Dear Mr/Ms Project Leader,

would you be interested in

a method of measuring your software's functional requirements that you can use:

- as the key input to project effort and duration estimates;
- to control requirements 'scope creep';
- equally well at the level of components and/or user stories, and at the levels of sprints, releases and sub-systems, to the size of the whole system;
- to support other project tasks such as requirements quality control, test and maintenance planning, etc.

...that works for business, real-time application and infrastructure software;

- in any layer of a software architecture;
- based on fundamental software engineering principles so you can easily map from your modeling technique, e.g. UML, or from a tool like Simulink or Statemate;
- for which comprehensive benchmark data are available (via www.isbsg.org);

... and which is a completely 'open' method, fully documented and available for <u>free</u> download (from <u>www.cosmicon.com</u>).

... If 'yes', you're interested, then take a closer look at the COSMIC method

- It is applicable for new development software projects or for enhancement projects, independently of the technology used and of the development methods used;
- has been accepted as an International Standard ISO/IEC 19761
- is the first such method designed and maintained by an international group of software metrics experts.

Compared to '1st Generation' functional size measurement methods such as 'Function Point Analysis', the COSMIC method:

- is completely stable due to its basic design principles which have not changed since the method was first published in 2000. This means that an organization's investment in existing measurements is safeguarded and that the method will continue to work for future software paradigms. COSMIC is 'future-proof'.
- has a continuous open-ended measurement scale with no artificial size cut-offs.
 Consequently all mathematical manipulations of COSMIC size measurements are valid.

COSMIC



The next generation in functional size measurement

● I®I

The COSMIC method is very well supported:

- comprehensive documentation: the main 'Measurement Manual' (in twelve languages), a 'Method Overview' and Quick Reference Guides;
- guidelines that describe how to apply the method to specific types of software, e.g. data warehouse, real-time software or SOA architectures, or for specific project management approaches, like agile development;
- case studies, and tools for collecting and reporting measurement data;
- guidelines for assuring the accuracy and the comparability of measurements;
- documented variants for approximate COSMIC sizing that can be used early in the life of a project when all the details for the requirements have not yet been established, or for quick size measurement;
- vendor services including suppliers of training, consultancy, estimating tools, etc;
- certification examinations that can be organized in any country;
- research papers and presentations on the use of the method in many different ways, conversion from 1st generation FSM methods to COSMIC, etc;
- active user groups on Linkedin ('COSMIC Users') and Twitter (@COSMIC_FSM),
- news and facts on the www.cosmicon.com site as well as periodic newsletters.

Many organizations are using the COSMIC method to help measure project performance and for estimating.

- many software houses around the world;
- banks and insurance companies, telecoms operators, retailers;
- automotive manufacturers for their embedded control software;
- other suppliers of real-time software in avionics, electronics, telecoms, process control, etc.;
- the European Union, national and local government organizations;
- the US Government <u>Accountability</u> Office (GOA) 'Cost Estimating and Assessment Guide' lists the COSMIC method as a <u>best practice for estimating software costs</u>.

Use of the method is now growing very rapidly. The number of downloads of the **Measurement Manual** from <u>www.cosmicon.com</u> rose from just over 2,000 at the beginning of 2012 to 11,000 by May 2013.

So why not give it a try? It is really easy to learn and use!