Houston: We are in overload

Gail Murphy University of British Columbia

Note: This presentation involves many animations, videos, etc. Some of these are available on-line (avi files will attempt to play). Those that are not are indicated.

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unexpected information overload

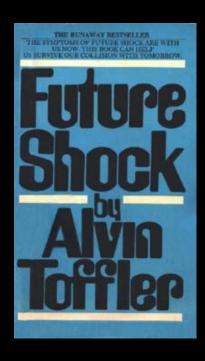
un·ex·pect·ed

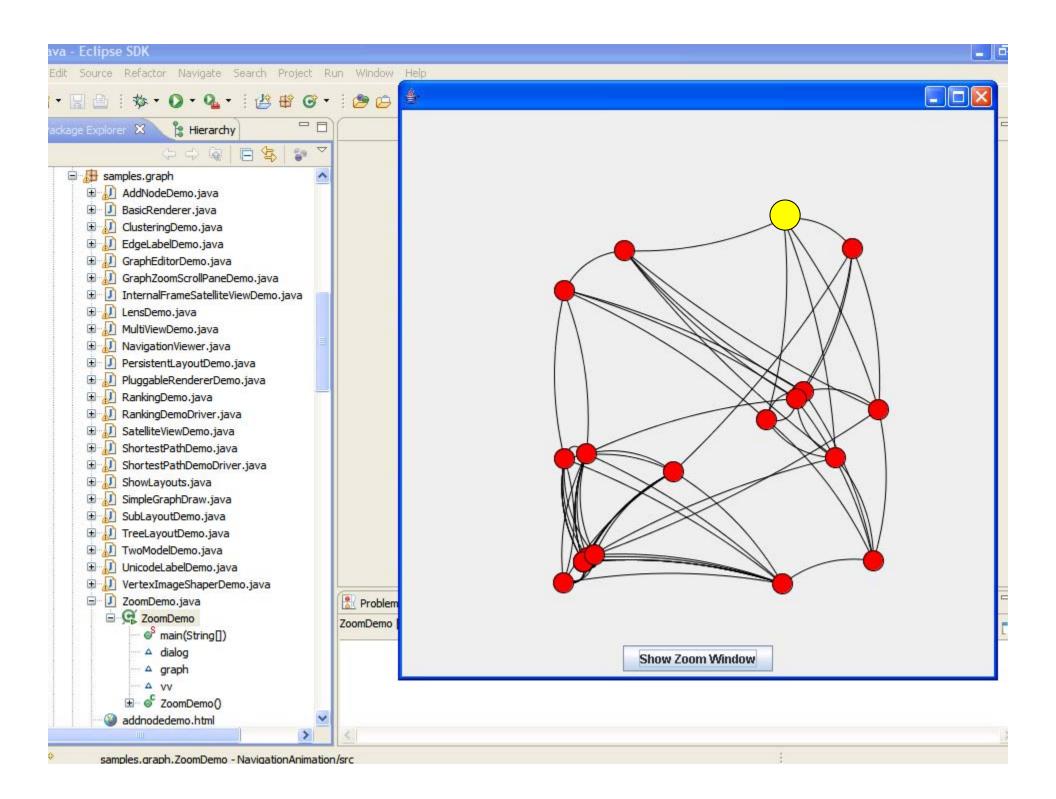
coming without warning; unforeseen

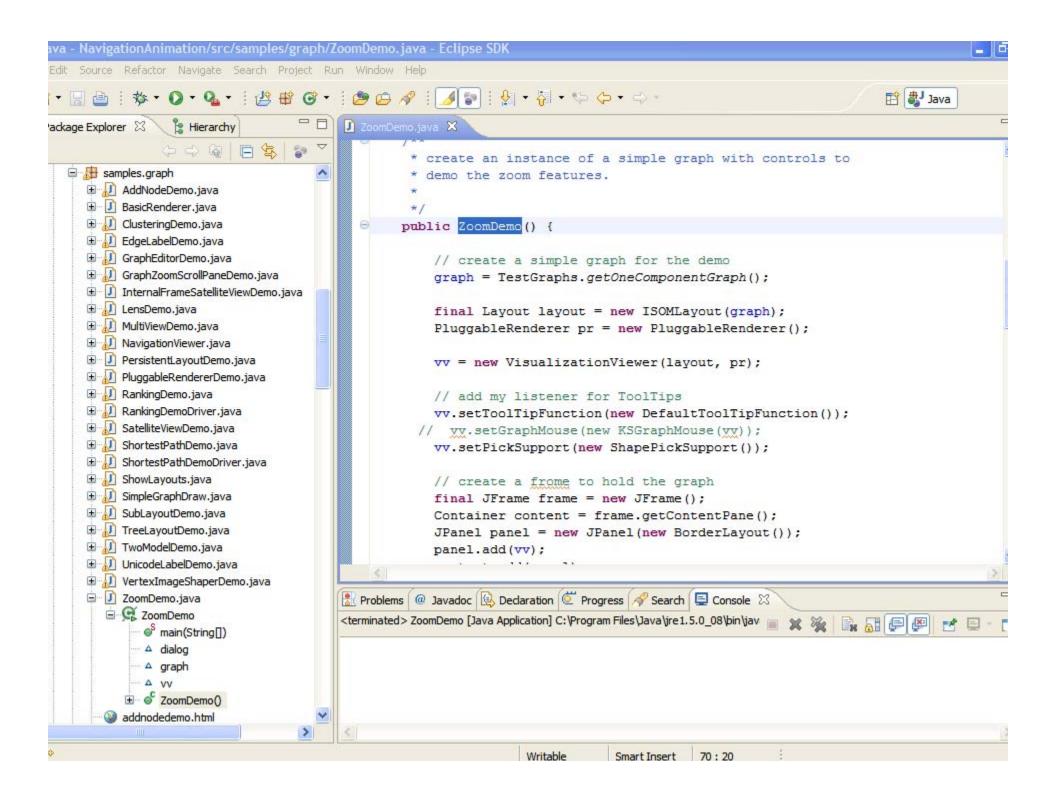
bugs, "found design", missing documentation, regressions, ...

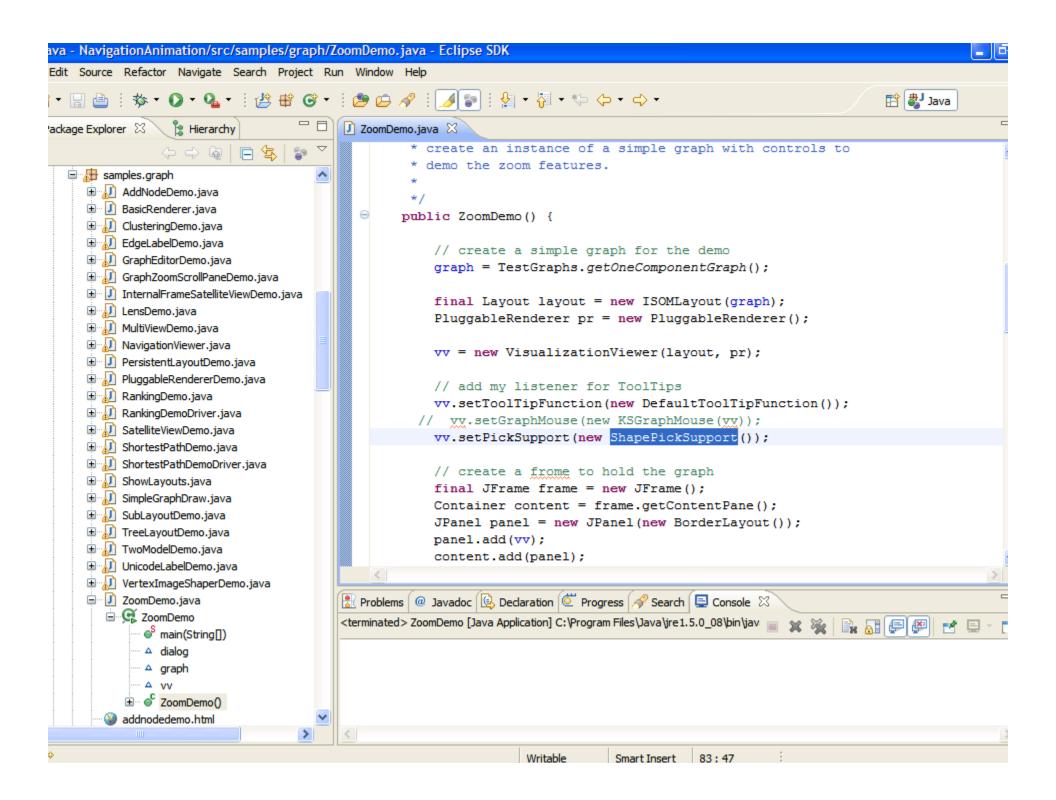
information overload

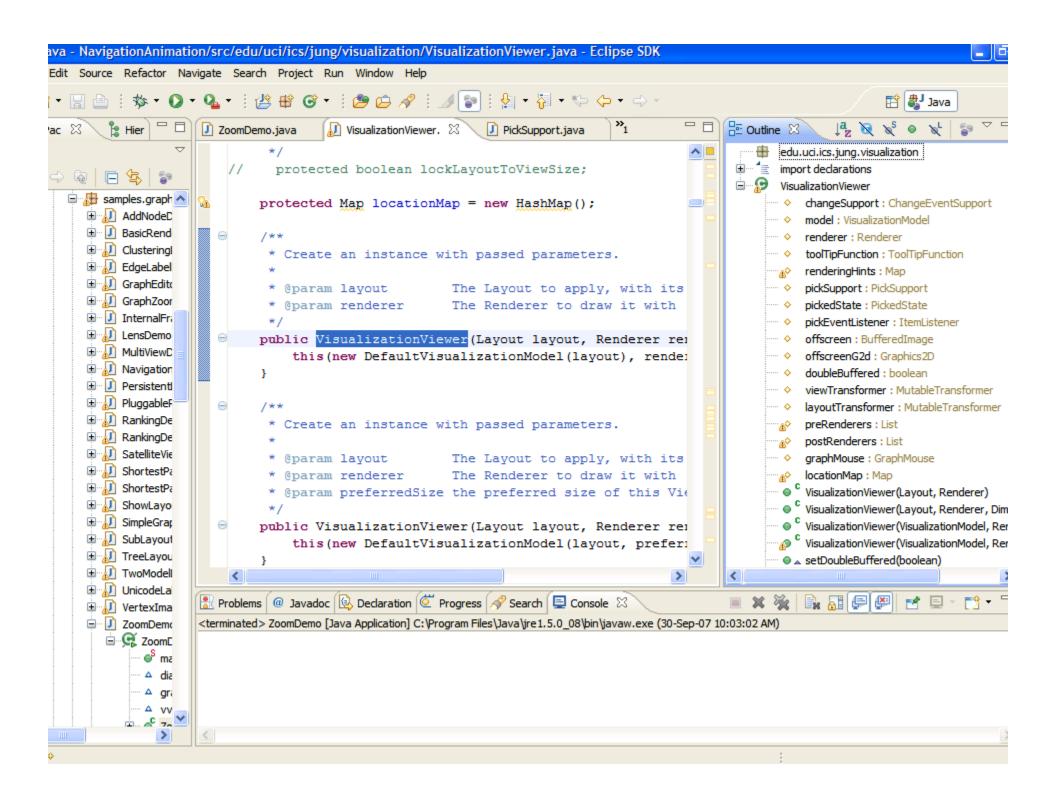
too much information to make a decision

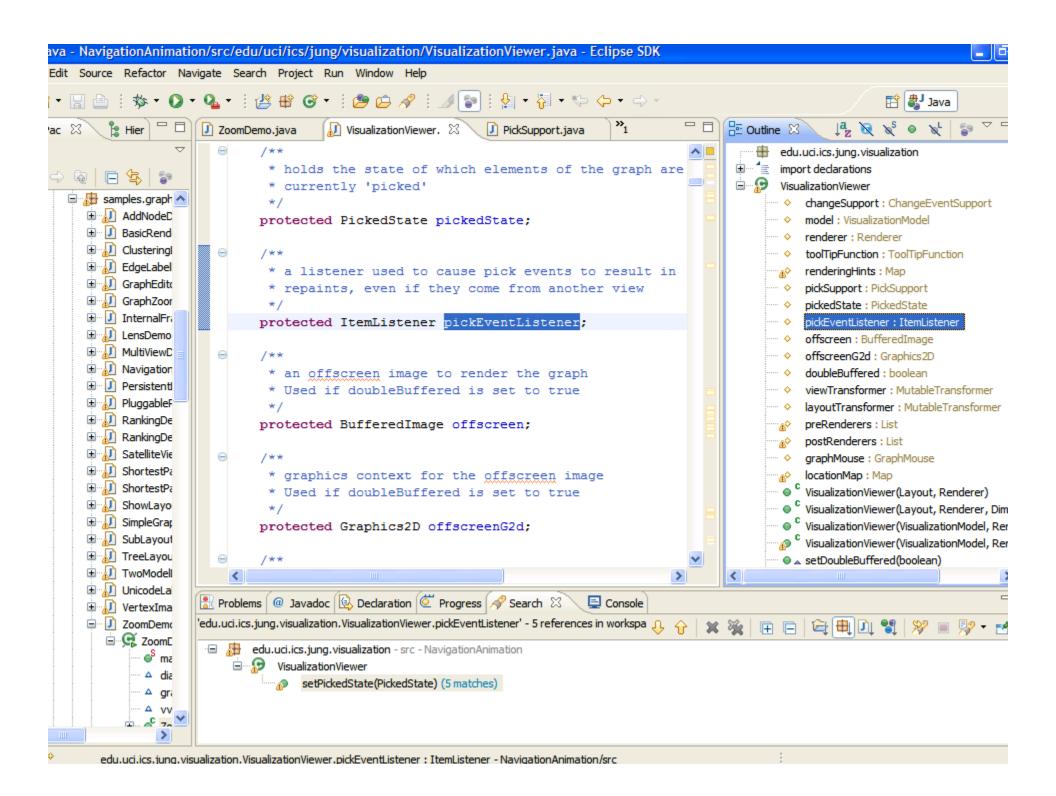










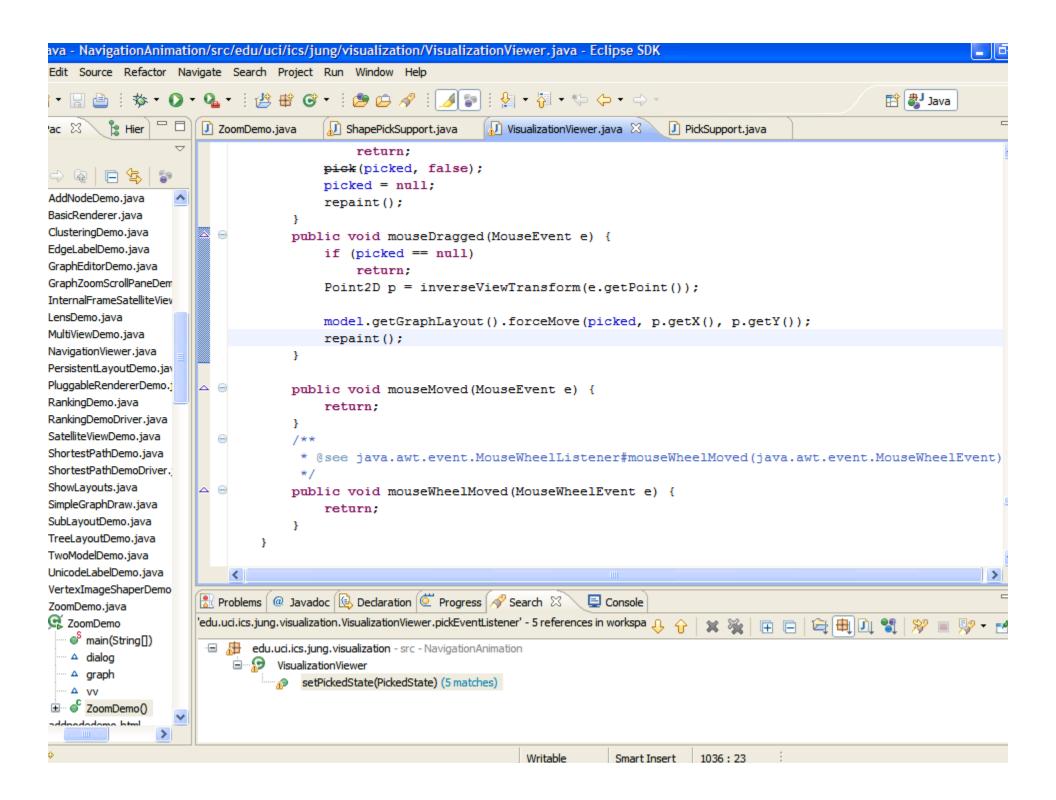


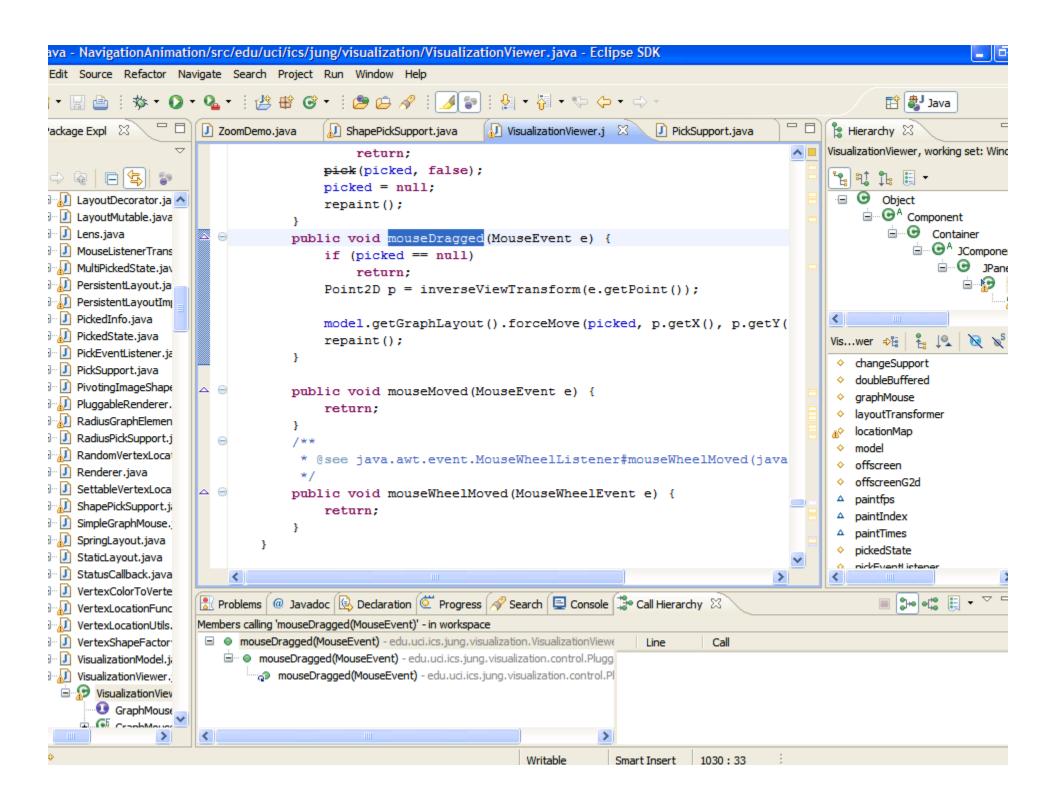
```
ava - NayigationAnimation/src/edu/uci/ics/jung/visualization/VisualizationViewer.java - Eclipse SDK
Edit Source Refactor Navigate Search Project Run Window Help
· 🔛 👜 : 🏇 · 🚺 · 🤽 · : 🖄 🕸 🍪 · : 🍅 👝 🖋 : 📝 🕼 : 👰 · ኞ · 🖓 · · · · · · ·
                                                                                                                😭 🐉 Java
J ZoomDemo.java

√ VisualizationViewer.java 

✓ PickSupport.java

                 ShapePickSupport.java
        }
         * @param pickedState The pickedState to set.
        public void setPickedState(PickedState pickedState) {
             if(pickEventListener != null && this.pickedState != null) {
                 this.pickedState.removeItemListener(pickEventListener);
             }
             this.pickedState = pickedState;
             if(renderer != null) {
                 renderer.setPickedKey(pickedState);
             if(pickEventListener == null) {
                 pickEventListener = new ItemListener() {
                     public void itemStateChanged(ItemEvent e) {
                         repaint();
                 };
            pickedState.addItemListener(pickEventListener);
        }
        /**
         * @return Returns the pickSupport.
        public PickSupport getPickSupport() {
             return pickSupport;
        }
         * @param pickSupport The pickSupport to set.
        public void setPickSupport(PickSupport pickSupport) {
             this.pickSupport = pickSupport;
                                                                        Smart Insert 1135: 29
                                                            Writable
```





information

source code

search results

file containment

type hierarchy

class structure

overload?

50 lines

3 search hits

60 file items

5 type items

25 class items

information overload?

source code

search results

file containment

type hierarchy

slass structure

grows to

hundreds

and

thousands

for

complete task

mismatch

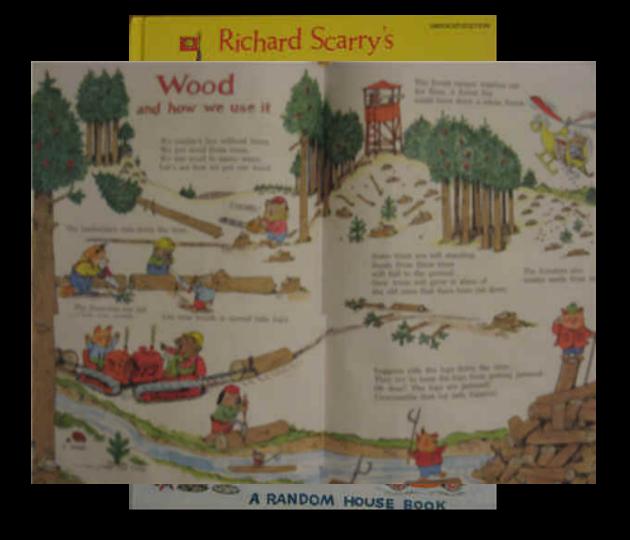
Cartoon not licensed for web version

this talk is about...

mismatches between programmers and tools

enabling focus and flow for programmers

understanding mismatches



understanding mismatches



mismatch #1

questions programmers ask vs.

questions tools answer

Which type represents this domain concept?

Who implements this interface?

What are the differences between these types?

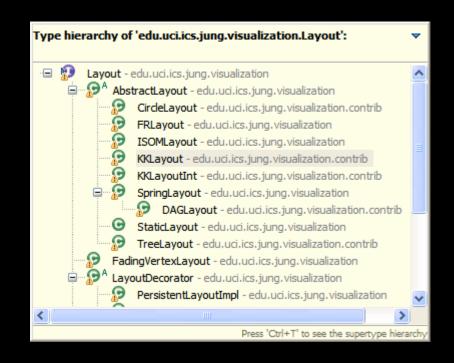
What are the parts of this type?

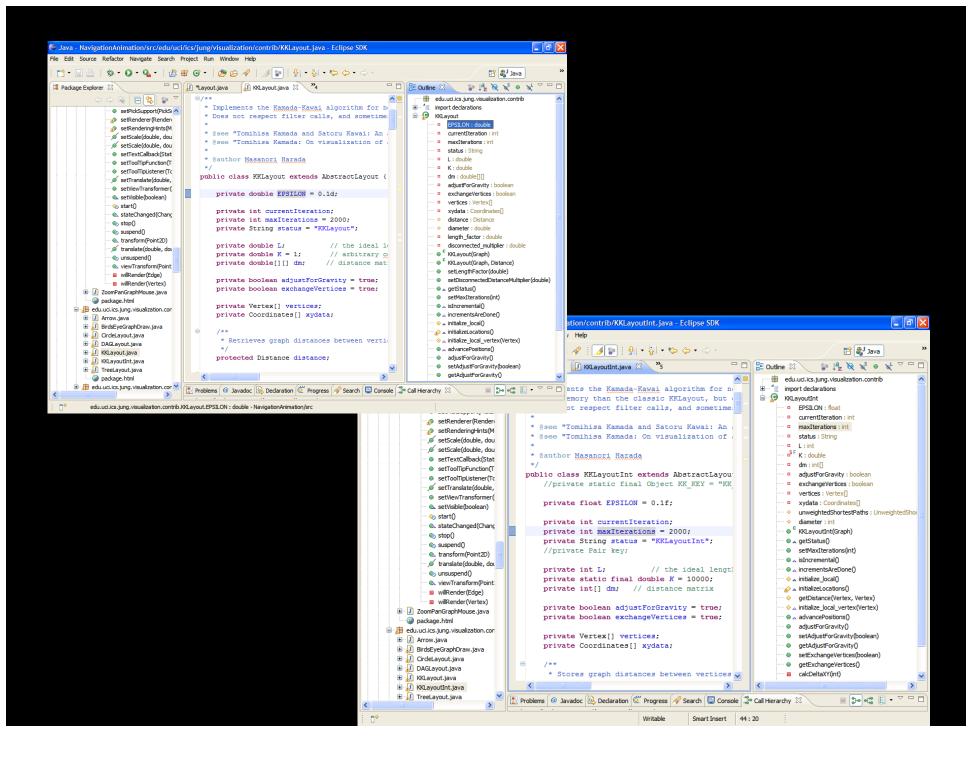
How are these types related?

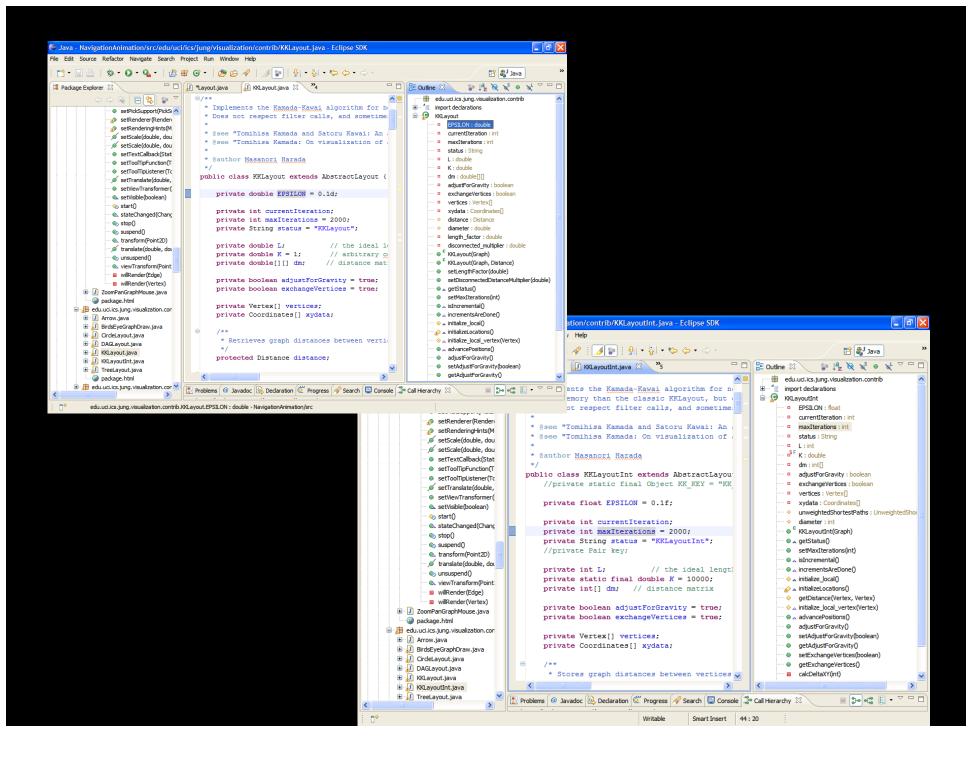
What data can we access from this object?

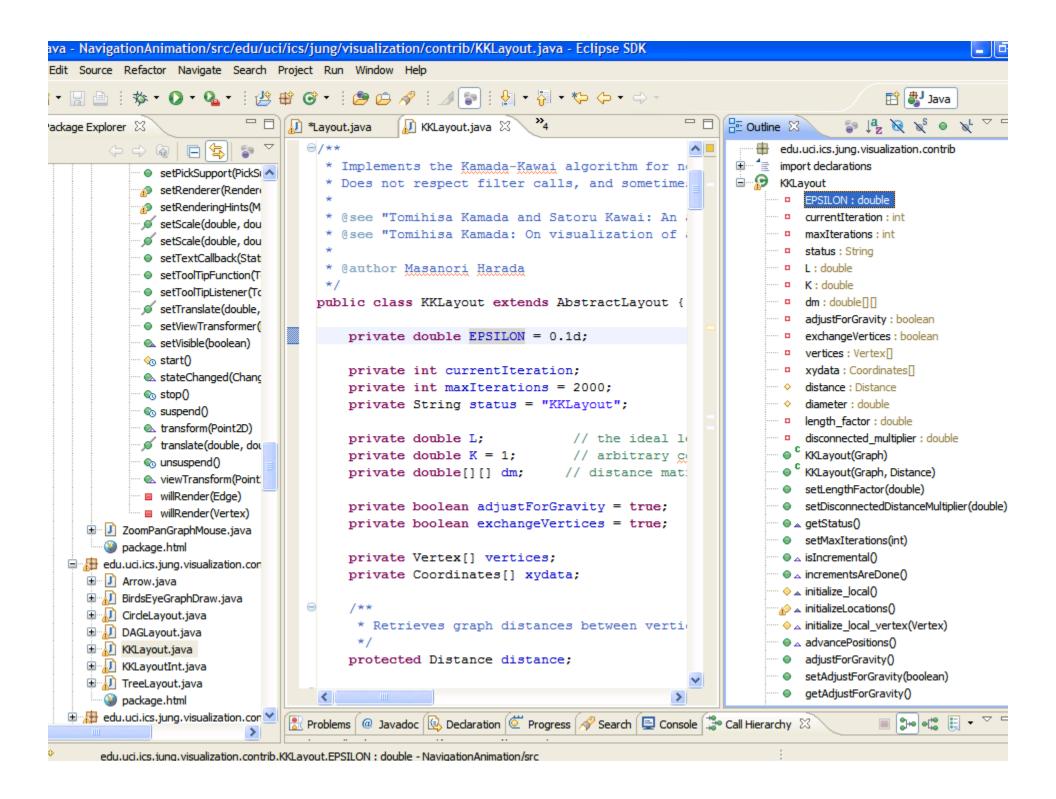
What code is involved in the implementation of this behaviour?

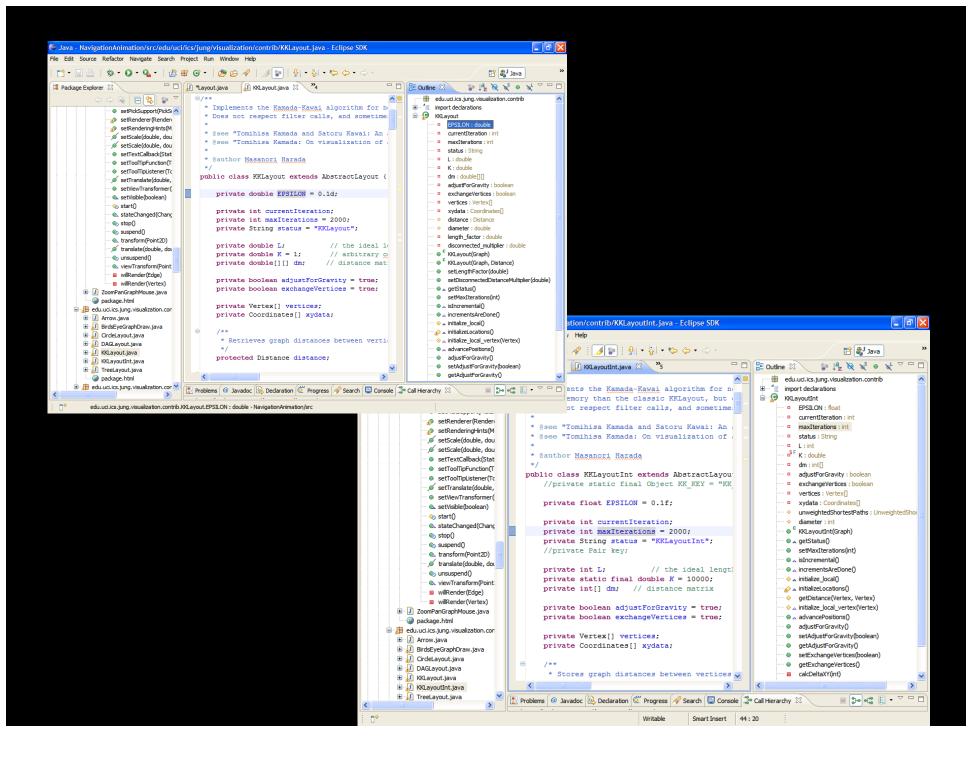
What are the differences between these types?

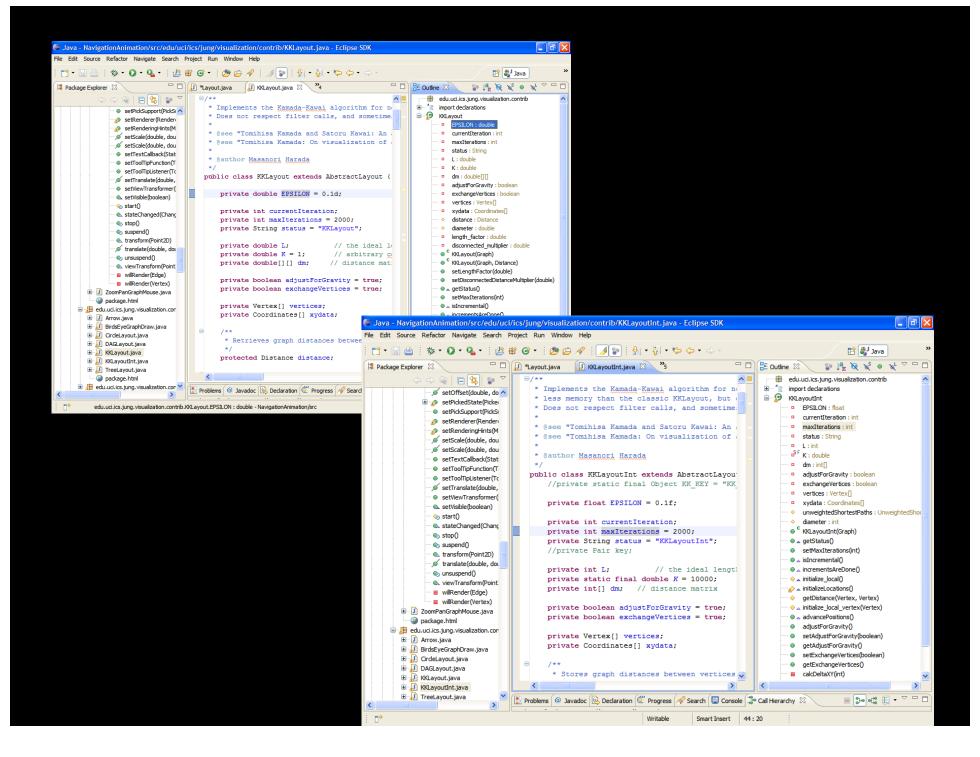


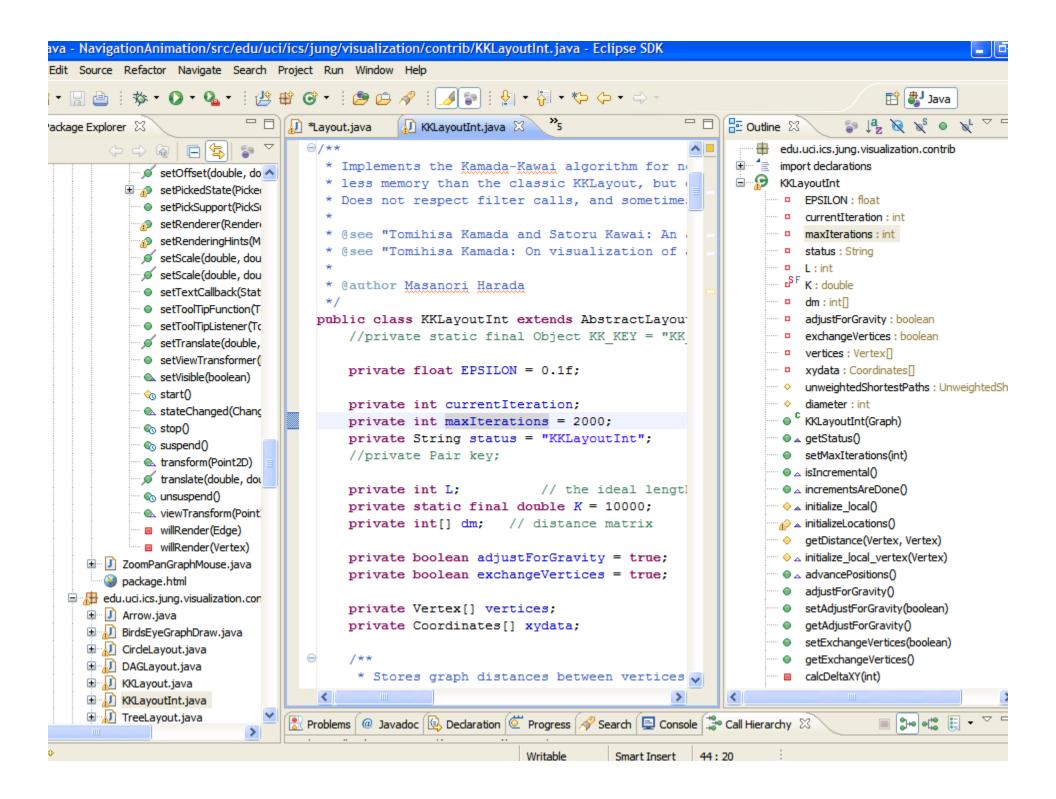












mismatch #2

information programmers need vs.

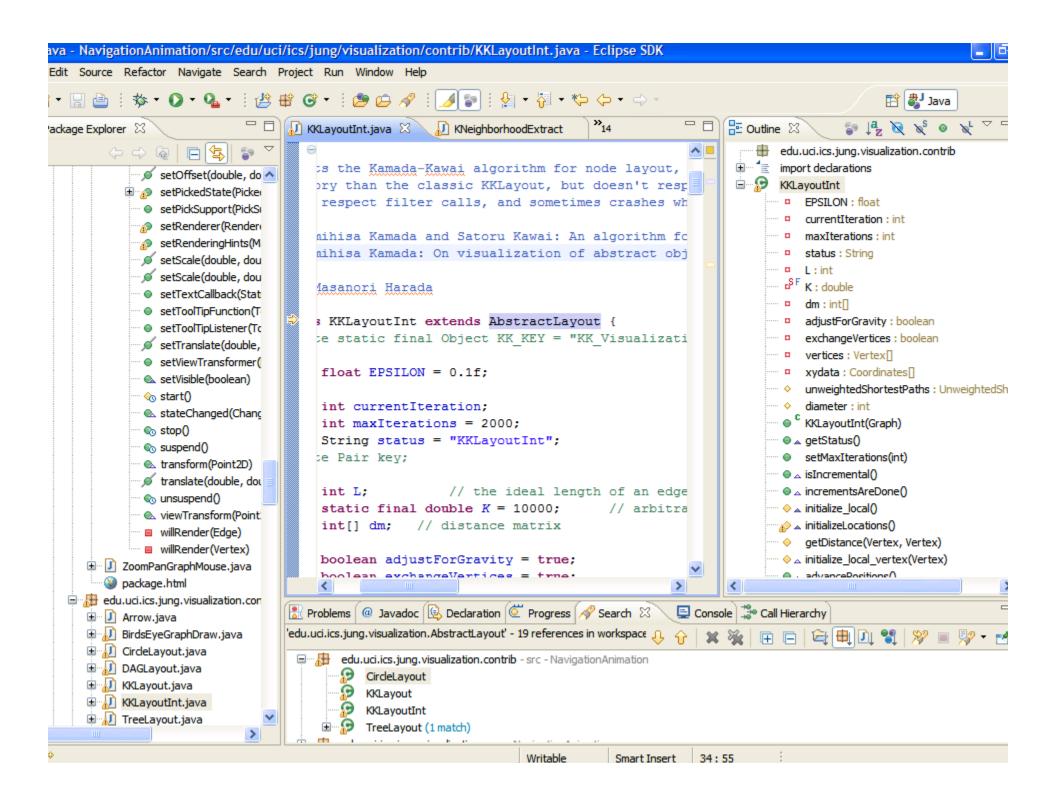
information tools show

"In a delocalized plan, pieces of code that are conceptually related are physically located in non-contiguous parts of the program"

Soloway, Pinto, Letovsky, Littman and Lampert, CACM 1988

"the programmers' central goal for each maintenance task was to collect a *working set* of task-relevant code fragments"

— Ko, Aung, Myers, ICSE 2005

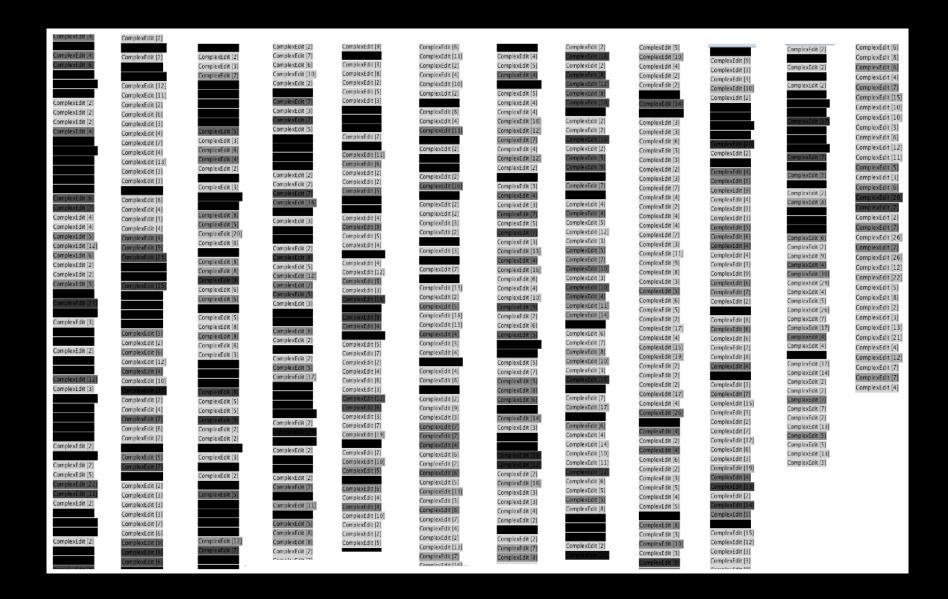


mismatch #3

strategies programmers use vs.

strategies tools support

click to play animations (avi) Allen, Murphy, de Alwis, 2007



this talk is about...

mismatches between programmers and tools

- 1. questions
- 2. information the enabling focus and flow for
- 3. strategies programmers

flow

focus

focus

flow

focus

focus

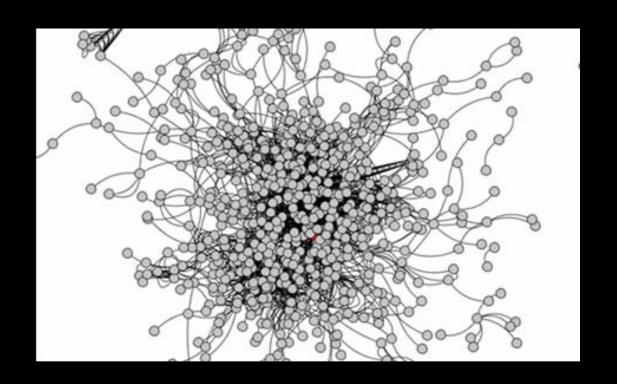
click to play animations (avi)



flow

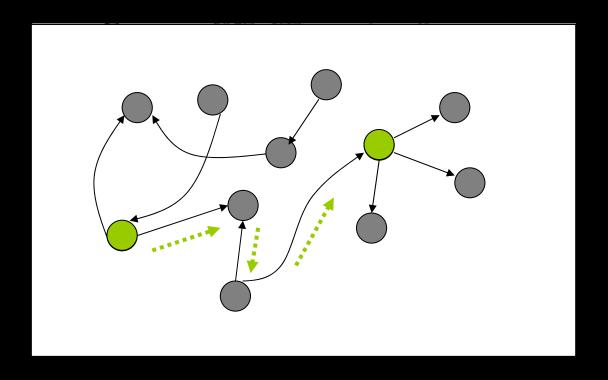
click to play animations (avi)

enabling focus and flow

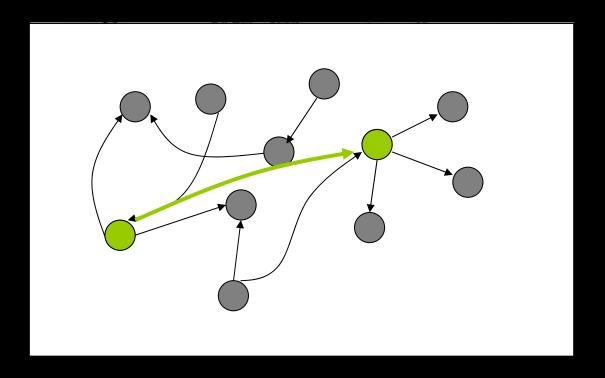


structure

currently

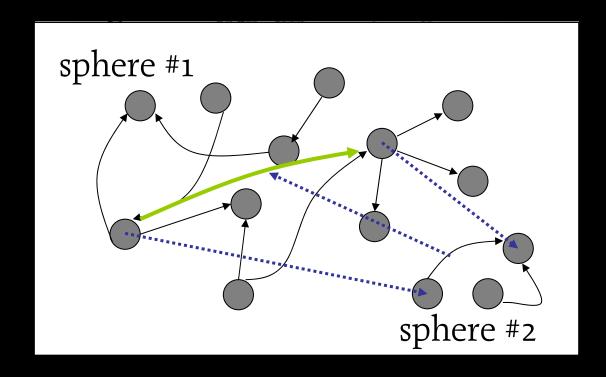


with Ferret

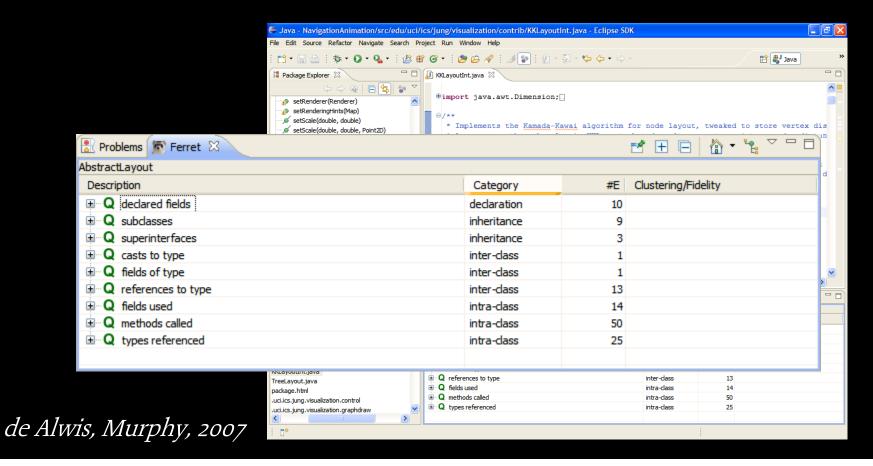


de Alwis, Murphy, 2007

with Ferret



with Ferret



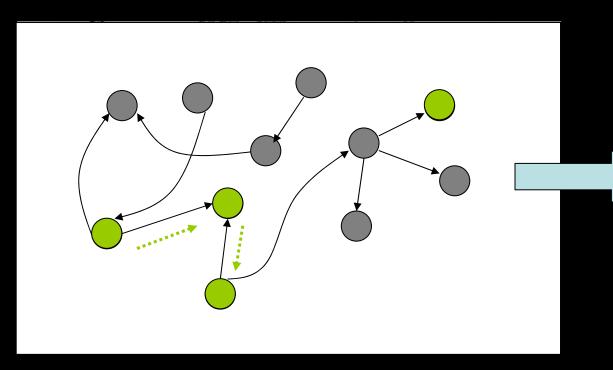
with Ferret

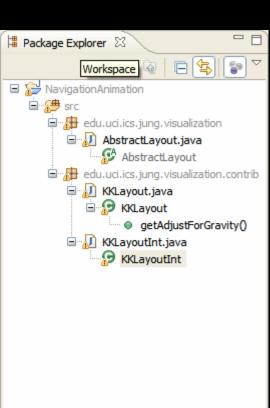
focus

flow

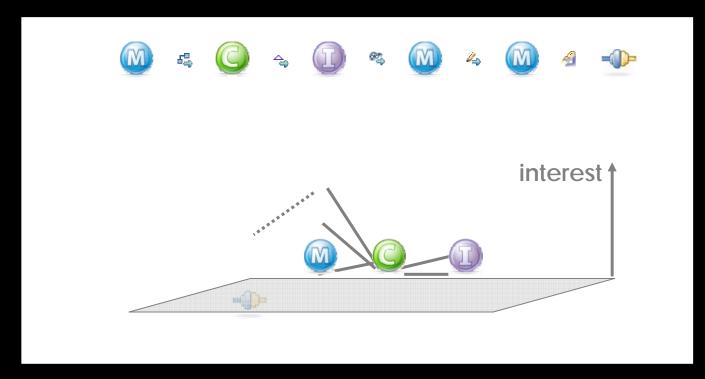
based on a small diary study

withurstyly





with Mylyn



with Mylyn

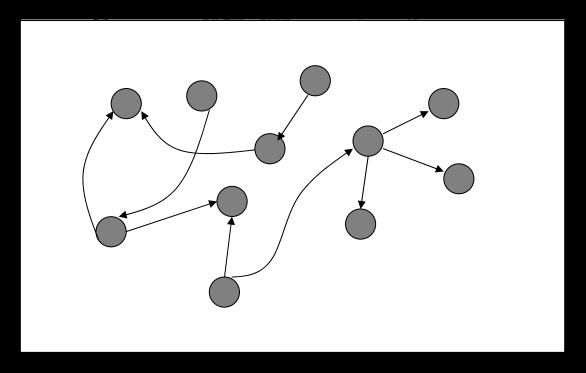
click to play screencast (avi)
(demo portion unavailable on-line)

with Mylyn

focus flow

based on a field study and huge user community (1M+ downloads)

currently



click to play screencast (avi)

with web-style navigation

click to play demo (avi)

with web-style navigation

demo unavailable on-line

with web-style navigation

focus

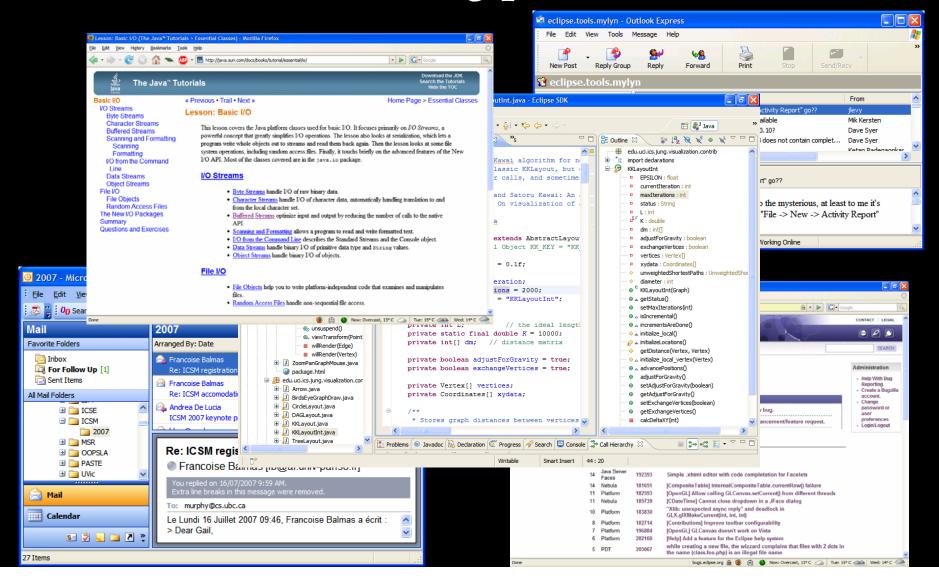
flow

tbd

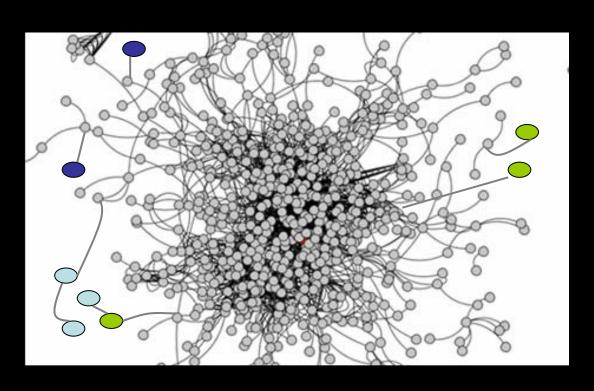
a lurking problem

video used in talk unavailable on-line

a looming problem



a looming problem more artifacts, looser structure



what to do?

1. enhance system structure model

2. rethink the model(s) behind the tools













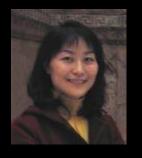
















meghan allen john anvik elisa baniassad wesley coelho davor cubranic brian de alwis rob elves thomas fritz jan hannemann lyndon hiew reid holmes mik kersten seonah lee shawn minto martin robillard izzet safer david shepherd ducky sherwood annie ying trevor young robert walker and others!





SO...

information information

information

information

information

Information

information

Cartoon not licensed for web version

mismatch



questions information strategies

cartoon not licensed for web version

{add, compute, present} information with **focus** and **flow**

to manage information effectively