



# **Ruby CodeCount™**

## **Counting Standard**

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## Revision History

Date	Version	Revision Description	Author
3/1/11	1.0	Original Release	CSSE
12/1/11	2.0	Updated Release	Sowmya Rao

## 1.0 CHECKLIST FOR SOURCE STATEMENT COUNTS

### PHYSICAL AND LOGICAL SLOC COUNTING RULES

Measurement Unit	Order of Precedence	Physical SLOC	Logical SLOC	Comments
<b>Executable lines</b>	1	One per line	See table below	Defined in 2.4
<b>Non-executable lines</b>				
Directives	2	One per line	See table below	Defined in 2.5
Comments				Defined in 2.6
On their own lines	3	Not included (NI)	NI	
Embedded	4	NI	NI	
Banners	5	NI	NI	
Empty comments	6	NI	NI	
Blank lines	7	NI	NI	Defined in 2.7

Table 1 Physical and Logical SLOC Counting Counts

### LOGICAL SLOC COUNTING RULES

No.	Structure	Order of Precedence	Logical SLOC Rules	Comments
R01	<i>“for”, “while” or “if”</i> statement	1	Count once.	Looping and conditional statements are independent.
R02	<i>do {...} until (...);</i> statement	2	Count once.	
R03	Block delimiters, braces {...}	3	Count once per set except where “}” followed by semicolon or “{” follows “else”	

Table 2 Logical SLOC Counting Rules

## 2.0 DEFINITIONS

**2.1 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.

**2.2 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.

**2.3 Logical SLOC** – Lines of code intended to measure “statements”, which normally terminate by a semicolon. Logical SLOC are not sensitive to format and style conventions, but they are language-dependent.

**2.4 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)
  - Iteration statements (for, while, do)
  - Empty statements (one or more “;”)
  - Jump statements (return, goto, last, next, exit function)
  - Expression statements (function calls, assignment statements, operations, etc.)
  - Block statements

NOTE: See Section 3 of this document for examples of control statements.

- An executable line of code may not contain the following statements:
  - Compiler directives
  - Whole line comments, including empty comments and banners
  - Blank lines

**2.5 Compiler Directive** – A statement that tells the compiler how to compile a program, but not what to compile. Bash shell script does not contain any compiler directives.

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

The comment delimiter for Ruby 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.

NOTE: The ‘#’ character is also used for other purposes within Ruby, apart from delimiting comments.

**2.7 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).

### 3.0 EXAMPLES OF LOGICAL SLOC COUNTING

EXECUTABLE LINES				
SELECTION STATEMENTS				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
ESS1	if, elsif, else and nested if statements	if <Boolean expression> [then] <statements> end	if x != 0 then print "non-zero" end	1 1 0
		if <Boolean expression> [then] <statements> else <statements> end	if x > 0 print "positive" else print "negative" end	1 1 0 1 0
		if <Boolean expression> [then] <statements> elsif <Boolean expression> [then] <statements> else <statements> end	if x == 0 print "zero" elsif x > 0 print "positive" else print "negative" end	1 1 1 1 0 1 0
		<statement> if <Boolean expr>	i = 1 if x > 10	2
		<statement LHS> if <Boolean expr> <statement RHS1> else <statement RHS2> end	toss = if rand(2) == 1 then "heads" else "tails" end	1 1 0 1 0
		NOTE: complexity is not considered, i.e. multiple "&&" or "  " as part of the expression.		
ESS2	case-when-else-end	case <expression> when <constant 1> <statements> when <constant 2> <statements> else <statements> End	case \$num when 0..10 print "small num" when 11..100 print "large num" else print "HUGE num" end	1 1 1 1 1 0 1 0
ESS3	unless statements	unless <expression> [then] <statements> else <statements> end	unless \$big print "small" else print "big" end	1 1 0 1 0
		<statements> unless <Boolean expr>	print "Non-negative" unless x > 0	2

ITERATION STATEMENTS				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
EIS1	for statement	for <control> in <expr> [do] <statements> end	for i in [1, 2, 3] do print i*2 end	1 1 0
EIS2	while statements	while <Boolean expr> [do] <statements> end	while \$i < \$num puts("Inside the loop i = #i" ); \$i +=1; end	1 1 1 0
		<statement> while <Boolean expr>  begin <statements> end while <Boolean expr>	puts \$1 += 2 while \$i < 10  begin puts("Inside the loop i = #i" ); \$i +=1; end while \$i < \$num	2  1 1 1 1
EIS3	until statements	until <Boolean expr> [do] <statements> end	until \$i > \$num puts("Inside the loop i = #i" ); \$i +=1; end	1 1 1 0
		<statement> until <Boolean expr>  begin <statements> end until <Boolean expr>	puts \$1 += 2 until \$i > 10  begin puts("Inside the loop i = #i" ); \$i +=1; end until \$i > \$num	2  1 1 1 1
EIS4	each iterator	<collection>.each do < variable > <statements> end	a.each do  i  puts i end	1 1 0
EIS5	collect iterator	<collection> = <collection>.collect	b = a.collect	1
		<collection> = <collection>.collect{ variable  expr}	c = a.collect{ x  10*x}	2

<b>JUMP STATEMENTS</b> (ARE COUNTED AS THEY INVOKE ACTION – PASS TO THE NEXT STATEMENT)				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
EJS1	throw statement	throw <:labelname>	throw :greeting	1
		throw <:labelname> <condition>	throw :greeting if TIME == 0	2
EJS2	catch statement	catch <:labelname> do <statements> end	catch :greeting do puts("Good morning!"); end	1 1 0
EJS3	return statement	return <expr>	def test2 i = 100; j = 200; k = 300 return i, j, k; end	1 3 1 0
		<condition> return	if x < 0 return	2
EJS4	break statement	break	if i > 2 then break end	1 1 0
EJS5	next statement	next	if i < 2 then next end	1 1 0
EJS6	redo statement	redo	if i < 2 then redo end	1 1 0
EJS7	retry statement	begin <statements> rescue <statements> retry end	begin nil; # exception raised rescue nil; # handles error retry # restart from begin block end	1 1 1 1 0
		retry <condition>	for i in 1..5 retry if i > 2 puts "Value of local variable is #{i}" end	1 2 1 0

EXPRESSION STATEMENTS				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
EES1	Assignment statement	<code>&lt;name&gt; = &lt;value&gt;</code> <code>&lt;name1&gt; = &lt;name2&gt;</code>	<code>x = 3; x = y;</code> <code>\$num = 10</code> <code>@cust_name = name</code> <code>@ @no_of_customers = 4</code> <code>PI = 3.14159</code>	2 1 1 1 1
EES2	Empty statement (counted as it's a placeholder for something)	One or more ';', but not following another statement	<code>while i &lt; 10 do</code> <code>  puts("Hello!");</code> <code>  ;</code> <code>end</code>	1 1 1 0
EES3a	Function calls – general	<code>&lt;function_name&gt; &lt;parameters&gt;</code>	<code>puts("Hello!")</code>	1
EES3b	Function calls – special	<code>raise</code>  <code>require</code>  <code>include</code>	<code>begin</code> <code>  puts 'I am before the raise.'</code> <code>  raise 'An error has occurred.'</code> <code>  puts 'I am after the raise.'</code> <code>rescue</code> <code>  puts 'I am rescued.'</code> <code>end</code>  <code>require "Week"</code>  <code>class Decade</code> <code>  include Week</code> <code>  no_of_yrs=10</code> <code>  def no_of_months</code> <code>    puts Week::FIRST_DAY</code> <code>    number = 10*12</code> <code>    puts number</code> <code>  end</code> <code>end</code>	1 1 1 1 1 1 0  1  1 1 1 1 1 0 0



CLASS AND MODULE STATEMENTS				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
ECS1	class	class <class_name> <statements> end	class Customer @@no_of_customers = 0 end	1 1 0
ECS2	def	def <method_name>[var = value] <statements> end	def hello puts "Hello Ruby!" end	1 1 0
ECS3	undef	undef <method_name>	undef hello	1
ECS4	alias	alias <new_method> <old_method>  alias <new_glob_var> <old_glob_var>	alias greeting hello  alias \$angle \$argument	1  1
ECS5	super		class Employee < Sample def initialize(fname, lname, position) super(fname,lname) @position = position end def to_s super + ", #@position" end end	1 1 1 1 0 1 1 0 0
ECS6	module	module <module_identifier> <statements> end	module Trig PI = 3.141592654 def Trig.sin(x) nil; # Code for sine of x end def Trig.cos(x) nil; # Code for cosine of x end end	1 1 1 1 0 1 1 0 0

## BLOCK STATEMENTS

ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
EBS1	yield statements	yield [var1, var2, ...]	<pre>def test1   yield end  def test2   yield 5 end</pre>	1 1 0  1 1 0
EBS2	do-end statements	<method_invocation> do <statements> end	<pre>test1 do   puts "You are in the block" end</pre>	1 1 0
EBS3	{ } delimiters	<method_invocation> { <statements> }	<pre>test2 {    i  puts "You are in the block #{i}" }</pre>	1 1 0
EBS4	BEGIN and END blocks	<pre>BEGIN {   &lt;statements&gt; }  END {   &lt;statements&gt; }</pre>	<pre>BEGIN {   puts "Initializing Ruby Program" }  END {   puts "Terminating Ruby Program" }</pre>	1 1 0  1 1 0
EBS5	begin-rescue-else-ensure-end	<pre>begin   &lt;statements&gt; rescue   &lt;statements&gt; else   &lt;statements&gt; ensure   &lt;statements&gt; end</pre>	<pre>begin   puts "I'm not raising exception" rescue Exception =&gt; e   puts e.message   puts e.backtrace.inspect else   puts "Congratulations-- no errors!" ensure   puts "Ensuring execution" end</pre>	1 1 1 1 1 0 1 1 1 0

OPERATORS AND PSEUDO-VARIABLES				
ID	STATEMENT DESCRIPTION	GENERAL FORM	SPECIFIC EXAMPLE	SLOC COUNT
EOP1	defined? operator	defined? [parameter]  (parameter = variable, method_call, super, yield)	defined? foo	1
			defined? \$_	1
			defined? puts	1
			defined? puts(bar)	1
			defined? super	1
			defined? yield	1
EOP2	nil	<variable> = nil; (functions as a variable with a logic value false)  nil (functions as a placeholder)	@name = nil;  def Trig.sin(x) nil # Code for sine of x end	1  1 1 0