

## CodeCount Toolset

### **The Concepts**

The CodeCount toolset is a collection of tools designed to automate the collection of source code sizing information. The CodeCount toolset spans multiple programming languages and utilizes one of two possible Source Lines of Code (SLOC) definitions, physical or logical.

The CodeCount toolset is provided in source code only, and may be used as is, modified or further distributed subject to certain limitations.

The tools in the collection are supplied in C source code only. You are responsible for compiling and building executable versions.

### **The Product**

The CodeCount toolset is copyright USC Center for Software Engineering but is made available with a Limited Public License which permits the distribution of the modifications you make provided you return a copy to us so we can further enhance the toolset for the benefit of all.

Automating the collection of software sizing data reduces the time and effort required to gather data. It also improves accuracy and consistency of information. A downloadable presentation provides more details on the approach(es) used by the programs to count lines of code.

The programs in the CodeCount toolset apply one of two possible SLOC definitions, physical or logical. The physical SLOC definition is based on Dr. Barry Boehm's Deliverable Source Instruction (DSI). It is programming language syntax independent, which enables it to collect other useful information such as comments, blank lines, and overall size, all independent of information content. The logical SLOC definitions will vary depending on the programming language due to language-specific syntax. The logical SLOC definitions follow an extension of SEI's counting framework.

### **Download:**

For CSSE's Affiliate Members: <http://sunset.usc.edu/csse/affiliate/private/>

For Public Users: <http://sunset.usc.edu/research/CODECOUNT/index.html>