



# COCOMO MODEL

**Estimating Efforts and Cost**

**Group-5**

# cocomo model

## Constructive Cost Model

An algorithm software cost estimation model developed by **Barry Boehm** published in 1981

### Applies on 3 classes of software projects :

- **Organic project**

- Small team
- Good experience
- Less rigid requirements

Example : Inventory management system

- **Semi-detached**

- Medium sized team
- Mixed experience
- Mixed rigidity

Example : DB design & OS development

- **Embedded project**

- Combination of organic & semi-detached

Example : Banking software or Traffic control software

# What are the types of COCOMO?

## 1. Basic cocomo:

- a. Static model
- b. Single-valued
- c. Computes development effort as function of size expressed in estimated LOC
- d. Estimates effort roughly
- e. Estimation accuracy less

## 1. Intermediate:

- a. Computes software development effort as a function of program size
- b. Cost drivers includes product, hardware, personnel, project attributes

# What are the types of COCOMO?

## Cost Drivers:

1. Product attributes
2. Hardware attributes
3. Personal attributes
4. Project attributes

## 3. Detailed Model :

1. Planning and requirements
2. System design
3. Detailed design
4. Module code and test
5. Integration & test
6. Cost constructive model

# Number of user inputs

Those items provided by the user that describe individual application-oriented data (such as screen)

For our project we get 10 Inputs by counting

# Number of user outputs

Each user output that provides application-oriented information to the user is counted. (such as reports and messages, rather than the individual components of these)

For our project we get 6 Outputs by counting

# Number Of User Inquiries

An inquiry is defined as an on-line input that results in the generation of some immediate software response in the form of an on-line output. Each distinct inquiry is counted. For example : List of hostels .

or example, if you use a software to find a hostel to stay, you can type in the name of the city and the date, and the software will show you a list of hostels that are available. That is an inquiry, and you count how many different inquiries the software can handle. This helps you measure how useful and complex the software is.

# Number of files

Each logical master file. It's mainly Database . For example :

1. User Perspective
2. Room Offering
3. Payment
4. Supplier



# Number of external interfaces

All machine readable interfaces (e.g., data files on tape or disk) that are used to transmit information to another system are counted. For example :

**1.Google API**

**2.FB API**

**3.BKASH**

**4.DBBL**

# Step 1:

## Information Domain Values

Measurement Parameter	Count		Simple <input type="radio"/>	Average <input checked="" type="radio"/>	Complex <input type="radio"/>		Total
Number of user inputs	<input type="text" value="10"/>	X	3	4	6	=	<input type="text" value="40.00"/>
Number of user outputs	<input type="text" value="6"/>	X	4	5	7	=	<input type="text" value="30.00"/>
Number of user inquiries	<input type="text" value="8"/>	X	3	4	6	=	<input type="text" value="32.00"/>
Number of files	<input type="text" value="4"/>	X	7	10	15	=	<input type="text" value="40.00"/>
Number of external interfaces	<input type="text" value="4"/>	X	5	7	10	=	<input type="text" value="28.00"/>
Count=Total							<input type="text" value="170.00"/>

Count Total

## Step 2

### Complexity Weighting Factors

// heading of the second table Rate each factor on a scale of 0 to 5:

(0 = No influence, 1 = Incidental, 2 = Moderate, 3 = Average, 4 = Significant, 5 = Essential):

Question	0	1	2	3	4	5
1. Does the system require reliable backup and recovery?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
2. Are data communications required?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
3. Are there distributed processing functions?	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
4. Is performance critical?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
5. Will the system run in an existing, heavily utilized operational environment?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
6. Does the system require on-line data entry?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
7. Does the on-line data entry require the input transaction to be built over multiple screens or operations?	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
8. Are the master file updated on-line?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
9. Are the inputs, outputs, files, or inquiries complex?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
10. Is the internal processing complex?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>
11. In the code designed to be reusable?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>
12. Are conversion and installation included in the design?	<input type="radio"/>	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
13. Is the system designed for multiple installations in different organizations?	<input checked="" type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>
14. Is the application designed to facilitate change and ease of use by the user?	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input type="radio"/>	<input checked="" type="radio"/>
<b>Total</b>						
40.00						

Show Total of weighting Factor

## Step 3: Calculating LOC

- The end user should select a programming language.
- Once the programming language is selected, then the end user can calculate the Line Of Code (LOC).

Programming Language	LOC/FP (average)	Select
Assembly Language	320	<input type="radio"/>
C	128	<input type="radio"/>
COBOL	105	<input type="radio"/>
Fortran	105	<input type="radio"/>
Pascal	90	<input type="radio"/>
Ada	70	<input type="radio"/>
Object-Oriented Languages	30	<input checked="" type="radio"/>
Fourth Generation Languages (4GLs)	20	<input type="radio"/>
Code Generators	15	<input type="radio"/>
Spreadsheets	6	<input type="radio"/>
Graphical Languages (icons)	4	<input type="radio"/>

**LOC/FP:**

# Step 4: Calculate the Effort & Duration

**Organic Model:** Small, simple software projects where a small but experienced team works to set of less rigid requirements.

$$E = 2.4 * (KLOC)^{1.05}$$

$$D = 2.5 * (E)^{0.38}$$

**Semi-Detached Model:** An intermediate software model where teams with mixed experience must meet a mix of rigid and less than rigid requirements.

$$E = 3.0 * (KLOC)^{1.12}$$

$$D = 2.5 * (E)^{0.35}$$

**Embedded Model:** A software project which will must be developed within tight hardware, software & operational constraints.

$$E = 3.6 * (KLOC)^{1.20}$$

$$D = 2.5 * (E)^{0.32}$$

## Step 4 :

Software Project	$a_b$	$b_b$	$c_b$	$d_b$	Select
Organic	2.4	1.05	2.5	0.38	<input type="radio"/>
Semi-detached	3.0	1.12	2.5	0.35	<input checked="" type="radio"/>
Embedded	3.6	1.20	2.5	0.32	<input type="radio"/>

Calculate Effort and Duration

$$\text{Effort (E)} = a_b(\text{KLOC})^{b_b} = 19.65 \quad \text{Duration (D)} = c_b(E)^{d_b} = 7.09$$

Reset Data

Average staff size=  $(E/D) = (19.65/7.09) = 2.77 \sim 3.00$  person-month.

If the salary of a developer = **30,000** BDT

Total cost including overhead will be =  $(30,000 * 3) * (2) * (7.09) = 12,76,200$  BDT

# Advantages Of COCOMO Model

- Easily Understandable.
- More predictable & accurate.
- The Drivers are very supportive to understand the impact on different factors that affect project costs.
- Accounts for various factors that affect cost of the project.

# Disadvantages of COCOMO Model

- Ignores Documentation & requirements.
- Dependent on the amount of time spent in each phase.
- Ignores skills ,co-operation, knowledge & parameters.
- Hardware requirements are denied.
- Personal turnover levels aren't used.



# Thank You