Costs/Factor	Effect	Quantified Data	Fig. 4	Effect Size	Study	Qualitative Support
		Clone & own Strategy				
Development	Decreased	35% of reused code		-35%	[29]	[3, 36, 56]
		50–80% reused code			[31]	
Adaptation	Increased					[18]
Maintenance	Increased					[18, 36, 42]
Maintenance	Decreased					[2, 3, 36]
Productivity	Improved			+37%	[29]	[47]
Productivity	Indecisive				[23]	
Bugs identified	Reduced			-35%	[29]	
				-66.7%	[47]	
Time to market	Reduced			-30%	[47]	[2, 19, 32]
		Factors of three to five			[31]	
		Migration				
Adoption	Investment	4 PM pilot → 2 products; 12 PM → 23 products		0.5 PM/product	[5, 30]	
		36 months 80% code → 12 months 100% code → 24 months platform (tools, FM)		—	[22]	
		>3 months; tool train. 8.67%, FM 8.67%, DA 17.83%, FM 5.67%, IMPL 47.5%, OTH 11.67%			[45]	
		$235,200; 14.5 PM ($336,000) beforehand			[21]	
		4.2 PY			[57]	
		break even after eight months			[35]	
Staffing	Reduced		**S:**	-66.6%	[42]	
		20 instead of 150	**S:**	-86.7%	[43]	
			S:	-75%	[48]	
Staffing	Increased					[37]
Development	Reduced	(Products)	**VD:**	-50%	[5, 30]	[20, 53]
		<300 a year over 1,600 to >2,500	**VD:**	-88–-81%	[22]	
		40-70% reuse			[33, 34]	
		70% reuse			[48]	
			VD:	-67%	[48]	
Development	Equal					[37]
		42-60% code reuse			[31]	
Bugs identified	Reduced	∼80 a year down to ∼40	**IB:**	-50%	[22]	
			IB:	-23.6%	[47]	
Testing costs	Reduced	-$908.100			[21]	
		Saved $80 + $39 million + integration testing costs over 3 years			[27]	
			QA:	-96%	[48]	
Maintenance	Reduced	Code base from 11,985 to 10,584 SLOC		-17%	[39]	[10, 20, 41]
		-$1.98 million (removed code redundancy/cloned units)			[21]	
		Code size for component from 91,106 LOC to 31,932		-65%	[57]	
Maintenance	Equal		**QA:**	0%		[37]
Derivation	Reduced	1 day → 1 hour		-95.83%	[28]	
		-$630.900 (build cost), -$334.400 (fewer build fails), -$4.28 million (distribution/scoping)			[21]	
Release	Increased	2.5 PM ($58,800) per product release (slight increase)			[21]	[27, 42]
Integration	Reduced					[28]
Productivity	Increased	improvement of 3 to 5		+200–400%	[48]	[28, 42]
Time to market	Reduced	24 → 10 months, 19 → 8, 17 → 5	**TM:**	-57.9%–-70.6%	[20]	[37]
		90 days estimated to be 2.5 times faster	**TM:**	-60%	[33, 34]	
		2 years → 3 months	**TM:**	-87.5%	[42]	
		3 years → 1.5 years → 3.5 months	**TM:**	-90.3%	[43]	
Overall	Reduced	-$3.67 million → -$4.23 million a year	**Total:**	-7–-3%	[21, 47]	
		Savings of 8.8 PY, ROI: 110%	**Total:**	-52.3%	[57]	
		break even after 3 products			[34]	
		savings of $166 million over 4 years			[26]	

Costs/Factor	Effect	Quantified Data	Fig. 4	Effect Size	Study	Qualitative Support
		Platform Strategy				
Adoption	Investment	26 man-months (6 products), $0.3 million			[44]	[8]
		107 man-months, $1.3 million			[44]	
		2 PM			[9]	
		$3.5 million			[15]	
		break even after 2 years			[14, 24]	
		break even after 5 products			[55]	
Integration	Reduced	$0.07 million compared to $0.36 million of developing anew		-80.56%	[44]	[7, 12, 51]
		Builds in weeks instead of months			[11, 14]	
	Increased	119% of developing not for reuse	**FD:**	+19%	[44]	
		$12.56 per LOC compared to $10 (estimated)	**FD:**	+20.4%	[15]	
Development	Reduced	6,728 SLOC saved from 217 KSLOC		-3.1%	[7, 14]	[3, 4, 12, 49, 52]
		31% & 38% code reuse for one product		-38% & -31%	[44]	
		5–10% of single system (190 PM)	**VD:**	-90–95%	[9, 13]	
		Code size reduced by 34–88% (76% for concrete product)		-34–-88%	[11]	
		Almost 80% reuse, cost ratio of 20% compared to 65%	**VD:**	-45%	[8]	
			VD:	-50%	[15]	
			VD:	-10–-30%	[14]	
		over 75% reuse		-25%	[14]	
			VD:	-66.7%	[51]	
		effort reduced by a factor of 6 on average	**VD:**	-83.3%	[54]	
Development	Indecisive	Saved 43.3 man-days, lost 31.5 days (drastic exception)			[44]	
Development	Increased	111% of costs developing for reuse	**FD:**	+11%	[44]	
		160% of costs developing for reuse	**FD:**	+60%	[54]	
		150% developing assets	**FD:**	+50%	[4]	
		25% costs of reusing		+25%	[4]	
Maintenance	Reduced	54 man-months, $0.7 million			[44]	[3, 7, 12, 48, 55]
		99 man-months, $1.3 million			[44]	
			QA:	-60%	[54]	
			QA:	-60%	[55]	
Staffing	Reduced	10x products, 5x developers	**S:**	-50%	[22]	[21, 38]
		25% of the staff	**S:**	-75%	[1]	
		15 compared to 100	**S:**	-85%	[11, 14]	
			S:	-75%	[16]	
			S:	-90%	[1]	
		50 developers in contrast to 200	**S:**	-75%	[14]	
			S:	-75%	[14]	
Dependencies	Increased					[6]
Productivity	Improved	0.7 & 1.1 KSLOC/man-month		+40% & +57%	[44]	[8]
		3.6 instead of 1 product		360%	[14]	
Productivity	Indecisive	100% LOC/man-month → 135% (1 year) → 78% (5 years)		-22–+35%	[46]	
Bugs identified	Reduced	1.3 & 2.0 bugs/KSLOC (single examples)		-24% & -51	[44]	[12, 49]
			IB:	-96%	[1]	
			IB:	-90%	[11, 14]	
		defects cut in half	**IB:**	-50%	[1]	
			IB:	-90%	[1]	
Time to market	Reduced	21 instead of 36 months	**TM:**	-42%	[44]	[4, 14, 25, 52, 55]
		1/3 of the time	**TM:**	-66.7%	[1]	
			TM:	-50%	[11, 14]	
		From years to months			[15]	
		1 year down to 1 week	**TM:**	-98.1%	[1]	
		over 50% reduction	**TM:**	-50%	[1]	
			TM:	-71.7%	[51]	
			TM:	-50%	[54]	
		2-4 more times would be needed otherwise	**TM:**	-50–-75%	[55]	
Quality	Reduced	Savings in second year of $0.06 million			[44]	[51]
Release	Reduced	Installation from 16 hours → 15 min		-98.4%	[38]	[14]
Overall	Reduced	80 man-months, $1 Mil; saved 328 man-months, $4.1 Mil; ROI 410%, break even: 2 years		-80.39%	[44]	[50]
		206 man-months, $2.6 Mil; saved 446 man-months, $5.6 Mil; ROI 216%, break even: 6 years	**Total:**	-53.81%	[44]	
			Total:	-50%	[11, 14]	
		Savings of over $300 million			[12]	
		Savings of $15 million			[15]	
		12 instead of 3 products	**Total:**	-75%	[1]	
		$4 million of savings a year			[1]	
		savings of $340 million over eight years			[17, 40]	

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