COCOMO II - Constructive Cost Model

Model(s)
COCOMO ▼
Monte Carlo Risk Off ▼
Auto Calculate Off ▼

Software Size   Sizing Method | Function Points ▼ |

Unadjusted Function Points | 251 | Language | Java ▼ |

Software Scale Drivers

Precedentedness	Nominal ▼	Architecture / Risk Resolution	Low ▼	Process Maturity	Nominal ▼
Development Flexibility	High ▼	Team Cohesion	High ▼		

Software Cost Drivers

Product

Required Software Reliability	Nominal ▼
Data Base Size	Low ▼
Product Complexity	Very Low ▼
Developed for Reusability	Nominal ▼
Documentation Match to Lifecycle Needs	Nominal ▼

Personnel

Analyst Capability	High ▼
Programmer Capability	High ▼
Personnel Continuity	Low ▼
Application Experience	High ▼
Platform Experience	High ▼
Language and Toolset Experience	High ▼

Platform

Time Constraint	High ▼
Storage Constraint	Nominal ▼
Platform Volatility	Low ▼

Project

Use of Software Tools	High ▼
Multisite Development	High ▼
Required Development Schedule	Nominal ▼

Maintenance | Off ▼ |

Software Labor Rates

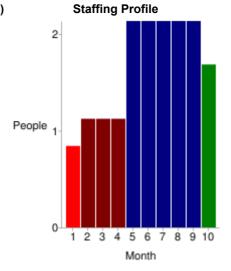Cost per Person-Month (Dollars) | 1750 |

[Calculate]

Results

Software Development (Elaboration and Construction)

Effort = 16.1 Person-months
Schedule = 9.2 Months
Cost = $28206

Total Equivalent Size = 13303 SLOC

Staffing Profile

Acquisition Phase Distribution

Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	1.0	1.1	0.8	$1692
Elaboration	3.9	3.4	1.1	$6769
Construction	12.2	5.7	2.1	$21437
Transition	1.9	1.1	1.7	$3385

Software Effort Distribution for RUP/MBASE (Person-Months)

Phase/Activity	Inception	Elaboration	Construction	Transition
Management	0.1	0.5	1.2	0.3
Environment/CM	0.1	0.3	0.6	0.1
Requirements	0.4	0.7	1.0	0.1
Design	0.2	1.4	2.0	0.1
Implementation	0.1	0.5	4.2	0.4

| Assessment | 0.1 | 0.4 | 2.9 | 0.5 |
| Deployment | 0.0 | 0.1 | 0.4 | 0.6 |

Your output file is http://csse.usc.edu/tools/data/COCOMO_December_8_2018_19_30_57_611979.txt

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