Cocomo

Cocomo $\Rightarrow$ Constructive Cost Model

There are 3 versions :— Basic
Intermediate
Detailed

Basic cocomo

It is based on 1000 of lines of delivered Source Instruct for a given piece of s/w, the time to complete the dn of L the no. of lines of delivered Source Instruction s/w the parameter a & b are a dn of the type of s/w system to be Constructed. effort Equation of basic Cocomo model is $\boxed{T = aL^b}$

Intermediate & Detailed Cocomo

Once the effort level for the basic cocomo is Compiled based on the appropriate parameter & no. of Source Instruction here other adjustment Can be made on additional factor.

Adjustments are given by a set of factors mode to

T adaptation adjustment A)

 Eeffect adjustment factor E

$$A = 0+ (\% \text{ design-modified}) + 0.3 (\% \text{ Code-modifica}$$
$$+ 0.3 (\% \text{ Integration - modified})$$

$$= E = L \cdot A / 100$$

Cocomo II

Cocomo II is the major revision of Cocomo ie
Evolving to deal with some previouls described
Shortcoming

uses metric SLOC instead of KDSI

it helps better accomadate non expensive lang
as well as S/w generation tools that helps t
produce more Code with same effort.

WEBMD

it is a derivative of Cocomo II help to projut
estimation of web based projects

WEBMO Is based on different sets of prediction

no. of XML, HTML
no. of functional
no. of multimedia file
no. of Scripts
no. of we building blocks.