Perl CodeCount™ Counting Standard

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Revision Sheet

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1. Definitions

1.1. **SLOC –** Source Lines of Code is a unit used to measure the size of software program. SLOC counts the program source code based on a certain set of rules. SLOC is a key input for estimating project effort and is also used to calculate productivity and other measurements.

1.2. **Physical SLOC –** One physical SLOC is corresponding to one line starting with the first character and ending by a carriage return or an end-of-file marker of the same line, and which excludes the blank and comment line.

1.3. **Logical SLOC –** Lines of code intended to measure "statements", which normally terminate by a semicolon (C/C++, Java, C#) or a carriage return (VB, Assembly), etc. Logical SLOC are not sensitive to format and style conventions, but they are language-dependent.

1.4. **Data declaration line or data line –** A line containing declaration of data and used by a compiler or assembler to interpret other elements of the program.

The following table lists the Perl keywords that denote data declaration lines:

my	use	package	local	sub

Perl Data Keywords

1.5. **Compiler Directives –** A statement that tells the compiler how to compile a program, but not what to compile. The following table lists the Perl keywords that denote compiler directive lines:

use	require	package	import
no	do		

Perl Compiler Directives

1.6. **Blank Line –** A physical line of code, which contains any number of white space characters (spaces, tabs, form feed, carriage return, line feed, or their derivatives).

1.7. **Comment Line –** A comment is defined as a string of zero or more characters that follow language-specific comment delimiter.

The Perl comment delimiters is "#". A whole comment line may span one line and does not contain any compilable source code. An embedded comment can co-exist with compilable source code on the same physical line. Banners and empty comments are treated as types of comments.

1.8. **Executable Line of code –** A line that contains software instruction executed during runtime and on which a breakpoint can be set in a debugging tool. An instruction can be stated in a simple or compound form.

- An executable line of code may contain the following program control statements:

  - Selection statements (if, ? operator, switch)
  - Iteration statements (for, while, do-while, until, foreach)
  - Empty statements (one or more ";")
  - Jump statements (return, goto, redo, last, next, exit function, die function)
  - Expression statements (function calls, assignment statements, operations, etc.)
  - Block statements
- An executable line of code may not contain the following statements:
  - Compiler directives
  - Data declaration (data) lines
  - Whole line comments, including empty comments and banners
  - Blank lines

2. Checklist for source statement counts

PHYSICAL SLOC COUNTING RULES			
MEASUREMENT UNIT	ORDER OF PRECEDENCE	PHYSICAL SLOC	COMMENTS
Executable Lines	1	One per line	Defined in 1.8
Non-executable Lines			
Declaration (data) lines	2	One per line	Defined in 1.4
Compiler directives	3	One per line	Defined in 1.5
Comments			Defined in 1.7
On their own lines	4	Not included	
Embedded	5	Not included	
Banners	6	Not included	
Empty comments	7	Not included	
Blank lines	8	Not included	Defined in 1.6

LOGICAL SLOC COUNTING RULES				
NO.	STRUCTURE	ORDER OF PRECEDENCE	LOGICAL SLOC RULES	COMMENTS
R01	"for"," foreach", "while" or "if" statement	1	Count once	"while" is an independent statement
R02	do {…} until (…); statement	2	Count once	Braces {…} and semicolon ; used with this statement are not counted
R03	Statements ending by a semicolon	3	Count once per statement, including empty statement	Semicolons within "for" statements are not counted. Semicolons used with R01 and R02 are not counted
R04	Block delimiters, braces {…}	4	Count once per pair of braces {…}, except where a closing brace is followed by a semicolon, or an opening brace comes after an "else" keyword	Braces used with R01 and R02 are not counted. Function definition is counted once since it is followed by {…}
R05	Compiler Directive	5	Count once per directive	

3. Examples

EXECUTABLE LINES

SELECTION Statement

ESS1 – if, else if, else and nested if statements

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

if (<boolean expression>)
{
<statements>;
}
 	
if (<boolean expression>)
{
<statement>
}
else
{
<statement>;
}
 	
if (<boolean expression>)
{
<statements>;
}
else if (<boolean expression>)
{
<statements>;
}
…
else
{
<statements>;
}
 	
if (<boolean expression>)
{
if (<boolean expression>)
{
<statements>;
}
}
	if ($x != 0)
	{
	print “non-zero”;
	}
	
	if ($x >= 0)
	{
	print “non-negative”;
	}
	else
	{
	print “negative”;
	}
	
	if ($x == 0)
	{
	print “zero”;
	}
	else if ($x > 0)
	{
	print “positive”;
	}
	else
	{
	print “negative”;
	}
	
	if ($x > 0)
	{
	if ($x < 1)
	{
	print $x;
	}
	}
		1
		0
		1
		0
		
		1
		0
		1
		0
		0
		0
		1
		0
		
		1
		0
		1
		0
		1
		0
		1
		0
		0
		0
		1
		0
		
		1
		0
		1
		0
		1
		0
		0

<statement> if (<boolean express.>); NOTE: complexity is not considered, i.e. multiple "&&" or "||", as part of the expression.	$i = 1 if ($i > 10);	2

ESS2 - unless

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

unless (<boolean expression>)
{
  <statements>;
}
 	
unless (<boolean expression>)
{
  <statement>
}
else
{
  <statement>;
}
 	
unless (<boolean expression>)
{
  unless (<boolean expression>)
  {
  <statements>;
  }
}
 	
<statement> unless (<boolean expression>);
 	
NOTE: complexity is not considered, i.e. multiple "&&" or "||" as part of the expression.
	unless ($x != 0)
	{
	  print "non-zero";
	}
	
	unless ($x >= 0)
	{
	  print "non-negative";
	}
	else
	{
	  print "negative";
	}
	
	unless ($x > 0)
	{
	  unless ($x < 1)
	  {
	  print $x;
	  }
	}
	
	$i = 1 unless ($x < 10);
		1
		0
		1
		0
		
		1
		0
		1
		0
		0
		0
		1
		0
		
		1
		0
		1
		0
		1
		0
		0
		
		2

ESS3 – (? : ternary operator)

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
Exp1 ? Exp2 : Exp3	$x > 0 ? print "+" : print "-";	1

ITERATION Statement

EIS1 - for

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

for (initialization; condition;
increment)
{
  statement;
}
 	
NOTE: “for” statements count as one, no matter how many optional expressions it contains, i.e.
for (i = 0, j = 0; i < 5, j < 10; i++,j++)
	for ($i = 0; $i < 10; $i++)
	{
	  $i = 0;
	}
	
	for ($i = 0; $i < 10; $i++)
	{
	  print $i;
	}
		1
		0
		1
		0
		
		1
		0
		1
		0

EIS2 – empty statements (could be used for time delays)

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

for ($i = 0; $i < SOME_VALUE; $i++) {}
 	
while (<boolean expression>) {}
	for ($i = 0; $i < 10; $i++) {}
	
	while ($i < 10) {}
		1
		
		1

EIS3 – foreach

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

foreach <scalar> in <array>
{
  <statements>;
}
	foreach $i in @list
	{
	  print “\$”;
	}
		1
		0
		1
		0

EIS4 – while loops

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

while (<boolean expression>)
{
  <statement>;
}
	while ($i < 10)
	{
	  print $i;
	  $i++;
	}
		1
		0
		1
		1
		0

EIS5 – until loops

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

until (<boolean expression>)
{
  <statements>;
};
	until ($i > 10)
	{
	  print $i;
	  $i++;
	}
		1
		0
		1
		1

EIS6–do-while loops

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
do {	do {	0 0

<statements>; } while (<boolean expression>);	$var = 1; $var++; } while ($var != 10);	1 1 1

EIS7–do-until

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
do { <statements>; } until (<boolean expression>);	do { $var = 1; $var++; } until ($var == 10);	0 0 1 1 1

JUMP Statement

EJS1 – return

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
return expression;	return $i;	1

EJS2 – goto, label

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

goto label;	LOOP:
	$x++;
	if ($x < $y)
	{
	goto LOOP;
	}
		0
		1
		1
		0
		1
		0

EJS3–last

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

last;	for ($i = 10; $i < 20; $i = $i + 1)
	{
	if ($i > 10) {
	last;
	}
	}
		1
		0
		1
		1
		0
		0

EJS4–exit function

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

exit <EXPR>;	sub test
	{
	print “Bye-bye World!”;
	}
	exit test
		1
		0
		1
		0
		1

EJS5–die function

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
die “error message”;	open (FILE, $file) or die “$file cannot open”;	2

EJS6–next

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

next;	$done = 0;
	$var = 1;
	
	while (!$done)
	{
	  if ($var == 2)
	  {
	  $done = 1;
	  next;
	  }
	  $var++;
	}
		1
		1
		
		1
		0
		1
		0
		1
		1
		0
		1
		0

EXPRESSION Statement

EES1 – function call

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
<function_name>(<parameters>);	read_file($name);	1

EES2–assignment statements

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
<name> = <value>;	$x = $y; @name[6] = “file1”; $a = 1; $b = 2; $c = 3;	1 1 3

EES3–empty statement (is counted as it is considered to be a placeholder for something to call attention)

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
one or more “;” in succession	; ;;;	1 3

BLOCK Statement

EBS1 – function call

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT

# start of block 	
{
  <definitions>
  <statement>
}
	# start of block
	{
	  $i = 0;
	  print i;
	}
		0
		0
		1
		1
		0

# end of block	# end of block	0

DECLARATION OR DATA LINES

DDL1 – function prototype, variable declaration

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
$<name> = prototype ("<prototype_name>");	$function_prototype = prototype("my_func");	1
$<scalar name>;	$area;	1
$<scalar name> = <value>;	$strength = 100000000.001;	1
@<array name>;	@array;	1
@<array name> = (<value1>, …);	@array = (1, 2, "Hello");	1
@<array name> = qw/<String without quotes>/;	%array = qw/This is an array/;	1
%<hash name>;	%data;	1
%<hash name> = ("<key1>", <value1>, "<key2>", <value2>, …);	%data = ('John Paul', 45, 'Lisa', 30, 'Kumar', 40);	1
%<hash name> = ("<key1>"=><value1>, "<key2>"=><value2>, …);	%data = ('John Paul' => 45, 'Lisa' => 30, 'Kumar' => 40);	1
%<hash name> = (-<key1>=><value1>, -<key2>=><value2>, …);	%data = (-JohnPaul => 45, -Lisa => 30, -Kumar => 40);	1

COMPILER DIRECTIVES

CDL1 – directive type

GENERAL EXAMPLE	SPECIFIC EXAMPLE	SLOC COUNT
package <package_name>; use <package_name>; require <package_name>	package Foo; use Foo; require Foo;	1 1 1

4. Complexity

Complexity measures the occurrences of different keywords in code baseline. Below table identifies the categories and their respective keywords that are counted as part of the complexity metrics.

Math Functions	Trig	Log	Calculations	Conditionals	Logic	Pre-processor	Assignment
abs	atan2	log	++	if	==	package	=
exp	cos		+	elsif	!=	use	
sqrt	sin		--	case	<	require	
rand	tan		-	while	>		
srand			/	until	<=		
time			*	for	>=		
oct			**	foreach	&&		
hex			>>	unless	||		
int			<<		!		
			%		<=>		
			&		eq		
			|		ne		
			^		lt		
			~		gt		
					le		
					ge		
					and		
					or		
					not		
					cmp		

5. Cyclomatic Complexity

Cyclomatic complexity measures the number of linearly independent paths through a program. It is measured for each function, procedure, or method according to each specific program language. This metric indicates the risk of program complexity and also determines the number of independent test required to verify program coverage.

The cyclomatic complexity is computed by counting the number of decisions plus one for the linear path. Decisions are determined by the number of conditional statements in a function. A function without any decisions would have a cyclomatic complexity of one. Each decision such as an if condition or a for loop adds one to the cyclomatic complexity.

The cyclomatic complexity metric v(G) was defined by Thomas McCabe. Several variations are commonly used but are not included in the UCC. The modified cyclomatic complexity counts select blocks as a single decision rather than counting each case. The strict or extended cyclomatic complexity includes boolean operators within conditional statements as additional decisions.

Cyclomatic Complexity	Risk Evaluation
1-10	A simple program, without much risk
11-20	More complex, moderate risk
21-50	Complex, high risk program
> 50	Untestable program, very high risk

Cyclomatic Complexity Risk Evaluation

For Perl, the following table lists the conditional keywords used to compute cyclomatic complexity.

Statement	CC Count	Rationale
if	+1	if adds a decision
elsif	+1	else if adds a decision
else	0	Decision is at the if statement
unless	+1	unless adds a decision
switch case	+1 per case	Each case adds a decision – not the switch
switch else	0	Decision is at the case statements
for/foreach	+1	for/foreach adds a decision at loop start
while	+1	while adds a decision at loop start or at end of do loop
until	+1	until adds a decision at loop start or at end of do loop
do	0	Decision is at while statement – no decision at unconditional loop
try	0	Decision is at catch statement
catch	+1	catch adds a decision
ternary ? :	+1	Ternary ? adds a decision – : is similar to default or else

Cyclomatic Complexity Counts