



COCOMO II - Constructive Cost Model

Model(s)	COCOMO ▼
Monte Carlo Risk	Off ▼
Auto Calculate	Off ▼

Software Size Sizing Method Function Points ▼

Unadjusted
Function Points 267 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)

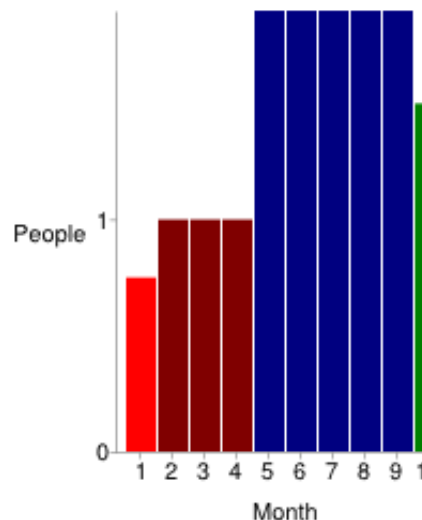
Effort = 13.5 Person-months
Schedule = 8.7 Months
Cost = \$67603

Total Equivalent Size = 14151 SLOC

Acquisition Phase Distribution

Phase	Effort (Person-months)	Schedule (Months)	Average Staff	Cost (Dollars)
Inception	0.8	1.1	0.7	\$4056
Elaboration	3.2	3.3	1.0	\$16225
Construction	10.3	5.4	1.9	\$51379
Transition	1.6	1.1	1.5	\$8112

Staffing Profile



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

Phase/Activity	Inception	Elaboration	Construction	Transition
Management	0.1	0.4	1.0	0.2

Environment/CM	0.1	0.3	0.5	0.1
Requirements	0.3	0.6	0.8	0.1
Design	0.2	1.2	1.6	0.1
Implementation	0.1	0.4	3.5	0.3
Assessment	0.1	0.3	2.5	0.4
Deployment	0.0	0.1	0.3	0.5

Your output file is http://csse.usc.edu/tools/data/COCOMO_December_15_2014_16_00_39_478478.txt

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