Exploranative Code Quality Documents

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InfoVis'19

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Good code quality is needed for efficiently developing maintainable and extendable software

Goal:

Self-explanatory system

(Explanation + Exploration)

Specially for
less experienced software developers | less technical stakeholders

Approach

11 Quality Metrics

Analysis

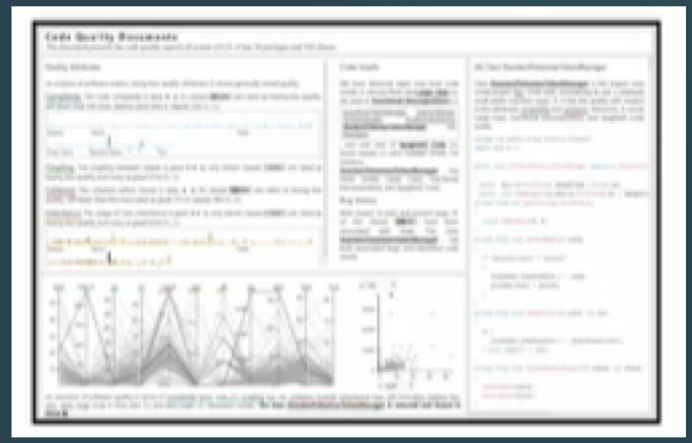
4 Quality Attributes
4 Code Smell
Bugs

Explanation
(Text Generation)

Exploration
(Visualization)

+

Exploranation
(Code Quality Document)



Data and Analysis

Quality Attribute	Software Metric	Acronym	Description
Complexity	Weighted methods per class	wmc	The sum of all method complexity values for a class.
	Maximum cyclomatic complexity	max_cc	The maximum of all the method-level complexity values of a class.
Coupling	Afferent coupling	ca	The number of other classes that depend on a class (incoming dependencies).
		ce	The number of other classes on which a class depends (outgoing dependencies).
Cohesion	Lack of cohesion of methods	lcom3	Methods access the same set of variables of a class.
Inheritance	Depth of inheritance	dit	The inheritance levels for a class.
	Number of children	noc	The number of immediate descendants of a class.
Other	Average method complexity	amc	
	Lines of code	loc	
	Number of public methods	npm	
	Number of bugs	bug	

4 quality attributes

11 metrics

To show bug-proneness

Used to detect 4 types of code smell
- **Large Class**
- **Lazy Class**
- **Functional Decomposition**
- **Spaghetti Code**

Use these software metrics with threshold to measure quality attributes

Based on Filó, T.G. et al. work on “A Catalogue of Thresholds for Object-Oriented Software Metrics”

Code Quality Documents

This document presents the code quality aspects of lucene-2.0 ⓘ—it has 10 packages and 195 classes.

Quality Attributes

An analysis of software metrics along four quality attributes ⓘ shows generally *mixed* quality.

Complexity: The code complexity is *okay* ★ as 51 classes 26.2% are rated as having *low* quality, still fewer than the ones rated as *good* (94) or *regular* (50) ⓘ. [+]

Coupling: The coupling between classes is *good* ★★ as only eleven classes 5.6% are rated as having *low* quality, but many as *good* (114) ⓘ. [+]

Cohesion: The cohesion within classes is *okay* ★ as 89 classes 45.6% are rated as having *low* quality, still fewer than the ones rated as *good* (17) or *regular* (89) ⓘ. [+]

Inheritance: The usage of class inheritance is *good* ★★ as only eleven classes 5.6% are rated as having *low* quality, but many as *good* (135) ⓘ. [+]

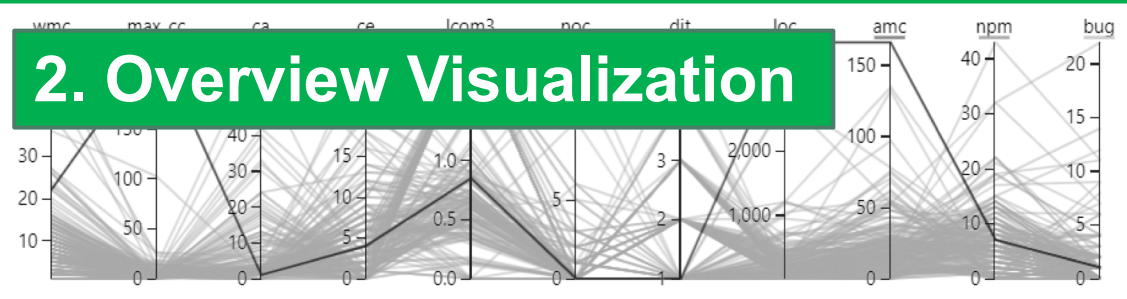
Code Smells

We have detected eight class-level code smells ⓘ, among them one **Large Class** [+], six cases of **Functional Decomposition** [+], and one case of **Spaghetti Code** [+]. Some classes [+] carry multiple smells. For instance, **StandardTokenizerTokenManager** has three smells: Large Class, Functional Decomposition, and Spaghetti Code.

Bug History

With respect to past and present bugs, 91 of the classes 46.7% have been associated with bugs. The class **StandardTokenizerTokenManager** has both associated bugs and identified code smells.

1. Summary Text



2. Overview Visualization

An overview of software quality in terms of complexity (wmc, max_cc), coupling (ca, ce), cohesion (lcom3), inheritance (noc, dit) and other metrics (loc, amc, npm, bug). Gray ■ lines (left ⓘ) and dots (right ⓘ) represent classes. **The class StandardTokenizerTokenManager is selected and drawn in black ■.**

[X] Class StandardTokenizerTokenManager

Class **StandardTokenizerTokenManager** is the largest class of the project (loc: 3709) with, considering its size, a relatively small public interface (npm: 7). It has low quality with respect to the attributes complexity and cohesion. Moreover, it carries Large Class, Functional Decomposition, and Spaghetti Code smells.

```
package org.apache.lucene.analysis.standard;
import java.io.*;

public class StandardTokenizerTokenManager implements StandardTokenizer
{
  public  java.io.PrintStream debugStream = System.out;
  public  void setDebugStream(java.io.PrintStream ds) { debugStream = ds
private fin
{
  return j
}
private final void jjCheckNAdd(int state)
{
  if (jjrounds[state] != jjround)
  {
    jjstateSet[jjnewStateCnt++] = state;
    jjrounds[state] = jjround;
  }
}
private final void jjAddStates(int start, int end)
{
  do {
    jjstateSet[jjnewStateCnt++] = jjnextStates[start];
  } while (start++ != end);
```

3. Details

Summary Text

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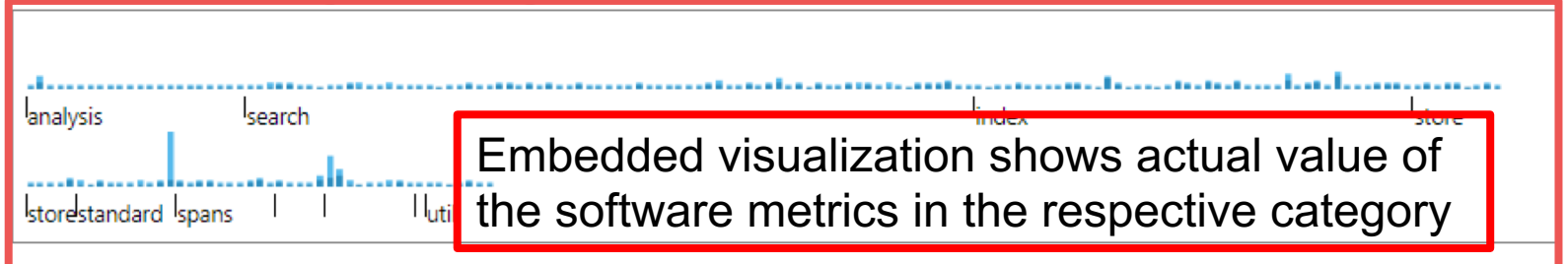

Embedded visualization shows actual value of the software metrics in the respective category

Coupling: The coupling between classes is *good* ★★ as only eleven classes 5.6% are rated as having *low* quality, but many as *good* (114) ⓘ. [+]

Cohesion: The cohesion within classes is *okay* ★ as 89 classes 45.6% are rated as having *low* quality, still fewer than the ones rated as *good* (17) or *regular* (89) ⓘ. [+]

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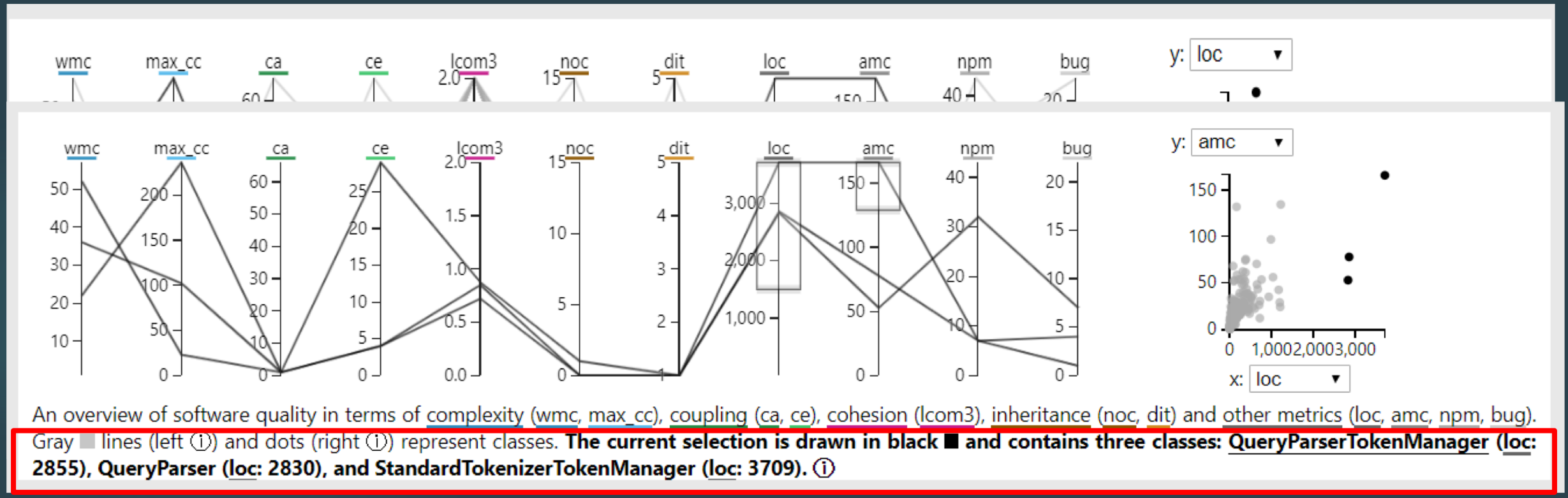
Overview Visualization



An overview of software quality in terms of complexity (wmc, max_cc), coupling (ca, ce), cohesion (lcom3), inheritance (noc, dit) and other metrics (loc, amc, npm, bug). Gray lines (left ⓘ) and dots (right ⓘ) represent classes. **The current selection is drawn in black ■ and contains three classes: QueryParserTokenManager (loc: 2855), QueryParser (loc: 2830), and StandardTokenizerTokenManager (loc: 3709).** ⓘ

Details

Educational

[X] Background: Complexity Metrics

Complexity metrics estimate how difficult it is to understand the respective code (not to be confused with "computational complexity", which refers to the runtime resources an algorithm consumes). Based on a complexity computation on method level, we consider two perspectives: First, weighted methods per class (wmc) sum all method complexity values for a class. Second, to also hightlight classes that contain few high-complexity methods but many low-complexity ones, the maximal cyclomatic complexity (max_cc) takes into consideration the maximum of all the method-level complexity values of class.

Within the analyzed classes, IndexReader has the highest value with respect to weighted methods per class (wmc) and StandardTokenizerTokenManager the highest value with respect to maximum cyclomatic complexity (max_cc).

Methodological

We use thresholds values of weighted methods per class (wmc) and maximum cyclomatic complexity (max_cc) for categorizing coupling as *low*, *regular*, or *good*.

Low: wmc > 34 OR max_cc > 4
Regular: not *low* AND (wmc > 11 OR max_cc > 2)
Good: all other cases

The detailed embedded visualization can be expanded by clicking on the [+] icon. Each bar in this visualization represents a class and the classes are grouped by packages.

Data-driven explanations

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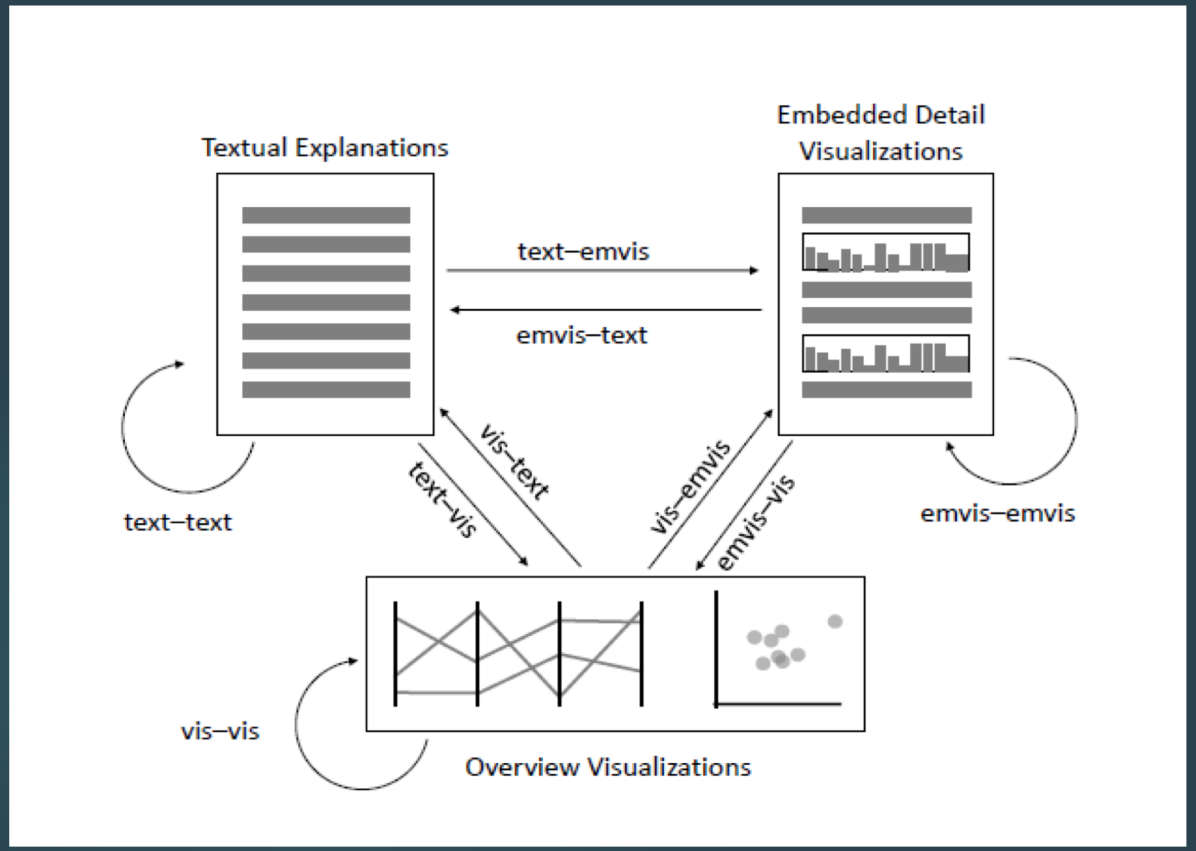
  public  java.io.PrintStream debugStream = System.out;
  public  void setDebugStream(java.io.PrintStream ds) { debugStream = ds
private final int jjMoveStringLiteralDfa0_0()
{
```

DEMO

https://vis-tools.paluno.uni-due.de/cqd/

Interaction model



Transient selection on hovering over a class name anywhere highlights:

- text-vis : polyline in parallel coordinates, dot in scatterplot
- text-emvis: bar in embedded visualization
- text-text: other occurrence of class name in the text

Persistent selection on clicked: encoded by black color (good for comparing classes)

Persistent range selection on the axes of parallel coordinates

Design Process and Evaluation

Formative Evaluation Iteration # 1

- 4 participants (3 PhD, 1 postdoc)
- Mix of visualization and software experts
- Study included 3 phases (45 minutes)
  - Identify different aspect of code quality in a document
  - Participant reviewed features of the system and provided feedback
  - Interview the participants asking general questions

Design Process and Evaluation

Formative Evaluation Iteration # 2

- 3 previous participants (2 PhD + 1 postdoc) + 1 new participant (PhD)
- New participant is currently conducting visualization research and has a software engineering background
- Study included 2 phases (30 minutes)
  - Participants reviewed features of the system and provided feedback
  - Interview the participants focusing on specific improvements

Results

Iteration #1

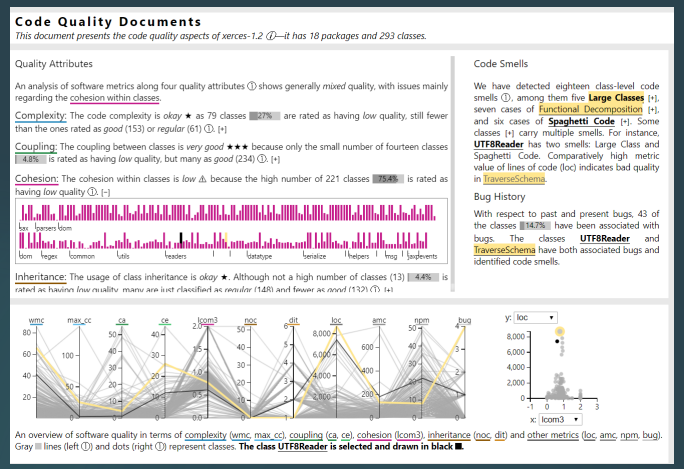
- Added methodological and educational explanation
- Added interaction between all representations (only text-vis interaction was present in prototype)

Iteration #2

- All the participants agreed that system improved overall
- More information about the bug history was desired

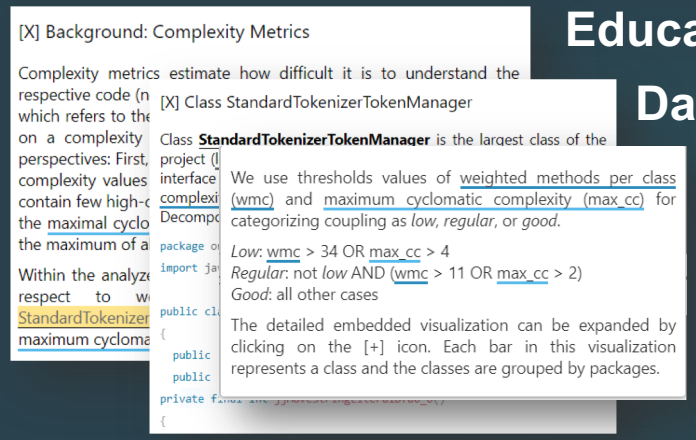
Recommendations for Interactive Documents

Consider brushing text, really!



Exploranation

You just learned on the sides!

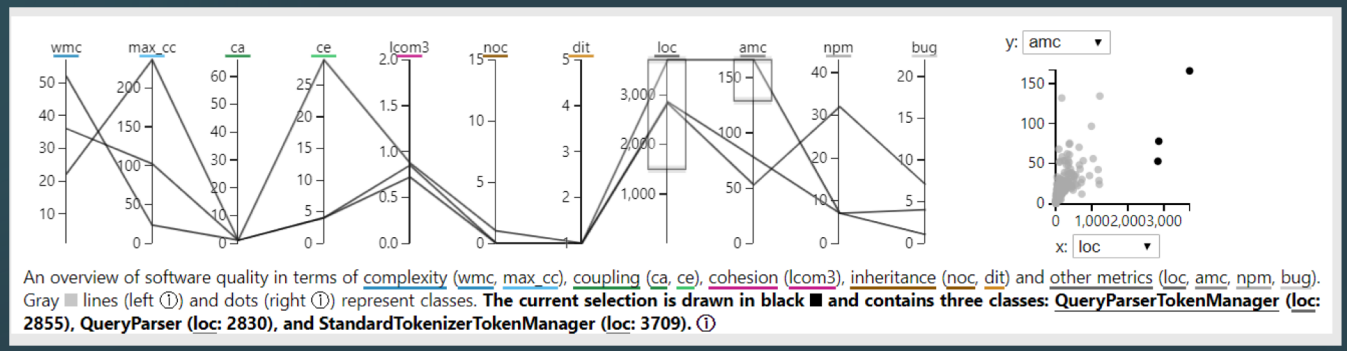


Educational

Data-driven

Methodological

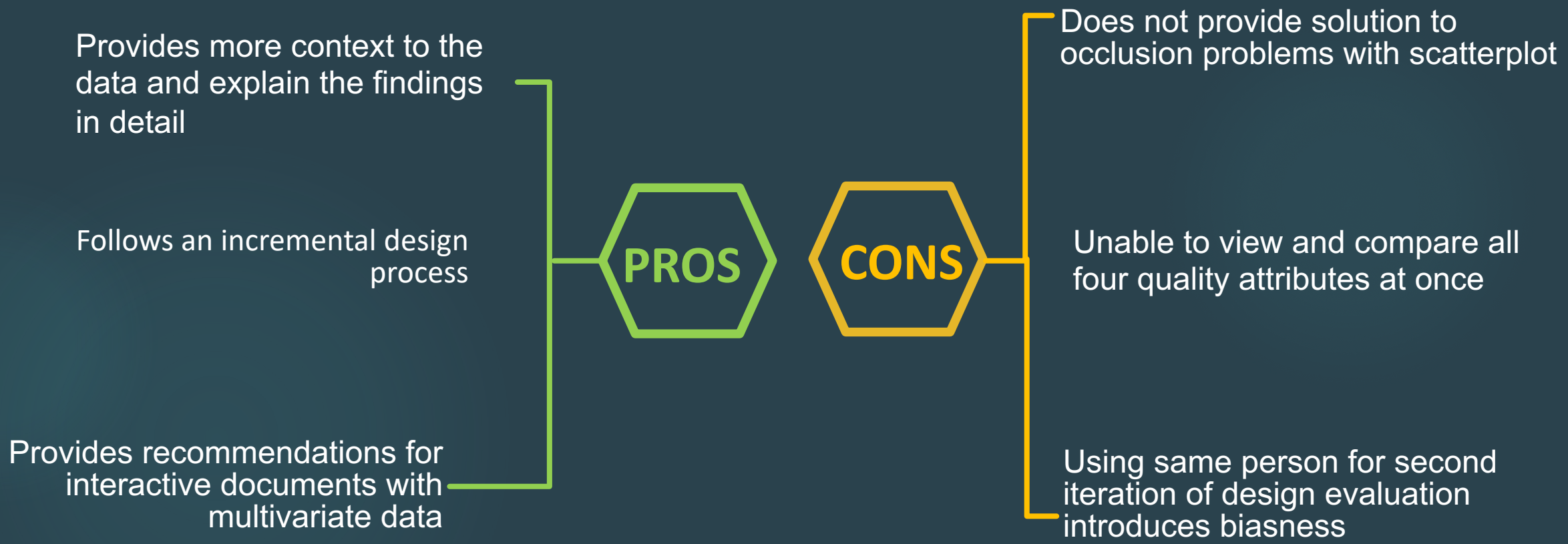
Captions! And make them dynamic



What-Why-How Analysis

What: Data	Java project source code (Xerces 1.2, Lucene 2.0, Forrest); Multivariate data;
What: Derived	11 metrics (4 quality attributes, 4 code smell, number of bugs)
Why: Tasks	Self explanatory system to teach and report about software code quality
How: Encode	Parallel coordinates; Scatterplots; bar charts; Consistent colouring; Glyphs;
How: Facet	Multiple view panel coordinated with link highlighting and colouring
How: Manipulate	Hover and click interaction to link texts, visuals and embedded visuals in a bidirectional way; Brushing interaction with mouse press and hold for parallel coordinates;
How: Reduce	Filter class by brushing parallel coordinates axes
Scale	Java project source code consisting about 200 ~ 300 classes

Strengths and Weaknesses



References

1. Talk: https://vimeo.com/370669433

2. Tool: https://vis-tools.paluno.uni-due.de/cqd/

3. Paper: https://www.computer.org/csdl/journal/tg/5555/01/08807349/1cG6mtDwLNm

Thank you!
Questions?