COCOMO II - Constructive Cost Model Assessment Software Unfamiliarity Understanding (0-1)Assimilation (0% - 50%)(0% - 8%)

Multisite Development

Required Development Schedule High

Low

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Monte Carlo Risk Off ∨

Auto Calculate Off ∨

3500 Reused 0 0 0 Modified 0 0 0 0 0 0 0 Software Scale Drivers Nominal Architecture / Risk Resolution Process Maturity Precedentedness Low Low ~ High High Development Flexibility Team Cohesion Software Cost Drivers Platform Product Personnel Very High ∨ Required Software Reliability Nominal > Time Constraint Analyst Capability High High Data Base Size Storage Constraint High Programmer Capability High Platform Volatility Nominal Product Complexity High High Personnel Continuity Developed for Reusability High Low Application Experience Project Documentation Match to Lifecycle Needs | Very High > Platform Experience Very High ~ Use of Software Tools High v

Language and Toolset Experience | Nominal >

and

Sizing Method Source Lines of Code V

% Code

Modified

% Integration

Required

% Design

Modified

Software Size

Maintenance Off ∨

New

SLOC

Software Labor Rates Cost per Person-Month (Dollars) 1 Calculate

Results

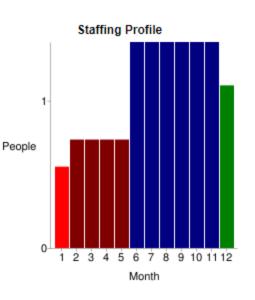
Software Development (Elaboration and Construction)

Effort = 12.7 Person-months Schedule = 11.0 Months Cost = \$12

Total Equivalent Size = 3500 SLOC Effort Adjustment Factor (EAF) = 1.08

Acquisition Phase Distribution

Acquisition Fluse Distribution							
Phase	Effort (Person- months)	Schedule (Months)	Average Staff	Cost (Dollars)			
Inception	0.8	1.4	0.6	\$1			
Elaboration	3.0	4.1	0.7	\$3			
Construction	9.6	6.9	1.4	\$10			
Transition	1.5	1.4	1.1	\$2			



Software Effort Distribution for RUP/MBASE (Person-Months)

I Hase/Activity	псериоп	Liaboration	Construction	Transition
Management	0.1	0.4	1.0	0.2
Environment/CM	0.1	0.2	0.5	0.1
Requirements	0.3	0.5	0.8	0.1
Design	0.1	1.1	1.5	0.1
Implementation	0.1	0.4	3.3	0.3
Assessment	0.1	0.3	2.3	0.4
Deployment	0.0	0.1	0.3	0.5

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