

estimate

estimate • analyze • plan • control

Using Source Lines of Code As A Size Input For Estimating Software Effort & Schedule



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Many Viable Size Metrics



- SLOC is still viable for many items
 - Sometimes fails due to misunderstanding counting rules
- Functional sizes
- Story points (normalized to SLOC or function points)
- Use Cases
- Components
- Others

Source lines work for estimation in many environments...
Like any sizing metric...
If you use rigorous processes and definitions for counting / estimating them

Simplified Software Equation



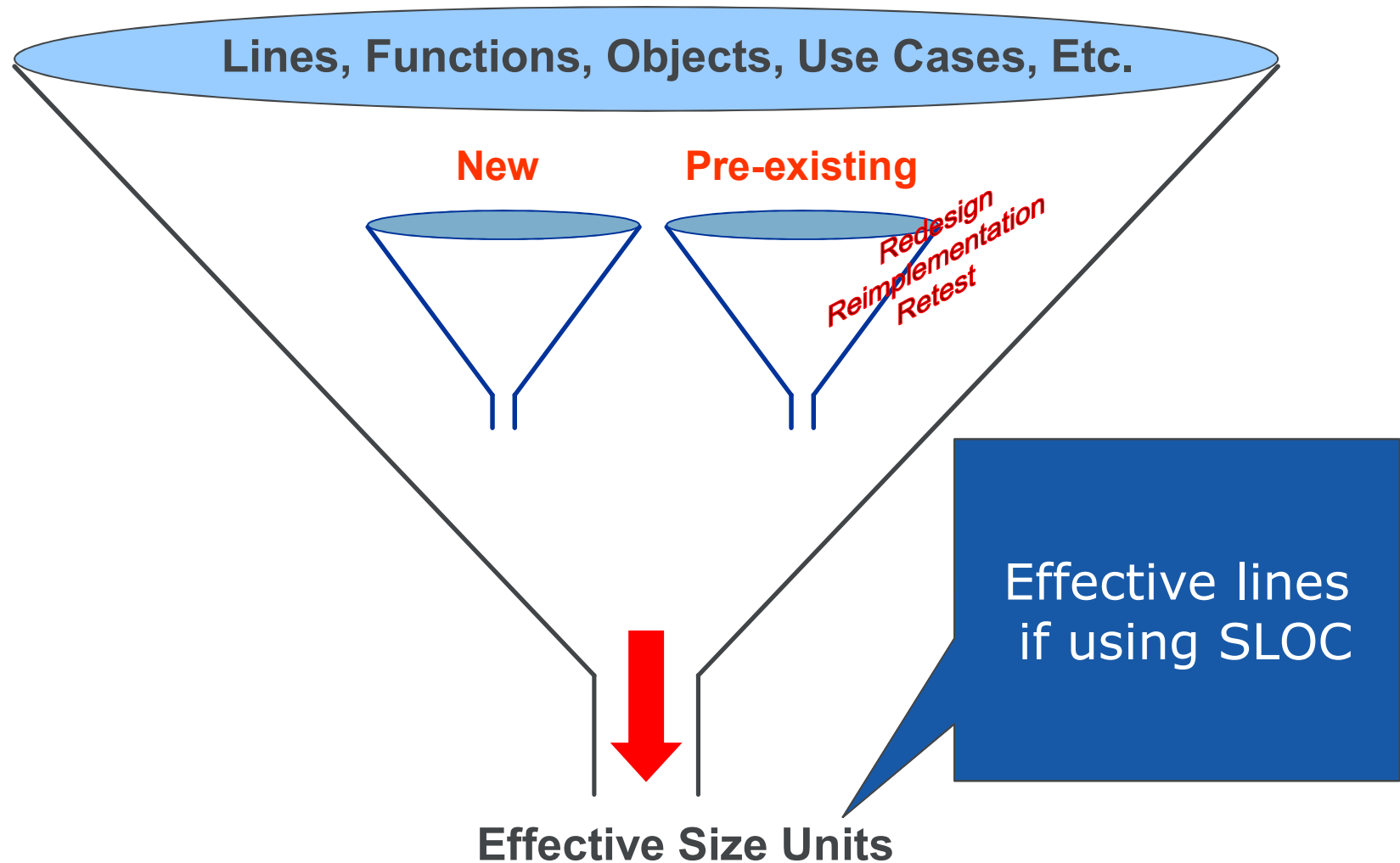
$$\text{Effort} = a * \text{fxsize}^b$$

a is the scaler

b is the exponent

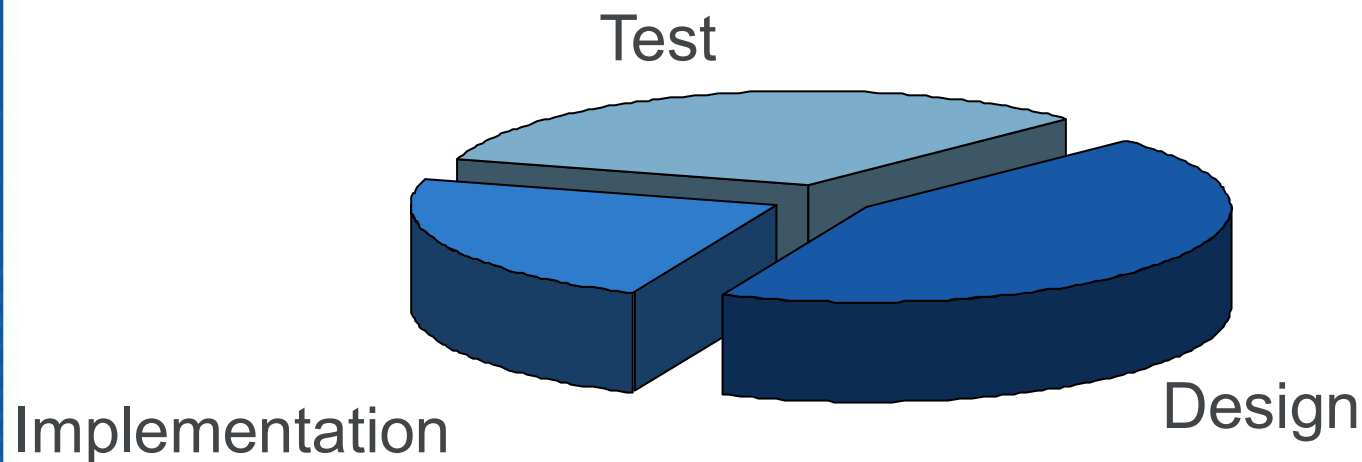
Fxsize is the effective size in effort units

Effective Size Is What Should Be Used In Estimate, Not Total



Using Existing Software Usually Requires Significant Work

- Typical allocation of effort
 - Redesign = 40% of total effort
 - Reimplementation = 25% of total effort
 - Retest = 35% of total effort



Reuse Multiple For Computing Effective Size



Step 1: Set Redesign Factors

Redesign Breakdown

Formula

$$0.22*A + 0.78*B + 0.5*C + 0.3*(1 - (0.22*A + 0.78*B)) * (3*D + E) / 4$$

Result Redesign Percentage

0.00% 0.00% 0.00%

Weight Redesign Component

Weight	Redesign Component	Least	Likely	Most	Percentage of the existing software that...
0.22	Architectural Design Change	0%	0%	0%	... requires architectural design change
0.78	Detailed Design Change	0%	0%	0%	... requires detailed design change
0.5	Reverse Engineering Required	0%	0%	0%	... requires reverse engineering
0.225	Redocumentation Required	0%	0%	0%	... requires redocumentation
0.075	Revalidation Required	0%	0%	0%	... requires revalidation with the new design

Step 2: Set Reimplementation Factors

Reimplementation Breakdown

Formula

$$.37*A + .11*B + .52*C$$

Result Reimplementation Percentage

0.00% 0.00% 0.00%

Weight Inputs

Weight	Inputs	Least	Likely	Most	Percentage of the existing software that...
0.37	Recoding Required	0%	0%	0%	... requires actual code changes
0.11	Code Review Required	0%	0%	0%	... requires code reviews
0.52	Unit Testing Required	0%	0%	0%	... requires unit testing

Step 3: Set Retest Factors

Retest Breakdown

Formula

$$.10*A + .04*B + .13*C + .25*D + .36*E + .12*F$$

Result Retest Percentage

0.00% 0.00% 0.00%

Weight Inputs

Weight	Inputs	Least	Likely	Most	Percentage of the existing software that...
0.1	Test Plans Required	0%	0%	0%	... requires test plans to be rewritten
0.04	Test Procedures Required	0%	0%	0%	... requires test procedures to be identified and written
0.13	Test Reports Required	0%	0%	0%	... requires documented test reports
0.25	Test Drivers Required	0%	0%	0%	... requires test drivers and simulators to be rewritten
0.36	Integration Testing	0%	0%	0%	... requires integration testing
0.12	Formal Testing	0%	0%	0%	... requires formal demonstration testing

Total vs. Effective Lines/Functions



- **Total software size reflects the total functionality of the program**
 - Newly developed functionality
 - Existing functionality (integrated)
 - COTS functionality
- **Many programs include a combination of new and existing software**
 - New code needs to be designed, coded, tested, integrated
 - Existing code
 - May require some degree of design change, recoding, retesting, reintegration
 - May also require “reverse engineering” to discover how it works
- **“Effective Size” is more directly related to the amount of effort required to develop the software, considering**
 - Redesign, reimplementation and/or retesting of existing code
 - Use of existing design or concept
 - Use of code generators, GUI Builders, etc.

Source line Types & Contents

(Source Software Cost Estimation Metrics Manual for Defense Systems)



- SLOC Count Definitions

Statement Type	Logical		NCSS		Physical		Total	
	In	Out	In	Out	In	Out	In	Out
Executable	✓		✓		✓		✓	
Nonexecutable								
Declarations	✓		✓		✓		✓	
Compiler directives	✓		✓		✓		✓	
Comments		✓		✓	✓		✓	
Blank lines		✓		✓		✓		✓

Recommend USC code counter for counting existing software sizes

Logical Vs Physical SLOC



Logical SLOC

- Language specific (but very similar & simple for most modern languages)
- Counts number of statements dependent on syntax
- Ignores blank lines & comments

Physical SLOC

- Count line feeds / carriage returns
- Not language specific
- Sensitive to formatting & style
- Often twice logical SLOC

Logical lines work best for effort estimation

Lines of Code Can Be Accurate If Definitions Are Consistent

Example C++ Program	Physical Carriage Returns	Physical Lines	Logical Lines	Logical Lines Using Language Rules
extern double MessageMonitor(double dfComplexity, double dfSuccessRate);	1	1	1	1
/**	2		comment	
* function: ExampleFunction	3		comment	
*	4		comment	
* purpose: Demonstrate counting of C code	5		comment	
*	6		comment	
* arguments: x [IN]: first argument	7		comment	
* y [IN]: second argument	8		comment	
* bar [IN]: third argument, an array of...	9		comment	
*	10		comment	
* returns: return value	11		comment	
*	12		comment	
**/	13		comment	
double ExampleFunction(double x, double y, int bar) {	14	2	partial	2
	15		blank	
int n = (int) ((x + y) / 2);	16	3	2	3
int SuccessfulAlert = 0;	17	4	3	4
	18		Blank	
if (x < MessageMonitor (y, n))	19	5	Partial	5
	20		Blank	
/* this is a comment */	21		Comment	
	22		Blank	
SuccessfulAlert = bar[n] + 5;	23	6	4	6
	24		Blank	
else	25	7	Partial	
	26		Blank	
while (n > 0) {	27	8	Partial	7
	28		Blank	
SuccessfulAlert += (int) MessageMonitor (x, n);	29	9	5	8
	30		Blank	
n--;	31	10	6	9
	32		Blank	
}	33	11	7	
	34		Blank	
return (++x + SuccessfulAlert + bar[n]);	35	12	8	10
}	36	13	9	

A Closer View....Lines of Code Counting Is Easy If You Know The Rules



```
while (n > 0) {  
    SuccessfulAlert += (int) MessageMonitor (x, n); 1  
    n--; 2  
} 3
```

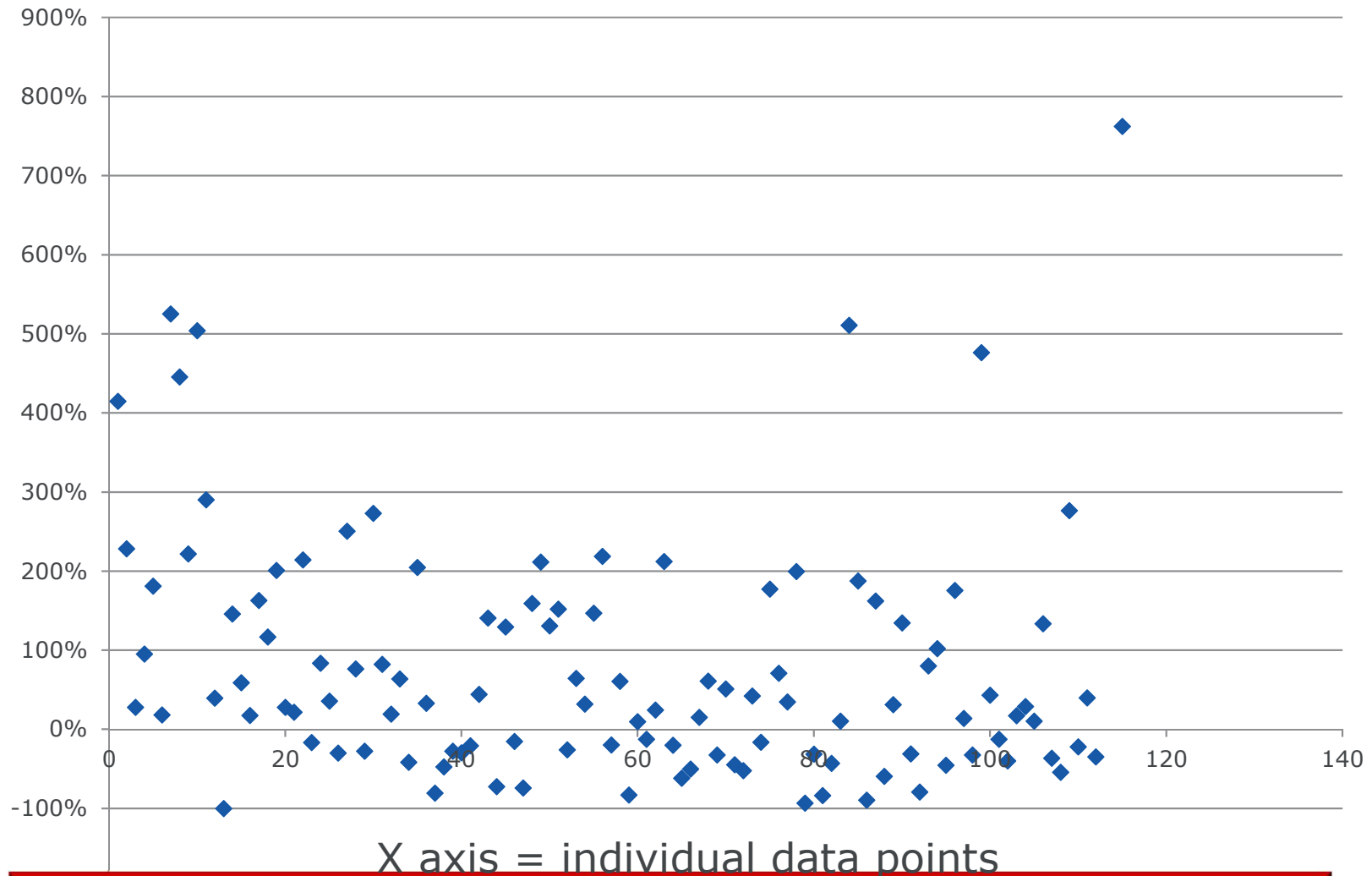
Line Terminating Semicolons or
Closing Curley Braces Make Automated Counting
Simple For Many Languages

Size Growth



- Whether SLOC or other size measures software usually grows from initial estimates due to
 - Bias
 - Functional growth
- Using a range to describe size can mitigate this

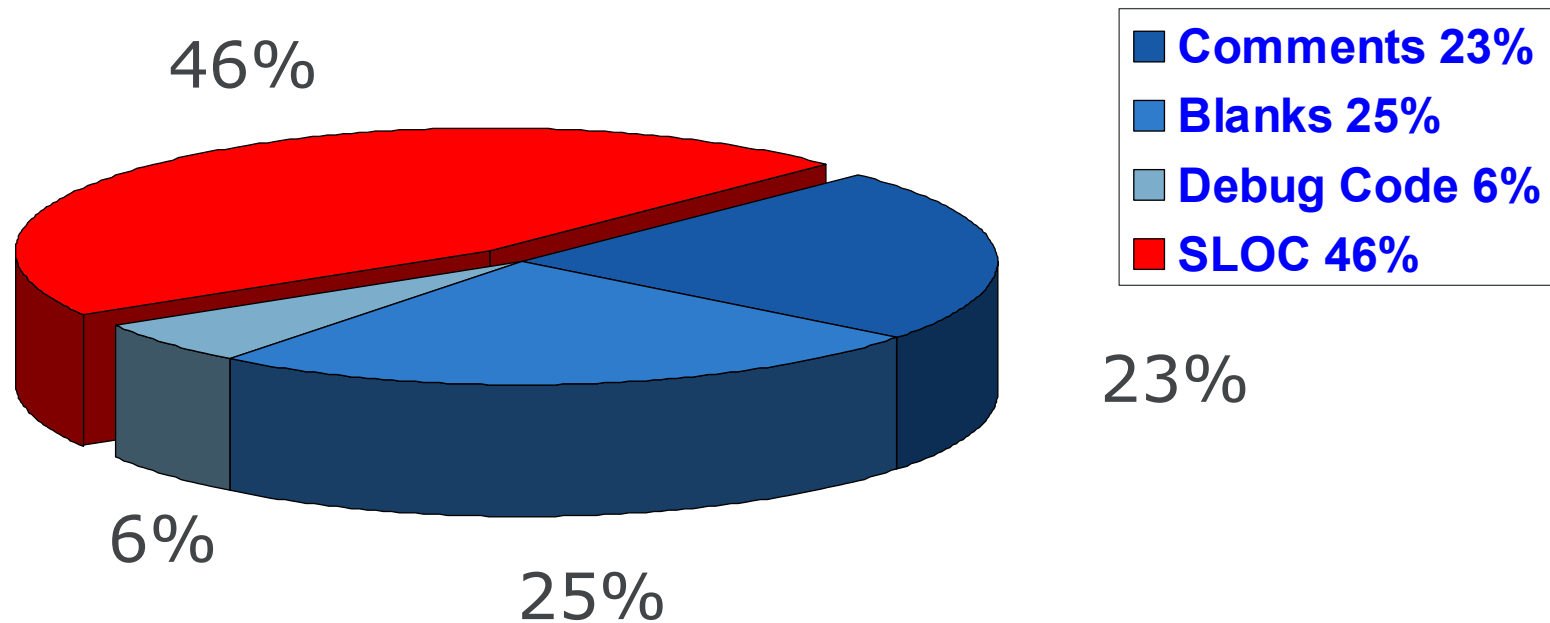
Code Growth Initial New SLOC vs Actual (Note: HUGE outliers removed to make the graph more readable)



Optimism bias yields initial underestimation (Even after normalization)

Sometimes Size Exaggeration Occurs

**Actual Project Example:
Size Claimed = 1.6M Lines
True Size = 736,000 SLOC**



Why should we care: Poor sizing is a common reason for poor software estimates

Language & Size--SLOC

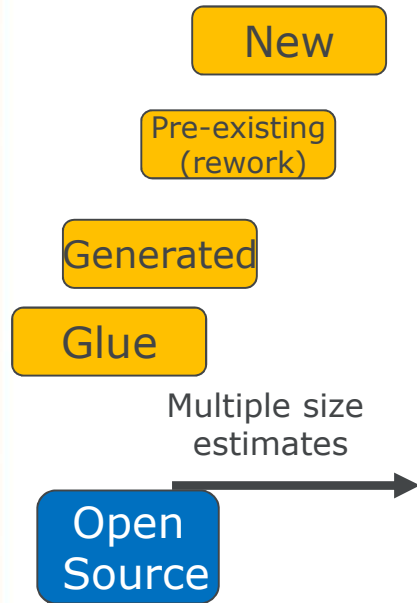


- Language used to develop a program will affect program size and effort
 - Different languages require different numbers of lines to achieve the same functionality
 - Different programming styles will result in different program sizes which do the same thing

	Target Language				
Source Language	Gen 3GLs*	4GLs	Ada	Assembly	PL-1/Pascal
General 3GLs		-65%	+22%	+435%	+19%
4GLs	+185%		+248%	+1424%	+238%
Ada	-18%	-71%		+338%	-3%
Assembly	-81%	-93%	-77%		-78%
PL-1/Pascal	-16%	-70%	+3%	+351%	

* General 3GL includes Algol, Basic, FORTRAN, LISP, LOGO, C, C++, COBOL, JOVIAL, MODULA-2, PROLOG and other mixed languages.

Multi Estimate Sizing Process Can Build Confidence and Reduce Risk



SLOC Only Example	Least	Likely	most
Analogy			
Sizing Database			
Code Counter			
Estimate by Comparison			
COMPOSITE Size Range Input to SEER-SEM			

Viable size range →

Some things require functional size

Most 3rd generation language are similar Ratios allow using different languages to size a new effort

Where SLOC Goes Wrong



- When code is autogenerated...
 - Count the source not the generated lines
- When code is generated from Graphical interface tool..
 - Use library of effective effort sizes
- When definitions are not known...
 - can convert from various definitions.. E.g. physical to logical ratios
- When people guess at SLOC rather than using a process and clear definitions
- When reuse is not properly accounted for...
- When Open Source or COTS is assumed to be free...
 - use effective size
- Not differentiating between logical and physical SLOC

Bottom Line



- Lines of code are viable for expressing software scope
- Takes care and rigor
- Don't let people just guess
- Models can provide further refinement of project specifics
- Functional sizes are viable too.. And can have similar underestimating issues
- Size growth must be factored in