

<b>Year</b>	<b>Version</b>	<b>Estimated SLOC</b>	<b>AYG</b>	<b>Months to Double</b>
1991	0.01	10,000		
1992	0.96	40,000	300%	6
1993	0.99	100,000	150%	9
1994	1.0	170,000	70%	16
1995	1.2	250,000	47%	22
1996	2.0	400,000	60%	18
1997	2.1	800,000	100%	12
1998	2.1.110	1,500,000	88%	13
2000	RedHat 6.2	1,500,000; 17,000,000	237%	7
2001	RedHat 7.1	2,400,000; 30,000,000	76%	15

Table 2.8: The commoditization of software as illustrated by Linux. Linux is a volunteer effort. Prior to the success of Linux, according to conventional wisdom, it was not practical for a collection of individuals to develop an operating system — that was something that could only be done by companies such as Microsoft, IBM, Sun and Apple. SLOC is an abbreviation for source lines of code. AYG is an abbreviation for average yearly growth. The two numbers for the RedHat 6.2 and 7.1 refer to the estimated number of lines in the Linux kernel and the Linux distribution. Using a commonly employed measure of the cost to develop software called the COCOMO cost model, it would take over 8,000 person years of development and over one billion dollars to develop the 30,000,000 lines of source code in the 7.1 Release of RedHat. Sources: [86], [156], and [157].