

Understanding your code assets with Moose

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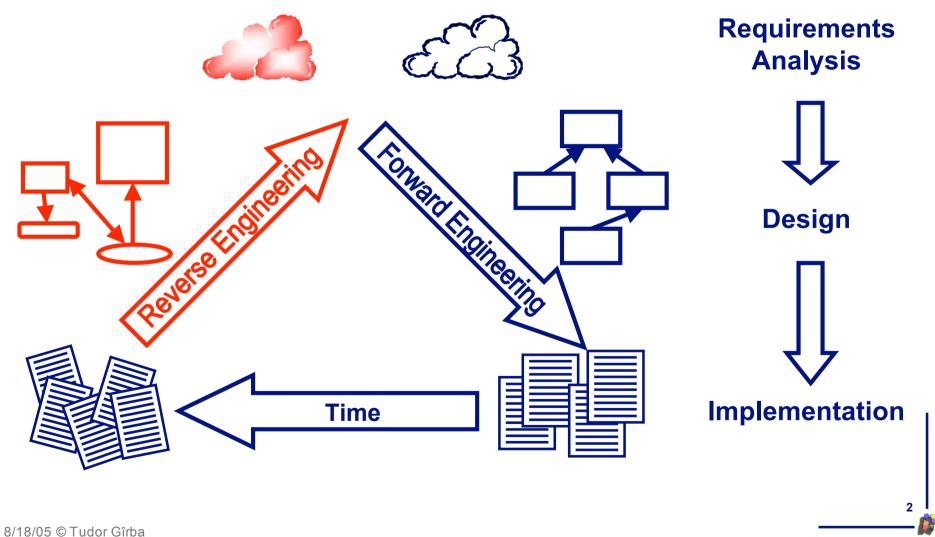
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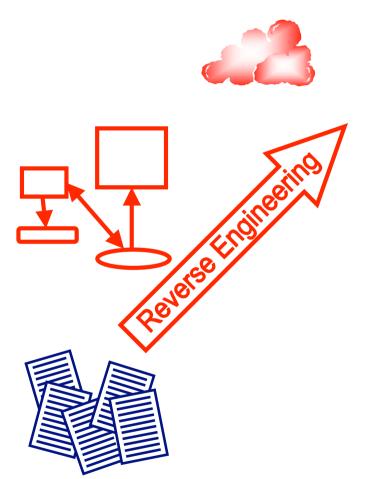
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Context: Software development is more than forward engineering

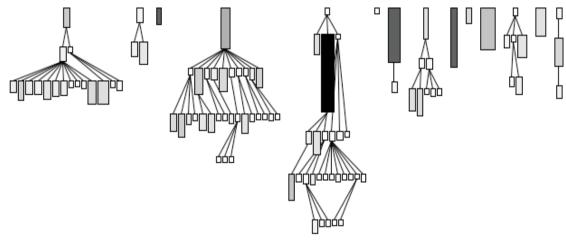




Reverse engineering is creating high level views of the system ...



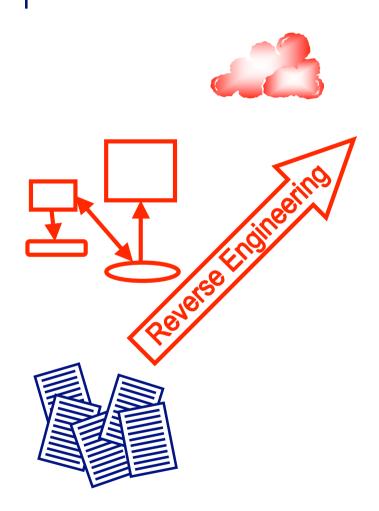
For example:



It provides an overview, by striping away details



Reverse engineering is creating high level views of the system ...



Multiple techniques:

UML diagrams
Metrics
Visualization

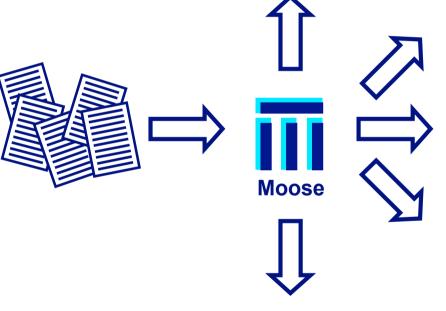
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Not an algorithm

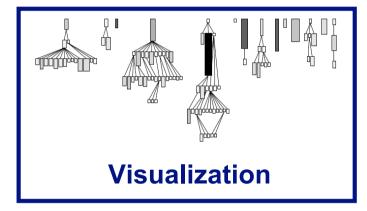
Large systems

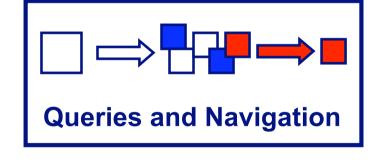
Moose is a reengineering tool which integrates multiple techniques

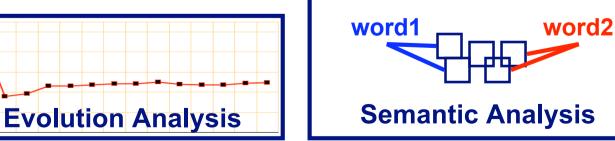
Number of classes = 382 Number of methods = 4268 ... **Metrics**



100

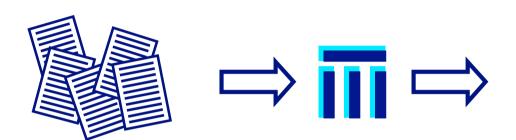








Metrics compress the system into numbers and enable comparisons



Number of classes = 382

Number of methods = 4268

Average number of = 7

methods per class

. . .

Metrics can answer questions:

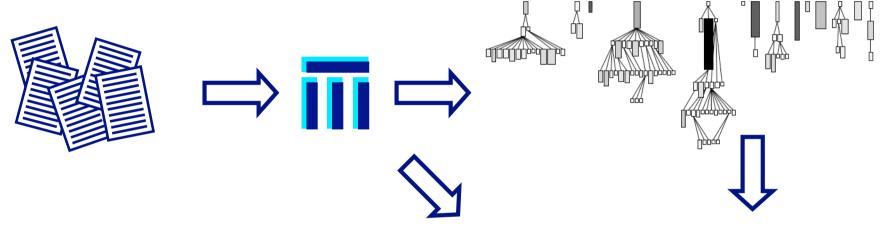
How big is the system?

How is the complexity spread over the system?

. . .



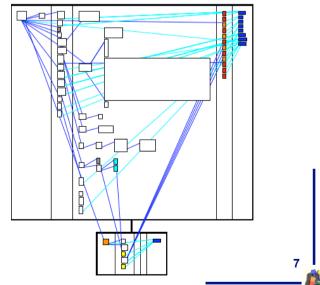
Visualization compresses the system into pictures



Visualization can provide:

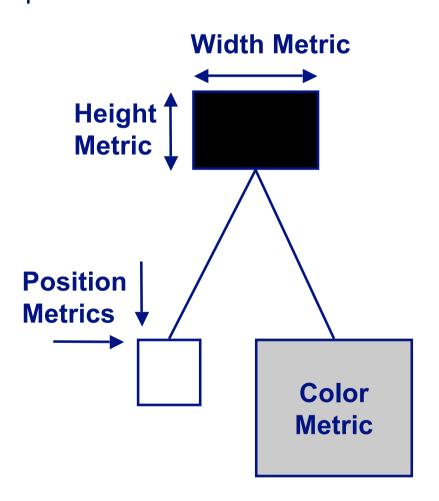
Quick overview Spatial orientation

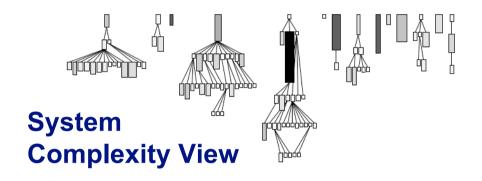
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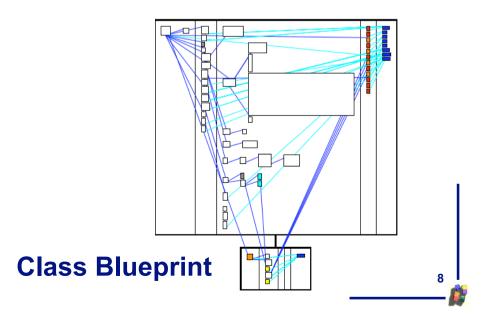




Visualization: Polymetric views can display up to 5 metrics on a 2D figure

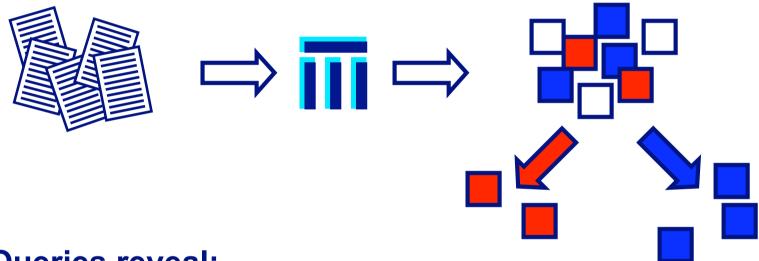








Queries reduce the analysis space



Queries reveal:

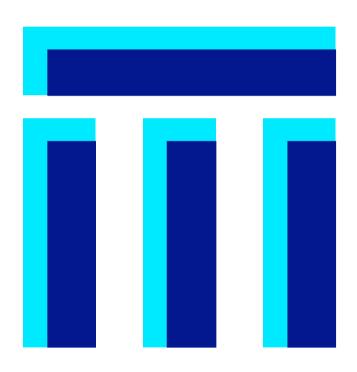
Similar entities

Entities which are out of ordinary

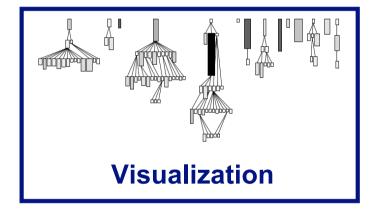
Queries make use of properties (e.g., metrics)

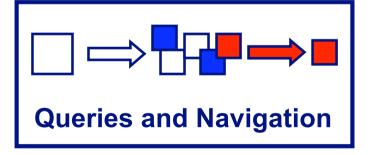


Moose at work: analyzing the structure of software systems



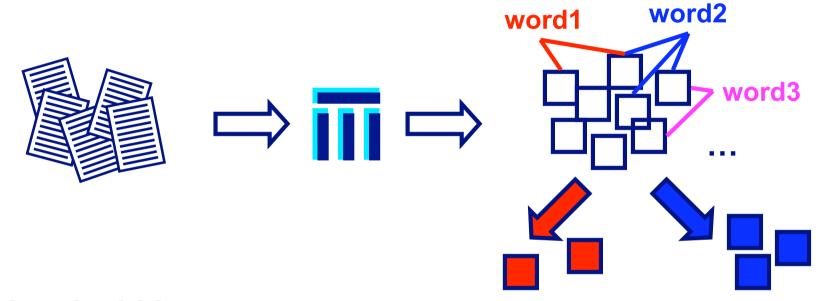
Number of classes = 382 Number of methods = 4268 ... Metrics







Semantic analysis attaches semantics to structure



Applicability:

Text Search

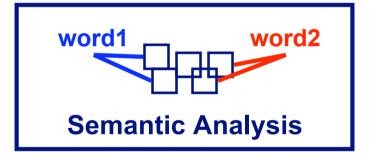
Semantic Clustering

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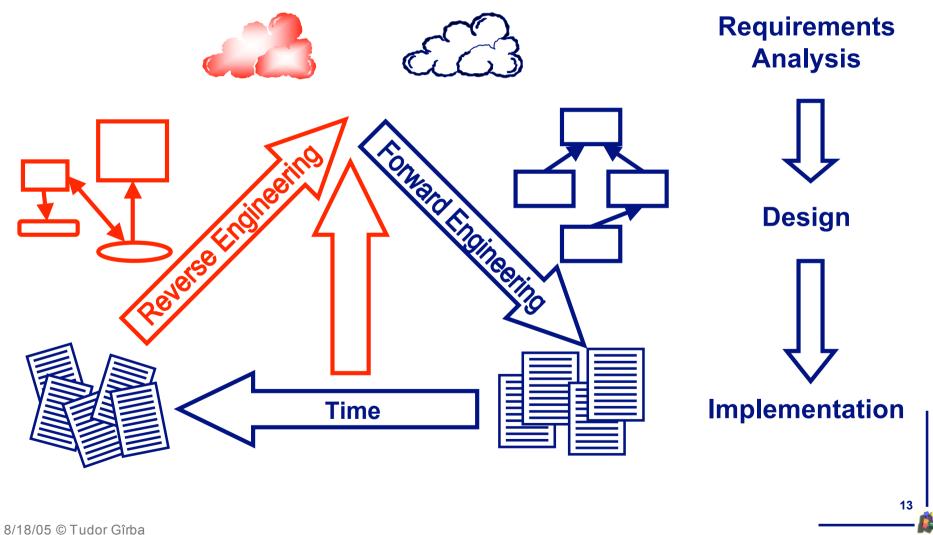
Moose at work: analyzing the semantics of software systems





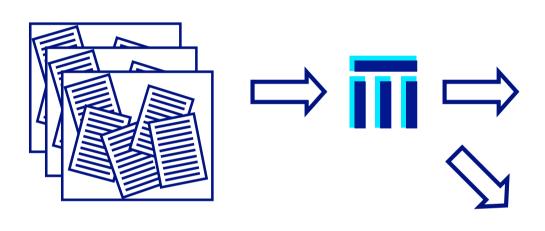


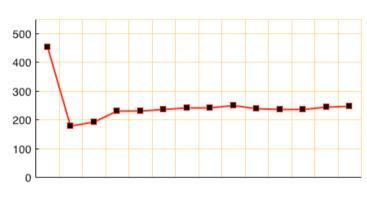
Time contains useful information for reverse engineering





The evolution analysis compresses time through metrics, visualization ...



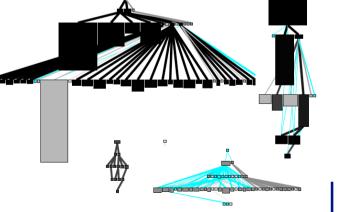


History can answer questions:

Which parts are change-prone?

How did the system get in the current shape?

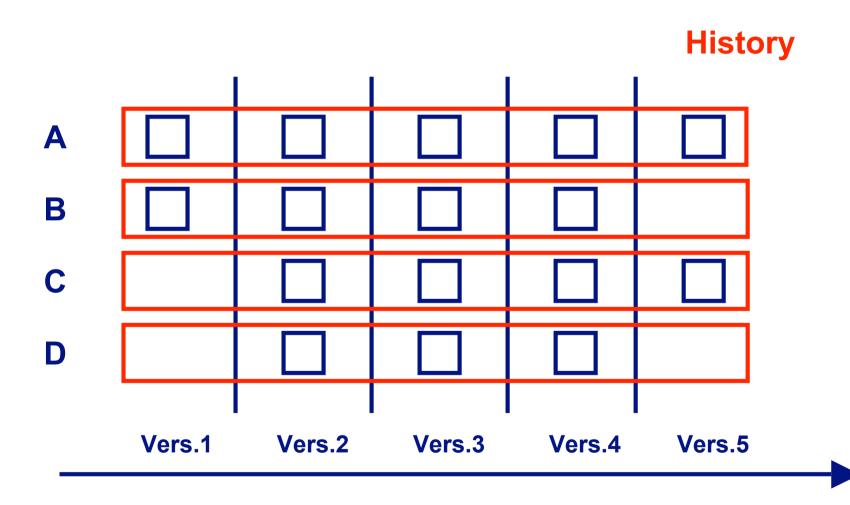
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Problem: Large amounts of data

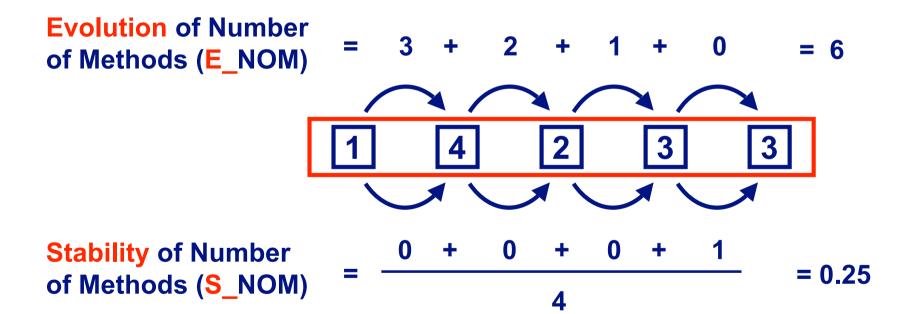


Our approach: History as a first class entity encapsulates the evolution



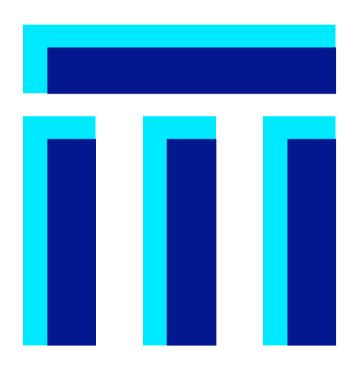


History can be measured: How much was a class changed in its history?





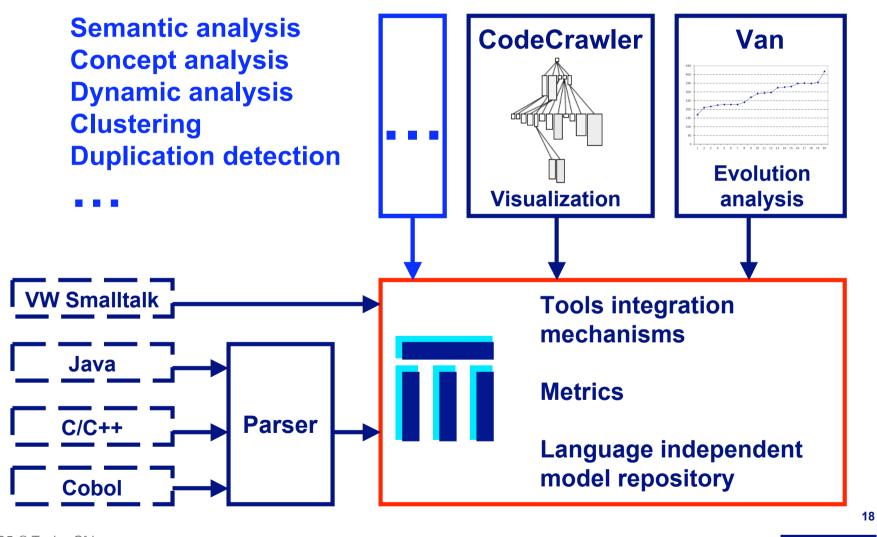
Moose at work: analyzing the history of software systems





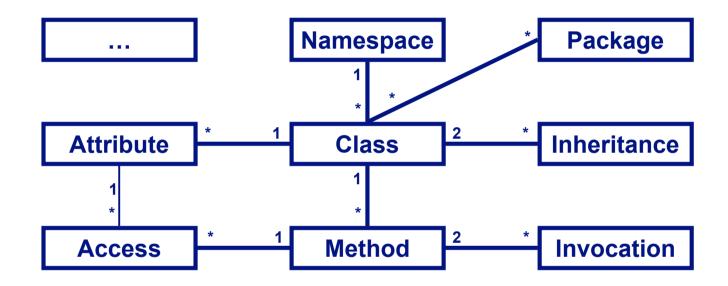


Actually, Moose is an environment for reengineering





Moose is language independent through the FAMIX meta-model



Java/C++ Parser: iPlasma (Loose Research Group)

Java Parser: jFamix Eclipse Plugin (http://jfamix.sourceforge.net/)

C++ Parser: Columbus (http://www.frontendart.com/products.html#Columbus)



Moose has been validated on real life systems written in different languages

System	Language	Lines of Code	Classes
Z	C++	1'200'000	~2300
Υ	C++/Java	120'000	~400
X	C/C++	1'000'000	~11000
Jun	Smalltalk	135'000	~700
JBoss	Java	300'000	~4900
Squeak	Smalltalk	260'000	~1800



Summary: Moose is an extensible and collaborative reengineering environment



is research driven: metrics, visualization, evolution analysis ...

is industrially validated

is free under BSD license

Accessibility:

www.iam.unibe.ch/~scg/Research/Moose/

VisualWorks distribution CD

Questions?

Ownership Map reveals how developers drive software evolution

