Case Example 4:

## Industry Norms for Work Hours

There are over 200 U.S. industries that produce software applications. As with countries, work hour patterns vary widely by industry and also by company.

The hardest working industry sector is that of start-up technology companies. The lowest working industry sector is that of state governments. Here too users of SRM can provide their own local data on work hour patterns.


| Software schedule months | 16.94 | 16.00 | 12.00 | Schedules reflect monthly work hours; experience |
| :---: | :---: | :---: | :---: | :---: |
| Software effort months | 162.00 | 115.00 | 71.00 | Effort reflects monthly work hours; experience |
| Software effort hours | 18,954 | 16,206 | 14,904 | Long work hours shorten schedules |
| Software development \$ | \$1,617,000 | \$1,149,000 | \$708,000 | Costs reflect monthly work hours; experience |
| Software \$ per FP | \$1,617.00 | \$1,149.00 | \$708.00 | Costs per FP reflect monthly work hours; experience |
| Work hours per FP | 18.92 | 16.20 | 14.90 | Work hours per FP do not reflect local work hours |
| Function points per month | 6.18 | 8.70 | 14.08 | Function points per month reflect local work hours |
| LOC per month | 329.22 | 463.77 | 746.54 | LOC per month reflect local work hours; experience |
|  |  |  |  |  |
|  |  |  |  |  |
|  |  | END OF EXAMPLE |  |  |



| 24 | Defense | 121.69 | 0.00 | 121.69 | $88.18 \%$ |  |  |
| :--- | :--- | :--- | ---: | ---: | ---: | ---: | ---: |
| 25 | State/local government | 117.26 | 0.00 | 117.26 | $84.97 \%$ |  |  |
|  |  |  |  |  |  |  |  |
|  | Average |  | $\mathbf{1 4 2 . 6 1}$ | $\mathbf{7 . 2 0}$ | $\mathbf{1 4 9 . 8 1}$ | $\mathbf{1 0 8 . 5 6 \%}$ |  |

