1. Cost Roll Up (cost\_rollup)

Input : Cost Type & Item Id

Process :

1. Explode the BOM of the item – Get all the components
2. Reverse the BOM sequence for all the components
3. Start from the first Item
   1. Check & proceed if it’s make
   2. Run \_cost\_rollup\_for Item for that item & cost type
4. Cost Rollup for a specific item & cost type (\_cost\_rollup\_forItem)

Input : Cost Type & Item Id

Process :

1. Check if cost header exists for the item
2. Create a new cost header if does not exists
3. Run \_cost\_rollup\_cost\_lines for the header object
4. Rollup cost for an item header (\_cost\_rollup\_cost\_lines)

Input : item cost header object

Process :

1. Get the BOM Header Object, Exit if null
2. Get the BOM Line Object, Exit if null
3. Add the cost for each bom line on the basis of cost\_element\_type, cost\_element\_id, cost\_basis