies to three classes of software projects:**

1. **Organic Projects -** "small" teams with "good" experience working with "less than rigid" requirements
2. **Semi-detached Projects -** Intermediate (in size and complexity) **“**medium" teams with mixed experience working with a mix of rigid and less than rigid requirements.
3. **Embedded Projects -**