

Case Example 11:

Problem, Code, and Data Complexity

Complexity is one of the most subtle and subjective factors in all of software estimating. SRM uses three different forms of complexity:

- Problem complexity
- Code complexity
- Data complexity

See the detailed document below for examples of inputs. The reason that complexity is subjective is that the same set of problems is not equally complex to all people. For example an expert in cyber-security might regard building a new firewall application as a low complexity problem. But to a novice in cyber-security the same firewall would be very high in complexity because they have no prior experience. Thus complexity is close to being a reciprocal of experience levels.

Experts tend to evaluate problem and data complexity as being lower than novices. Of course code complexity has exact quantification. The widely used "cyclomatic complexity" metric, calculates code complexity based on graph theory and a control flow graph of the modules in an application. Cyclomatic complexity uses the formula of "graph edges minus nodes plus 2." Code that has no branches has a cyclomatic complexity value of 1. As branches increase, cyclomatic complexity also increases. Modules with cyclomatic complexity scores above 10 tend to be buggy and difficult to test. However for problem complexity (the algorithms and research needed) and for data complexity (files and data relationships) only subjective metrics exist.

It is best to experiment with the SRM complexity settings by running SRM against completed projects where complexity is understood and team members are available to explain complexity values.

Example 11: How Software Risk Master (SRM) Evaluates Software Complexity

Java Language for all 3 Cases

Iterative development for all 3 cases

High, Average, and Low Complexity Levels

\$7,500 per month for all 3 Cases

Problem complexity = difficulty of algorithms and logic

Code complexity = difficulty due to branches and poor comments (cyclomatic complexity)

Data complexity = number and interactions among files and data sets

Complexity varies with team and personal experience levels

A project can be very complex to novices; very simple to experts

High complexity increases function points; degrades quality; lowers productivity

2017 is the 30th anniversary of IFPUG function point metrics

	High	Average	Low	
	Complexity	Complexity	Complexity	Complexity scores = 1 (minimum) to 11 (maximum)
Problem complexity	9	6	3	Logical difficulty of application
Code Complexity	9	6	3	Cyclomatic complexity of code
Data complexity	9	6	3	Number of files, data elements, relationships
Function Points	1,120	1,000	880	High complexity increases function points
Language level	5.50	6.00	6.50	
LOC per FP	58.18	53.33	49.23	High complexity increases LOC per function point
Logical code lines	58,182	53,333	49,231	High complexity increases code size
Project Risks				
Cancellation	24.37%	13.20%	9.85%	
Negative ROI	30.87%	16.74%	12.48%	
Cost overrun	26.81%	14.79%	10.84%	

	Schedule slip	32.50%	17.95%	13.14%	
	Unhappy customers	19.50%	11.44%	7.88%	
	Litigation	10.72%	5.82%	4.33%	
	Technical debt/high COQ	27.40%	14.88%	11.08%	
	Cyber attacks	16.70%	9.07%	6.75%	
	Financial Risk	35.97%	19.53%	14.54%	
	High warranty repairs	25.26%	13.72%	10.21%	
	Poor maintainability	18.84%	10.23%	7.62%	
	RISK AVERAGE	24.45%	13.40%	9.88%	High complexity increases all risks
	Total Defects in Application	6,600	3,000	2,100	High complexity raises defect potentials
	Pre-Test Defect Removal %	42.00%	70.00%	84.00%	High complexity lowers defect removal efficiency
	Defects Removed	2,772	2,100	1,764	
	Defects Remaining	3,828	900	336	
	Test Defect Removal %	66.00%	82.00%	93.00%	
	Defects Removed	2,526	738	312	
	Defects Remaining	1,302	162	24	
	Bad fix injection %	11.00%	7.00%	4.00%	High complexity raises bad-fix injection rates
	Bad fixes (new bugs in repairs)	143	11	1	
	Defects detected but not repaired				
	prior to delivery to customers	433	35	2	High complexity increases unrepaired defects

	Cumulative Defect Removal %	80.28%	94.60%	98.88%	All projects should top 96% defect removal efficiency (DRE) DRE developed by IBM circa 1973
	Total Defects Removed	5,298	2,838	2,076	
	Total Defects Delivered	1,445	173	24	High complexity increases delivered defects
	High-Severity Defects Delivered	260	24	3	High complexity raises defect severity levels
	Security Flaws Delivered	35	3	0	High complexity raises security flaws delivered with software
	Average monthly cost	\$7,500	\$7,500	\$7,500	
	OVERALL PROJECT				
	Development Schedule (months)	16.98	13.80	12.45	High complexity stretches out schedules
	Staff (technical + management)	10	7	6	High complexity increases staffing
	Development Effort (staff months)	170	99	75	High complexity increases effort months
	Development Costs	\$1,273,683	\$739,492	\$560,032	High complexity increases costs
	DEVELOPMENT ACTIVITES				
	Requirements Effort (staff months)	16.00	8.00	7.00	
	Design effort (staff months)	22.00	15.00	10.00	
	Coding effort (staff months)	45.00	24.00	20.00	
	Testing effort (staff months)	50.00	28.00	23.00	

	Documentation effort (staff month)	15.00	6.00	6.00	
	Management effort (staff months)	22.00	9.00	9.00	
	TOTAL EFFORT (Staff months)	170.00	90.00	75.00	
	Function points per month	5.88	11.11	13.33	
	Work hours per FP	22.44	11.88	9.90	
	LOC per month	342.25	592.59	656.41	
	Total Cost of Development	\$1,275,000	\$675,000	\$562,500	
	Total Cost of Maintenance	\$1,650,000	\$625,000	\$110,000	High complexity raises maintenance costs
	Total Cost of Enhancement	\$575,000	\$300,000	\$200,000	High complexity raises enhancement costs
	TOTAL COST OF OWNERSHIP (TCO)	\$3,500,000	\$1,600,000	\$872,500	High complexity raises TCO
	TCO per Function Point	\$3,500.00	\$1,600.00	\$872.50	High complexity raises TCO \$ per function point
	TCO per K Lines of Code	\$60.16	\$30.00	\$17.72	High complexity raises TCO \$ per KLOC
		END OF EXAMPLE			