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Some Throughput Metrics for (SOA) Application Development*Joobin Choobineh¹, Evan Anderson², Evelyn Barry²*

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Abstract:

Software construction in a Service Oriented Architecture (SOA) environment is the most recent phenomenon in developing software applications. A distinguishing characteristic of application development in this environment compared to previous generations is that the developers have to construct multiple distinct types of artifacts. Existing software development metrics are neither sufficient nor appropriate for all these artifacts. Hence, project managers cannot accurately estimate the cost of a job. The goal of this research was to identify existing, modified, or new metrics for estimating application developers' throughput in SOA environments. In this paper, we present a suit of metrics for the following SOA application artifacts: services, adapters, contracts, and orchestration. Some are new and some are existing metrics. The overarching finding of this research is that, as with previous generations of software development, software artifact size and complexity are essential to an explanation of development throughput.