COCOMO II - Constructive Cost Model

Software Size   Sizing Method Function Points ▼

Unadjusted Function Points: 352   Language Java ▼

Software Scale Drivers

Precedentedness	Very High ▼	Architecture / Risk Resolution	Nominal ▼	Process Maturity	Nominal ▼
Development Flexibility	Extra High ▼	Team Cohesion	Very High ▼		

Software Cost Drivers

Product

Required Software Reliability	Very Low ▼
Data Base Size	Nominal ▼
Product Complexity	Low ▼
Developed for Reusability	High ▼
Documentation Match to Lifecycle Needs	Nominal ▼

Personnel

Analyst Capability	High ▼
Programmer Capability	High ▼
Personnel Continuity	Very High ▼
Application Experience	Nominal ▼
Platform Experience	High ▼
Language and Toolset Experience	High ▼

Platform

Time Constraint	Nominal ▼
Storage Constraint	Nominal ▼
Platform Volatility	Low ▼

Project

Use of Software Tools	Nominal ▼
Multisite Development	High ▼
Required Development Schedule	Nominal ▼

Maintenance Off ▼

Software Labor Rates

Cost per Person-Month (Dollars) 5000

[Calculate]

Results
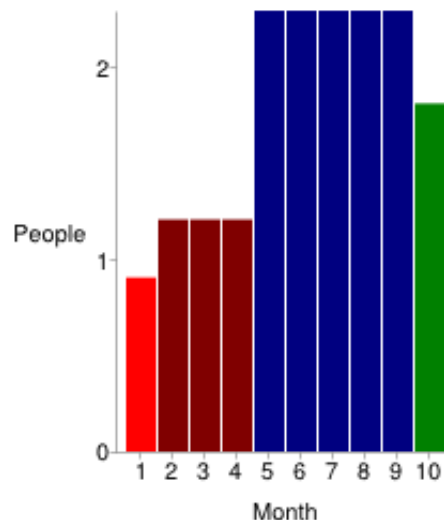
Software Development (Elaboration and Construction)

Effort = 17.9 Person-months
Schedule = 9.5 Months
Cost = $89684

Total Equivalent Size = 18656 SLOC

Staffing Profile

Acquisition Phase Distribution

Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	1.1	1.2	0.9	$5381
Elaboration	4.3	3.6	1.2	$21524
Construction	13.6	5.9	2.3	$68160
Transition	2.2	1.2	1.8	$10762

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

Phase/Activity	Inception	Elaboration	Construction	Transition
Management	0.2	0.5	1.4	0.3

Environment/CM	0.1	0.3	0.7	0.1
Requirements	0.4	0.8	1.1	0.1
Design	0.2	1.5	2.2	0.1
Implementation	0.1	0.6	4.6	0.4
Assessment	0.1	0.4	3.3	0.5
Deployment	0.0	0.1	0.4	0.6

Your output file is http://csse.usc.edu/tools/data/COCOMO_December_15_2014_14_06_54_517036.txt

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