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	Software Measurement
	Direct neasures -> length Indirect neasures -> quality of software
	Direct Measure
	(LOC) -> Line of lode Speed of execution, amount of money used, number of defects reported
	Indirect measures
1 1 1 1	"abilities" of the software functionality Complexity feliability fobustness
	Size Oriented Motories
	It is computed by normalizing quality and for productivity neasures while considering the eige of the software generated.

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	Broject	linosof	Cherrone (persons months)	(1000 \$)	pages of document	enguores	beforts	people	
	~	1200	24	168	365	134	29	3	
	B	2700	62	440	1200	320	86	5	
	Y	20000	40	314	1000	256	60	6	
$\rightarrow$	We can derive corrors/LOC, Defecte/LOC, \$(money)/LOC and pages of document/LOC.  Usage of LOC as a normalizing constant is debatable								
<b>→</b>	Saftware measurement can be categorized in two								
a)	prod	and el ust in	fort of	ipplied ines of memos	ncludes Direct Lode (LC Ly size rifiéd)	measu DC) p	roduced def	ed,	
ly)			200	1000000	include ncy, re	District the state of the state	200		
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			33.3	Chill.			177		
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73. 34.	Size Driented Meterics
	They are derived by normalizing quality and/or peroductivity measures by considering the size of the software that has been produced.
	from the rudimentary data contained in the previous table, a set of simple size-oriented metrics can be developed for each project;
→ → →	Errors per KLOC (thousand lines of code) Defects per KLOC \$ per LOC Page of documentation per KLOC.
0)	Size-Oriented metrics are not universally accepted as the best way to measure the perocess of IW development.
b)	Most of the controversy is about using "LOC" for normalizing.
c)	Proponents claim that 'LOC' is an artifact of all SW projects that can be easily winted
d)	Sprogramming language dependent and they penalize well-designed but short programs

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that they can't easiely accommodate non- procedural languages and that their use in estimation requires a level of detail that may be difficult to achieve.	