

PAY PER LINE OF CODE – IS IT A HOLY GRAIL OR NEW NORMAL?



The software industry has witnessed many onshore and offshore engagement models but “line of code” (LoC) has been traditionally considered as a “wrong metric”. Expedux believes that there is a need to revisit the perception against this model. By taking a study on 2 situations you will start understanding why.

Project #1: Single Location

Software Development Team - 20 (Excluding managers, analysts, product owners, SCRUM masters, etc.)

Project – E-commerce site with pretty high traffic numbers (over one million page views per day).

Code base size - About 300k lines, of which 200k was PHP, 50k JavaScript and the remainder CSS, XML and HTML5.

Project #2: Extremely Distributed

Software Development Team - 15 developers.

Project - Educational software using PHP and Angular.JS

Code base size: About 30k lines, of which about 90% was PHP and the rest in XML.

Common Factors

- Code bases hosted on GitHub.

- Both teams used build automation, continuous integration, pre-flight builds, static analysis and code reviews.
- There was no garbage and almost no code duplication

The Money Factor

The first project (the one that was co-located) was paying approximately USD 30,000 annually average per developer, which was about \$2500 per month or \$15.6 per hour.

The second one (the extremely distributed project) was paying \$20-30 per hour

The first one, in three months, produced 59k new lines and removed 29k in changes in the master branch, which totals 88k lines of code. The project resulted in about 10,000 man hours to produce these lines (20 programmers, three months, 160 working hours per month) — which equates to about \$150k. Therefore, the project cost is

\$1.7 per line

This also means a programmer was writing approximately 8-10 lines per hour or over a 64-80 lines per day. The statistics shows that the average programmer can write about 10 lines per day. Obviously, it varies based on case to case basis

The second project, in the same three month period, produced 45k new lines and removed 9k, which comes to 54k in all. To complete this work, the total cost was \$180K (15 developers, 3 Months, 160 hours per month, avg 25 USD per hour). Thus, the project cost merely:

\$3.3 per line

Conclusion

Expedux believes that there is a change required in technology decision makers mind in terms of assessing innovative engagement models. Pay per line of code model is tricky but it can provide load of benefits when organizations have the clear vision in terms of software roadmap and development phases. Our metric will be anywhere between \$0.13 and \$4 depends on the complexity of the product and the choice of technology. It's not about metrics any more rather it is all about bringing innovation flavour with the engagement models

ABOUT US



FOCUS

Software Engineering Services for Product Firms and E-commerce Organization



OPEN SOURCE COE

A Centre of Excellence team to constantly build capabilities and frameworks in PHP, JAVA, and Python.



STABILITY

A team backed by eminent industry advisors and venture capitalists.



EXPERIENCE

100+ man-years of expertise in working with opensource technologies.



CREDIBILITY

99% of our customers would vouch for our ability to go beyond the typical customer-vendor relationship



INNOVATIVE ENGAGEMENT MODELS

Innovative Milestone based engagement Model with Pay per Hour Model and Pay per Line of Code Model.