SPMP 2.1 - Historical Data

1. Overview

This document describes the historical data used for SPMP section 2.0 to estimate lines of code per hour.

1. Estimation Methodology
   1. Lines of Code / Hour
      1. Overview
         1. Each team member reviewed previous projects they had completed. They counted lines of code and divided by the estimated hours spent to come up with an average lines of code per hour.
      2. Projects Reviewed
         1. Any project-type assignments completed in any college programming courses from CIS200 (or equivalent) and higher-level courses.
      3. Programming Languages Considered
         1. C++
      4. Exclusions
         1. Assignments completed prior to CIS200
            1. Team Feynman felt these assignments were not a representative measurement of lines of code, as in CIS200 and more advanced classes, a much deeper understanding of code and programming was obtained.
         2. Non-project type assignments, such as labs
            1. Team Feynman felt these were a less representative sample for the average, as the lines of code tended to be much lower and the problems were often of trivial complexity.
      5. Formula

Where denotes the number of projects, denotes the lines of code for a specific project, denotes the estimated amount of time spent writing the code (by the team member's own recollection) and denotes an instance of a specific project.

* + 1. Team Results of Historical Data Calculation - Lines of Code / Hour
       1. Durwin Johnson - 35
       2. Erik Johnson - 63
       3. Alex Pope - 40
       4. Cindy Samano - 40