

A COSMIC-FFP APPROACH TO ESTIMATE WEB APPLICATION DEVELOPMENT EFFORT

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Keywords: Web applications, size metrics, effort prediction models, empirical validation

Abstract: Web applications are constantly increasing both in complexity and number of offered features. In this paper we address the problem of estimating the effort required to develop dynamic web applications, which represents an emerging issue in the field of web engineering. In particular, we formalize a method which is based on the main ideas underlying COSMIC-FFP (Cosmic Full Function Point), which is an adaptation of the Function Point method, especially devised to tackle real-time and embedded applications. The method is focused on counting data movements and turns out to be suitable for capturing the specific aspects of dynamic web applications which are characterized by data movements to and from web servers. The method can be applied to analysis and design documentation in order to provide an early estimation. We also describe the empirical analysis carried out to verify the usefulness of the method for predicting web application development effort.

1 INTRODUCTION

In the last years, the introduction of novel technologies and standards for the web has led to a deep change in the scenario of traditional information systems. Indeed, the availability of both bandwidth for Intranet/Extranet, and new web solutions (EJB, .NET, SOAP, etc...), allowed developers to create "web applications", i.e. applications able to run in a web browser. Among major advantages of this approach, it permits to deploy applications without caring of the client platform, it fully exploits the MVC architecture, and it allows different applications to easily interoperate, by using standard communication protocols and languages, such as XML.

However, the sudden availability of such many solutions has created a gap between traditional software engineering and development approaches. The discipline of web engineering is quickly bridging such a gap, but however a lot of research is still needed. In particular, currently in the literature there are very few works addressing the problem of estimating the effort required to develop dynamic web applications.

This represents an emerging issue in the field of web engineering, due to the dramatic increasing of complexity and size of dynamic web applications, such as e-commerce or back-office platforms, and the consequent demand for tools supporting project development planning with reliable cost and effort estimations (Baresi et al., 2003), (Despande, 2002), (Mendes et al., 2002) (Rollo, 2000) (Reifer, 2000, 2002). In the context of traditional software systems, *Function Points (FP)* have achieved a wide acceptance to estimate the size of business systems and to indirectly predict the effort, cost and duration of their projects (Albrecht, 1979). However, it is widely recognized that such method is no longer adequate for web-based systems, since it is not able to capture the specific features affecting the size and the effort required for those systems, namely scripts, applets, multimedia components, etc. (Morisio et al., 1999), (Ruhe et al., 2003), and there is an inherent difficult to apply the method (Rollo, 2000). Nevertheless, the appealing features of the *FP* approach have motivated recent proposals of adaptation/extension of the method, meant to exploit its main ideas in order to predict the size of web applications. In particular, *Web Objects* represent an extension of *FP*, especially conceived for web systems (Reifer, 2000), (Ruhe et al., 2003), which is

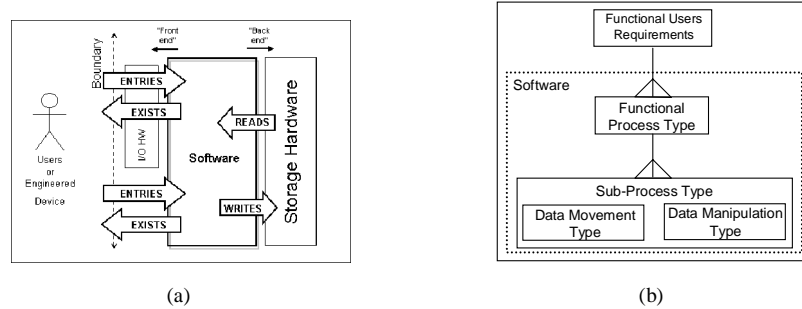


Figure 1: Generic flow of data attributes from functional perspective (a), and generic software model for measuring the functional size (b) (COSMIC-FFP, 2003)

characterized by the introduction of four new web-related components (multimedia files, web building blocks, scripts and links) added to the five traditional function types of *FP*. A different solution was outlined by Rollo, who employed *COSMIC-FFP*, an adaptation of *FP* originally defined for real-time applications, to measure functional size of an Internet bank system (Rollo, 2000).

Following his suggestion, in (Mendes et al., 2002) the authors provide a formal method which adopts *COSMIC-FFP* to measure size of static hypermedia web applications. In the paper we propose to apply the *COSMIC-FFP* method to estimate the functional size of dynamic web applications. Since *COSMIC-FFP* measure is focused on the counting of data movements, it turns out to be particularly suitable for client-server applications, which are characterized by large amounts of data movements. To provide an early size estimation, we propose to apply the method on analysis and design documents. In particular, to count the data movements from the analysis documents we suggest to exploit the approach provided by Jenner to estimate the functional size of object oriented systems (Jenner, 2002). The approach considers sequence diagrams describing use cases and provides a set of rules for automating the counting of data movements. Moreover, to count data movements from design documents, we extend the proposal by Mendes et al., by defining a set of rules that allow us to measure functional size of dynamic applications, using class diagrams.

In the paper we also report on an initial empirical validation of the approach, based on an Ordinary Least-Squares (OLS) regression analysis performed on a set of dynamic applications developed by undergraduate students of two academic courses on web engineering.

The rest of paper is organized as follows. In Section 2 we recall the main concepts of the *COSMIC-FFP* method. In Section 3 we describe the rules to apply *COSMIC-FFP* counting on sequence diagrams and on class diagrams, respectively. Section 4 presents

the results of the empirical analysis carried out so far. Section 5 concludes the paper giving some final remarks and discussion on future work.

2 THE COSMIC-FFP APPROACH

The *COSMIC-FFP* approach involves to apply a set of models, rules and procedures to *Functional User Requirements* to obtain a numerical value which represents the functional size of the software, expressed in terms of *CFSU* (*cosmic functional size unit*) (COSMIC-FFP, 2003). In order to apply the method, two models are identified: the *context model* and the *software model*.

The *context model* is used to clearly break up the software parts that should be sized from the software parts composing the operating environment (see Fig. 1.a). This is achieved by identifying boundaries and illustrating the generic functional flow of *data attributes* from a functional perspective. In particular, the flow of *data attributes* is characterized by two directions, *back-end* and *front-end*, and by four distinct types of movements: *entries* and *exits*, representing exchange of data with user, and *reads* and *writes*, representing exchange of data with the persistent storage hardware.

The *software model* is used to identify the goals of software modules. It assumes that two general principles hold for the software to be mapped and measured: 1) software takes input and produces useful output to users, and 2) software manipulates pieces of information designated as data groups which consist of data attributes. Then, such *software model* allows us to consider the functional user requirements decomposed in a set of functional processes, where each process is a unique set of sub-processes performing either a data movement or a data manipulation (see Fig. 1.b).

The data movement sub-processes *entry*, *exit*, *read*, *write*, which move data contained in exactly one data group, are considered. The *COSMIC-FFP* approach, then states that functional size of software

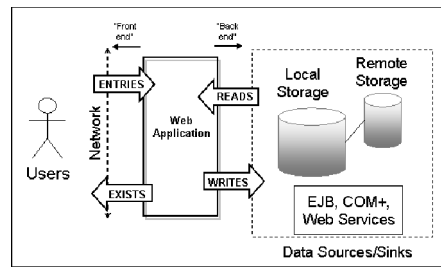
is directly proportional to the number of its data movement sub-processes. Such an assumption is justified by the nature of the software the method was initially targeted at, namely real time applications, which are characterized by several movements of data.

3 APPLYING COSMIC-FFP TO WEB APPLICATIONS

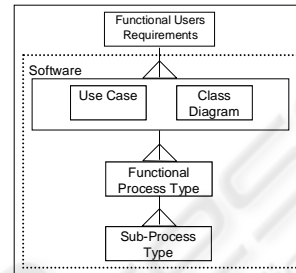
Dynamic web applications are generally characterized by a significant amount of interactions with users and data sources/sinks, such as databases, or web services. Usually these interactions are relatively easy to develop. To clarify, the representative task encompasses the delivering of information to the user (i.e. a shopping cart or a confirmation of a transaction). Such information is gained by some straightforward SQL DML instruction executed on a (eventually remote) database, and does not require complex computations. This archetype holds for the most of web application domains, such as e-commerce, e-learning or news portal. As a result of such considerations, dynamic web applications can be suitably sized by counting data movements. It is worth pointing out that the counting of data movements is the underlying principle of the *COSMIC-FFP* method, which turns out to be very suited to estimate functional size of a dynamic web application, as suggested by Rollo (2000).

In this paper we propose to apply the *COSMIC-FFP* method in the early phases of the development process by exploiting analysis and design documents, such as use cases and class diagrams. In order to count data movements from analysis documents, we use the adaptation of *COSMIC-FFP* method for object oriented applications provided in (Jenner, 2002), since it can be easily adopted in any development process which utilizes UML use case and sequence diagrams during requirement analysis. The preliminary size estimation obtained from analysis documents can be later refined by counting the data movements in the design phase, when more information is available. To this aim, we extend the proposal by Rollo (2000) and Mendes et al. (2002), by defining a set of rules that allow us to measure the functional size of dynamic applications, using class diagrams.

In particular, we suitably revised the context model and the software model to deal with dynamic web applications. The flow of data attributes gives rise to the context model illustrated in Fig. 2.a.



(a)



(b)

Figure 2: The functional flow of data attributes through web applications (a) and a generic software model to measure functional size of web applications (b)

Web applications, which executes on a web server, are bounded in the back-end direction by Data Sources/Sinks, and in the front-end direction by the network and users:

- Data Sources/Sinks component encompasses all the modules, objects or hardware suited to provide or gain data from the web application, such as a Web Service, a local file system or a Database.
- Front end includes the Internet/Intranet network useful to deliver to the users the services and/or information managed by the web application.

Fig. 2.b depicts the generic software model, where the data movement sub-processes are identified by analyzing use cases and class diagrams obtained from functional user requirements.

In Section 3.1 we consider analysis documentation and describe the approach of Jenner (2002) to count data movements, and in Section 3.2 we provide counting rules to count data movements from design artefacts.

3.1 Identifying Data Movements from Analysis Documents

In the last years several proposals have been made meant to apply the *COSMIC-FFP* method in order to estimate the functional size of object oriented applications (Bévo et al., 1999), (Diab et al., 2002), (Jenner, 2002), (Poels, 2003). For our purpose, special interest deserves Jenner's approach, which

provides suitable rules to be applied on use case and, more specifically, on the corresponding sequence diagrams. Sequence diagrams turn out to be especially useful for capturing the features of dynamic web applications, highlighting the interaction between different components.

Let us consider the use case *FinalTest* depicted in Fig. 3, which is referred to a web application designed for e-learning purposes, and the corresponding sequence diagram shown in Fig 4.

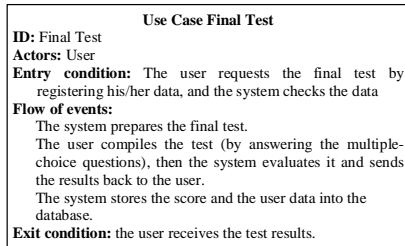


Figure 3: The use case modelling the Final test within an e-learning course

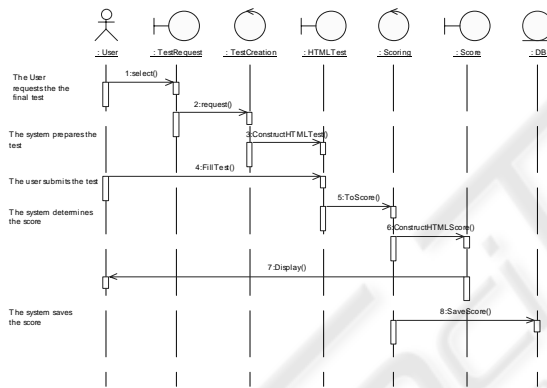


Figure 4: The sequence diagram for use case FinalTest of Fig. 3

According to (Jenner, 2002), the boundary between the user and the system is represented by the interface objects (e.g., *TestRequest* in Fig. 4). Thus, the following rules can be applied:

1. Each arrow from the actor to an interface object corresponds to an *entry*, while each arrow from an interface object to the actor corresponds to an *exit*. For example, in Fig. 4 the arrow from User to *TestRequest* determines an entry, and the arrow from *HTMLTest* to User determines 1 exit.
2. Arrows not involving actors are used to determine *reads* or *writes*. For instance, in Fig. 4 the arrow from *TestCreation* to *HTMLTest* determines a read, and the arrow from *SaveScore* to DB determines a write.

Let us observe that arrows from right to left between intermediary objects representing return of data on a *read* are not counted as further data movements,

since they are already considered in the corresponding data request. The sum of data movements is expressed in terms of *CFSU*. Thus, the number of *CFSU* obtained from the sequence diagram illustrated in Fig. 6 is 8 (2 *entries*, 1 *exit*, 4 *reads*, 1 *write*).

3.2 Identifying Data Movements from Design Documents

In order to estimate the functional size of dynamic web application on design documents, we have considered class diagrams, expressed in terms of the UML notation for the web proposed in (Conallen, 1999). It exploits *stereotypes*, *tagged values* and *constraints* to suitably denote components that are specific to web applications such as *server pages*, *client pages*, *forms*, *client scripts*, etc.

The counting of the data movement sub-processes (*entry*, *exit*, *read* and *write*) has been obtained by defining the following rules. In rules 2, 4, and 7, we have a count that has been adjusted with a weight *C* associated to the component and determined by considering its influence on the development process. In particular, *C=1*, means little influence; *C=2*, means medium influence; *C=3*, means strong influence. Thus:

1. For each client web page count $3CFSU$, where 3 derives from 1 entry, 1 read and 1 exit. Indeed, an entry is sent to the application by requesting the client page (entry), the page is read from the web server (read) and then shown to the user (exit).
2. For each multimedia component, visualized after an explicit request of the client, count $C*3CFSU$ where the number 3 has been determined by 1 entry, 1 read, and 1 exit. In other words, the media is considered as another web page downloaded from the server when it is requested.
3. For each script used to provide a functionality to manipulate document on the client side, count 1 entry.
4. For each application executed on the client side, count $C*2CFSU$ where the number 2 has been obtained as sum of 1 entry and 1 exit. The entry is considered to run it and the exit to show it.
5. For each server side interpreted script or compiled module used to produce a dynamic web page, count $3CFSU$, where 3 derives from 1 entry, 1 read, and 1 exit. In this case, a form allows users to input data and request a dynamic page (entry). The web server elaborates the input of the user through the server-side script or module (read) and produces a web page which is sent to the user (exit). Moreover, count an

additional read if an access control is first performed.

6. For each server side script modifying persistent data through the web server, count $3CFSU$ where the number 3 has been determined by 1 entry, 1 write and 1 exit. The user inputs data through a form (entry), the data is written through the web server (write) and the result is shown to the user (exit). Count an additional read if an access control is first performed.
7. For each reference to external applications deployed on other servers, such as a Web Service, a library routine, or an Enterprise Java Bean, count $C*3CFSU$, where the number 3 has been determined by 1 entry, 1 read, and 1 exit. If the reference requires parameter passing, count $C*4CFSU$, where 4 derives from 1 entry, 1 read, 1 write and 1 exit).

Let us note that rules 5, 6, 7 were specifically conceived to consider dynamic aspects of web applications, rule 2 refers to multimedia components and rules 1, 3, 4 take into account elements common to static web applications. In particular, the latter rules are analogous to the ones provided by Mendes *et al.* in (Mendes *et al.*, 2002) to measure hypermedia web applications. The sum of the identified data movements is expressed in terms of *CFSU*.

Application of the rules: an example

Now, in order to show the application of the above rules, let us consider two class diagrams, referring again to the web application designed for e-learning purposes. The former is depicted in Fig. 5 and models the activities for presenting learning objects in a distance course. The latter, illustrated in Fig. 6, is concerned with the final test whose use case description was given in the previous subsection.

As shown in Fig. 5, from the client page *HomePage*, 9 client pages can be accessed, namely *Intro*, *Servlet*, *SessionCookie*, *JSP*, *JSPElements*, *Forms*, *DataStoring*, *Overview* and *Summary*. Each of those web pages contains a request for a media which is specified by the stereotype `<<media>>`. Moreover, *HomePage* contains a client script.

By applying rule 1 we obtain 30 *CFSUs* due to the presence of 10 client pages. The presence of a client script in the *HomePage* determines the application of rule 3, and then one more *CFSU*. Finally, the application of rule 2 determines further 81 *CFSUs*, since 9 media are requested by the client pages, with an estimated weight $C=3$. Thus, for this class diagram we have a total of 112 *CFSUs*.

Now, let us analyze the class diagram modelling the final test activities for the given learning object (see Fig. 6). The description of the corresponding use case (see Fig. 4) can further support us in the

comprehension of the diagram and in the identification of data movements.

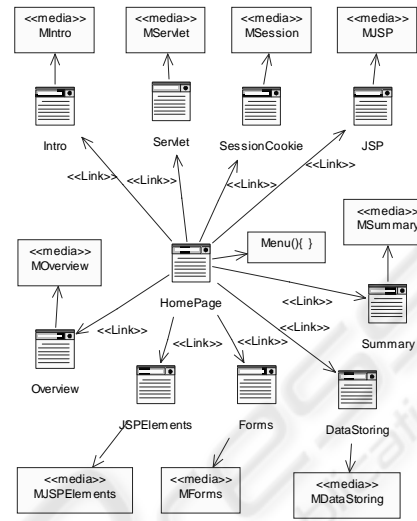


Figure 5: The UML class diagram modelling the activities for an e-learning course

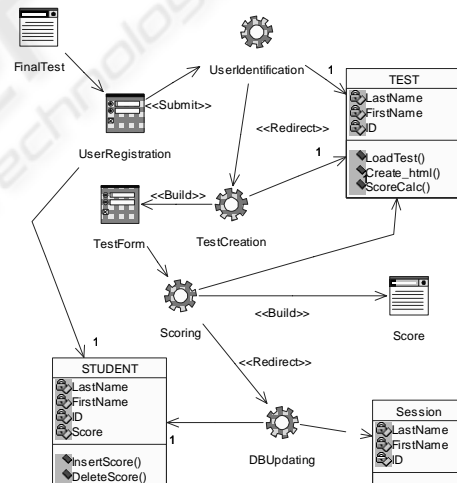


Figure 6: The UML class diagram modelling the final test

The user requests the final test by specifying his/her data through the HTML form *UserRegistration* contained in the client page *FinalTest*. The server page *UserIdentification* verifies whether or not the user is registered and the server page *TestCreation* prepares the form *TestForm* by using the information of the class *Test*. The user fills in the form by answering the questions and submits his/her test. Then, the server page *Scoring* interacts with the database and determines the score which is sent back to the user as an HTML page (i.e., *Score*). Moreover, the server page *DBUpdating* inserts the

score into the database by using the user data contained in the object *Session*. The presence of the three server pages *UserIdentification*, *TestCreation*, *Scoring* determines three applications of rule 5, resulting in 9 *CFSUs*. Rule 6 is instead applied considering the server page *DBUpdating*, determining other 3 *CFSUs*. Finally, the presence of the static web page *FinalTest* which contains the HTML form *UserRegistration*, causes the application of rule 1, counting further 3 *CFSUs*. Thus, the total counting for the considered piece of design documentation is 15 *CFSUs*.

4 EMPIRICAL EVALUATION

A statistical analysis has been performed to establish whether the proposed applications of *COSMIC-FFP* can be used to predict the development effort of web based systems, in terms of person-hours. We have exploited data coming from 32 web projects developed by students during the course on Web Engineering of two subsequent academic years. In both cases, the most skillful students were equally distributed among the groups in order to allow uniformity. Each group was asked to implement a client-server hypermedia application and to record information on the actual effort required for the development process in terms of person-hours. Data of the 32 projects have been collected from the analysis and design documentations. A descriptive statistics has been performed both for the variable *Effort* (denoted by *EFH*), expressed in terms of person-hours, and the variable *COSMIC-FFP* (denoted by *C-FFPan* when it is calculated from the analysis documents and by *C-FFPde* from the design documents), expressed in terms of *CFSUs*, related to the 32 systems used. The summary statistics of those variables are given in Table 1.

In order to perform the empirical validation of the proposed methods, we have applied an Ordinary Least-Squares regression analysis. Figures. 7.a and 7.b illustrate the scatter plots obtained by considering *EFH* as dependent variable and *C-FFPan* and *C-FFPde*, respectively, as independent variables. For either measures, the scatter plot shows a positive linear relationship between the variables involved. This suggests that a linear regression analysis of *EFH* and *C-FFPan* (*EFH* and *C-FFPde*, resp.) can be performed. The linear regression analysis allows us to determine the equation of a line, which interpolates data and can be used to predict the development effort in terms of the number of person-hours required.

Table 1: Descriptive statistics of *EFH*, and size expressed in *C-FFPan* and in *C-FFPde*

	Obs	MIN	MAX	MEAN	STD. DEV.
EFH	32	62	172	117.625	33.700
C-FFPan	32	47	509	175.594	107.975
C-FFPde	32	82	833	352.625	222.640

When applying the OLS regression, several crucial indicators have been taken into account to evaluate the quality of the prediction. In particular, the goodness of fit of a regression model is determined by the square of the linear correlation coefficient, R^2 . Moreover, the *F* value and the corresponding *p*-value (denoted by *Signif F*) are useful indicators of the degree of confidence of the prediction. Specifically, a high *F* value, together with a low *p*-value indicate that the prediction is indeed possible with a high degree of confidence.

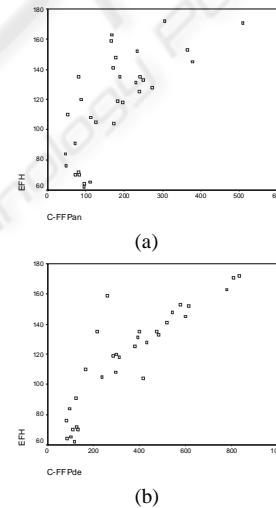


Figure 7: The scatter plots for (a) *EFH* and *C-FFPan*, and (b) *EFH* and *C-FFPde*

Moreover, for each model, we have considered the *p*-values and *t*-values for the corresponding coefficient and the intercept. The *p*-values give an insight into the accuracy of the coefficient and the intercept, whereas their *t*-values allow us to evaluate their importance for the generated model. In particular, a significance threshold of 0.05 for the *p*-value is commonly used to establish whether a variable is a significant predictor. In other words, when it is less than 0.05, the variable is significant with a confidence of 5%. As for the *t*-value, a variable is significant if the corresponding *t*-value is greater than 1.5. Moreover, it is useful to evaluate the confidence interval. We can observe that the linear regression analysis shows a high R^2 value for

C-FFPde, while a lower R^2 value for *C-FFPan*. For *C-FFPde* we have $R^2=0,776$, which indicates that 77.6% is the amount of the variance of the dependent variable *EFH* that is explained by the model related to *C-FFPde*, whereas for *C-FFPan* we have $R^2= 0.523$ indicating that 52,3% is the amount that is explained by the model related to *C-FFPan*.

In Fig. 8.a we can observe a high *F* value and a low *p-value*, for both measures, which indicate that the prediction is indeed possible with a high degree of confidence. We have also considered the *p-values* and *t-values* for the corresponding coefficient and the intercept (see Fig. 8.b).

The equation of the regression model for *C-FFPde* obtained with this data set is:

$$EFH = 0.133 * C-FFPde + 70.647,$$

where the coefficient 0.133 and the intercept 70.647 are significant at level 0.000, as from the T test. The equation of the regression model for *C-FFPan* is instead:

$$EFH = 0.225 * C-FFPan + 78.034,$$

where the coefficient 0,225 and the intercept 78.034 are again significant at level 0.000.

In order to assess the acceptability of the derived effort prediction models, we have considered the *Magnitude of Relative Error*, which is defined as

$$MRE = |EFH_{real} - EFH_{pred}| / EFH_{real}$$

where EFH_{real} and EFH_{pred} are the actual and the predicted efforts, respectively. The rationale behind this measure is that the gravity of the absolute error is proportional to the size of the observations. Such value has been calculated for each of the 32 observations in the data set, using the models derived for both *C-FFPan* and *C-FFPde*. We have evaluated the prediction accuracy by taking into account a summary measure, given by the *Mean of MRE (MMRE)*, to measure the aggregation of *MRE* over the 32 observations. In particular, from Table 2, we can observe that both models exhibit an *MMRE* value less than 0.25. As suggested in (Conte et al., 1986), this represents an acceptable threshold for an effort prediction model. Moreover, we have

considered another meaningful measure, namely the *prediction at level l*, defined as

$$PRED(l) = k / N$$

where *k* is the number of observations whose *MRE* is less than or equal to *l*, and *N* is the total number of observations. Again, according to Conte et al., at least 75% of the predicted values should fall within 25% of their actual values. In other words, a good effort prediction model should have $PRED(0.25) \geq 0.75$. This condition turns out to be satisfied by the model derived for *C-FFPde*, i.e. based on design documentation. On the contrary, the model derived for *C-FFPan* indicates a lower accuracy in the prediction. Such results are consistent with the fact that analysis documents contain less information on the projects, with respect to design documents.

5 FINAL REMARKS

In this paper we have proposed an approach for estimating the functional size of dynamic web applications, exploiting the *COSMIC-FFP* method, both during analysis and design phases. Indeed, the measure turns out to be suitable for capturing also the dynamic aspects of such applications which are characterized by data movements to and from web servers. and defining appropriate procedures to measure the functional size of software by counting the data movements. Two sets of rules have been provided to be applied on analysis and design documents, respectively. In particular, sequence diagrams are analysed by exploiting the *COSMIC-FFP* rules which Jenner suggested to estimate the size of object oriented systems (Jenner, 2002). Conallen's web extensions of UML class diagrams are instead examined by applying a set of rules which have been specifically conceived for dynamic web applications and represent an extension of the rules proposed by Mendes et al. for static web applications (Mendes et al., 2002).

	Prediction Model	R ²	R	Std Err	F	Signif F
<i>C-FFPan</i>	$EFH = 0.225 * C-FFPan + 78.034$	0.723	0.523	23.643	32.869	0.000
<i>C-FFPde</i>	$EFH = 0.133 * C-FFPde + 70.647$	0.881	0.776	16.1969	103.962	0.000

(a)

		Value	Std. Err	t-value	p-value
Model for <i>C-FFPan</i>	Coefficient	0,225	8.072	5.733	0.000
	Intercept	78.034	0.039	9.667	0.000
Model for <i>C-FFPde</i>	Coefficient	0.133	0.013	10.196	0.000
	Intercept	70.647	5.425	13.023	0.000

(b)

Figure 8: The results of the OLS regression analysis for evaluating the *EFH* using *C-FFPan* and *C-FFPde*

Table 2: Aggregate accuracy evaluation for C-FFPan and C-FFPde

	MMRE	PRED(0.25)
C-FFPan	0.18	0.72
C-FFPde	0.11	0.81

A formalization of the method has been provided by suitably revising some basic concepts of the method. The results of the initial empirical analysis that we have carried out are encouraging, suggesting that the counting of data movements can be useful for estimating the development effort of dynamic web applications. In particular, the application of the method on design documents exhibits a slightly better performance than its application to analysis documents. This is not surprising, since during analysis less details are usually available. For that reason, we suggest to apply the method at the beginning of the development process, during the analysis phase, in order to obtain a preliminary effort estimation, which can be later refined during design, when further information is available, by employing the suitable rules defined for class diagrams.

Several research directions can be planned as future work. First of all, further analysis is needed for the assessment of the method. Indeed, the empirical evaluation provided in the paper has to be considered a preliminary analysis, useful for encouraging us in further investigation. More data coming from the industrial world are presently being collected, in order to obtain more reliable results. Such data will be also used to perform a comparative analysis with respect to other proposals, such as *Web Objects* (Reifer, 2000).

Moreover, we plan to consider possible use of adjustment factors similar to those used in the FP approach, in order to verify their usefulness to improve the performance of the proposed method in the cost estimation process.

Furthermore, we focused our attention mainly on web applications, where multimedia aspects were marginal. It could be very interesting to tune up the 3rd rule, to better describe the efforts needed for multimedia productions. As an example, we could classify the digitalized media (easy to make) from the ones created from scratch (requiring more resources). The final result could be a taxonomy of multimedia objects, depicting for each media the estimated effort.

Another interesting extension of the work may come by taking into account page templates. The sites we considered were characterized by many structurally different pages. Probably, if a site is composed by a number of static pages using the same template, the 1st rule may require some tuning.

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