| | Definition | Low End {1, 2} | Medium {3, 4} | High End {5, 6} |
|--------|--|--|--|---|
| flex | development flexibility | development process rigorously defined | some guidelines, which can be relaxed | only general goals defined |
| pmat | process maturity | CMM level 1 | CMM level 3 | CMM level 5 |
| prec | precedentedness | we have never built this kind of software before | somewhat new | thoroughly familiar |
| resl | architecture or risk resolution | few interfaces defined or few risks eliminated | most interfaces defined or most risks eliminated | all interfaces defined or all risks eliminated |
| team | team cohesion | very difficult interactions | basically co-operative | seamless interactions |
| асар | analyst capability | worst 35% | 35% - 90% | best 10% |
| аехр | applications experience | 2 months | 1 year | 6 years |
| cplx | product complexity | e.g. simple read/write statements | e.g. use of simple interface widgets | e.g. performance-critical embedded systems |
| data | database size (DB bytes/SLOC) | 10 | 100 | 1000 |
| docu | documentation | many life-cycle phases not documented | | extensive reporting for each life-cycle phase |
| Itex | language and tool-set experience | 2 months | 1 year | 6 years |
| рсар | programmer capability | worst 15% | 55% | best 10% |
| pcon | personnel continuity (% turnover per year) | 48% | 12% | 3% |
| plex | platform experience | 2 months | 1 year | 6 years |
| pvol | platform volatility | 12 months/1 month | 6 months/2 weeks | 2 weeks/2 days |
| rely | required reliability | errors are slight inconvenience | errors are easily recoverable | errors can risk human life |
| ruse | required reuse | none | multiple program | multiple product line |
| sced | dictated development schedule | deadlines moved to 75% of the original estimate | no change | deadlines moved back to 160% of original estimate |
| site | multi-site development | some contact: phone, mail | some email | interactive multi-media |
| stor | required % of available RAM | N/A | 50% | 95% |
| time | required % of available CPU | N/A | 50% | 95% |
| tool | use of software tools | edit, code, debug | | integrated with life cycle |
| months | construction effort in months | 1 month = 152 hours (incl | udes development & mana | agement hours) |