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**Beware of Counting LOC Summary**

**Important Points from Article**

* “Since one of the primary purposes of counting LOC is to determine how big a system might be before we go and build it—say as an input to a project estimation process—we are presented with a dilemma.” [21]
* “The standard International Function Points User Group (IFPUG) FPts approach involves counting and weighting input, output, and data storage elements with an adjustment thrown in for some aspects of the environment in which the system will operate.” [21]
* “Since many methods employ exponential equations based on size input, any variance on the input predicted size tends to be compounded on the projected output.” [22]
* “Interestingly, if we look at any of our software size measures, we see we are not counting knowledge at all—we are really sizing the substrate on which the knowledge is placed.” [22]
* “Sometimes, metrics will contra-indicate the condition and must be explained. So it is with LOC or any other system size measure.” [23]
* “Real-time systems factors are lower because such systems have a higher density of knowledge than business systems—we have to learn more about them to make them work.” [23]
* “…it sometimes turns out that the most productive phase is project management and the least productive is programming due to the high effort in that phase” [23]
* “For estimation purposes LOC does not mean “line of code,” it means “line of commented, test-code-written, requirements gathered, planned, designed…code.” This is not the same as LOC.” [24]
* “We have to count something and executable LOC are countable, albeit too late to really be useful in early estimating.” [24]

**Things I Didn't Agree With**

“What we really want to measure is our lack of knowledge which, of course, we don’t know.” [22]

I don’t agree with this statement because I believe we shouldn’t measure what developers know. It is important to know what developers don’t know and understand so we can train and teach them. But measuring it as a valid number is not right. There is always something developers don’t know. That is why we are here; to learn. Instead we should measure something that is positive and more rewarding.

**Things I Did Not Understand**

I understood everything.