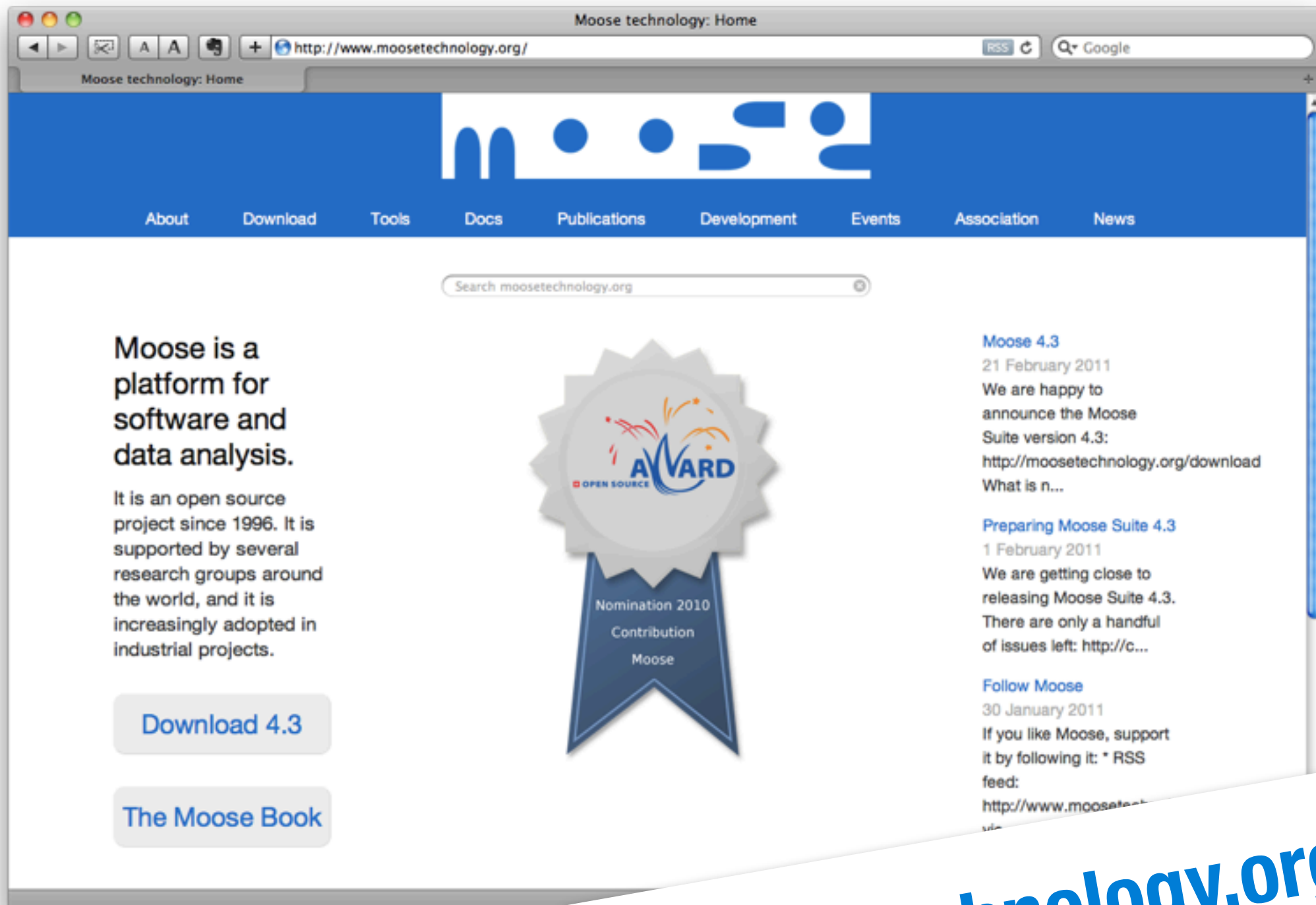


Humane assessment with Moose

Stéphane Ducasse
clearVue
INRIA



moosetechnology.org

Humane/agile assessment: Home

http://humane-assessment.com/

Humane assessment

Assessment is an act of reasoning. It is what we should do before taking a decision. However, when large amounts of data are involved, assessment gets complicated because we are just not equipped to handle many details.

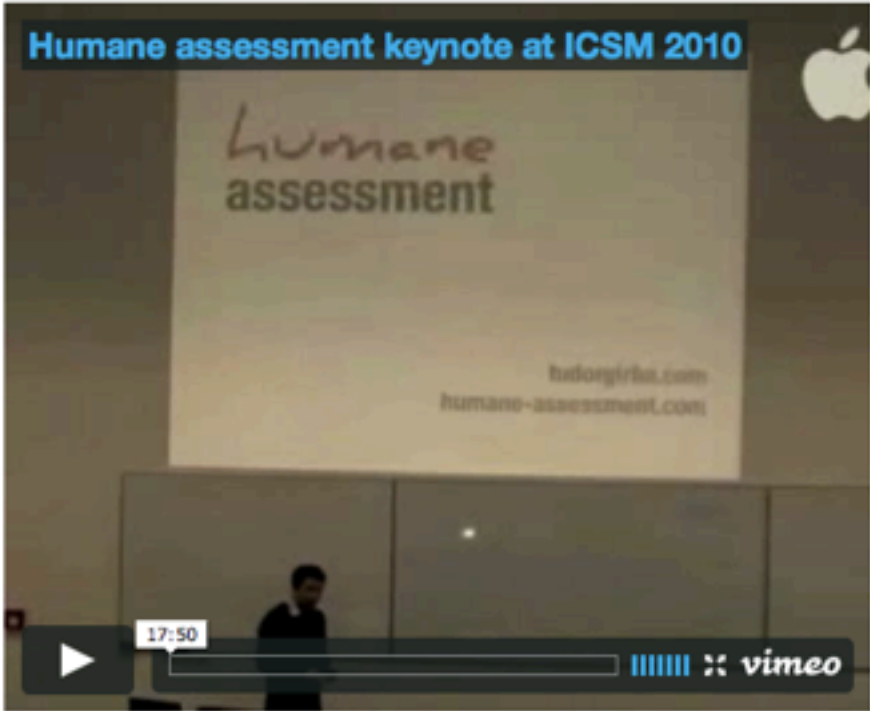
Data is here to stay. Whether under the form of software systems or otherwise, we will only get more, so we better get good at dealing with it. We need tools to deal with the vastness of data, but these tools should bend around humans, rather than requiring humans to conform to them. **Moose** is such a tool. It offers an extensive, flexible and open-source platform for analyzing data in general and software systems in particular.

Tools are important, but we need to recognize that assessment is a human activity, and that we have to tackle it as such. Analysis tools should merely assist analysts by crunching data only when and how it is required.

I call this approach *the humane (or agile) assessment*. More information can be found by watching the **short keynote** to the right, by reading the **humane assessment booklet**, or by **contacting me**.

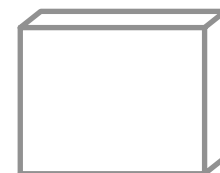
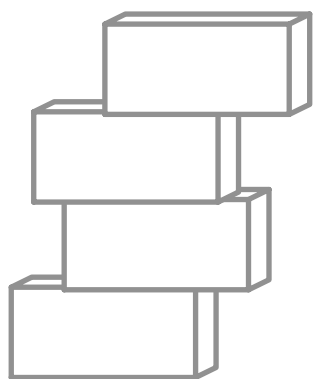
Happy assessment,
Tudor Girba

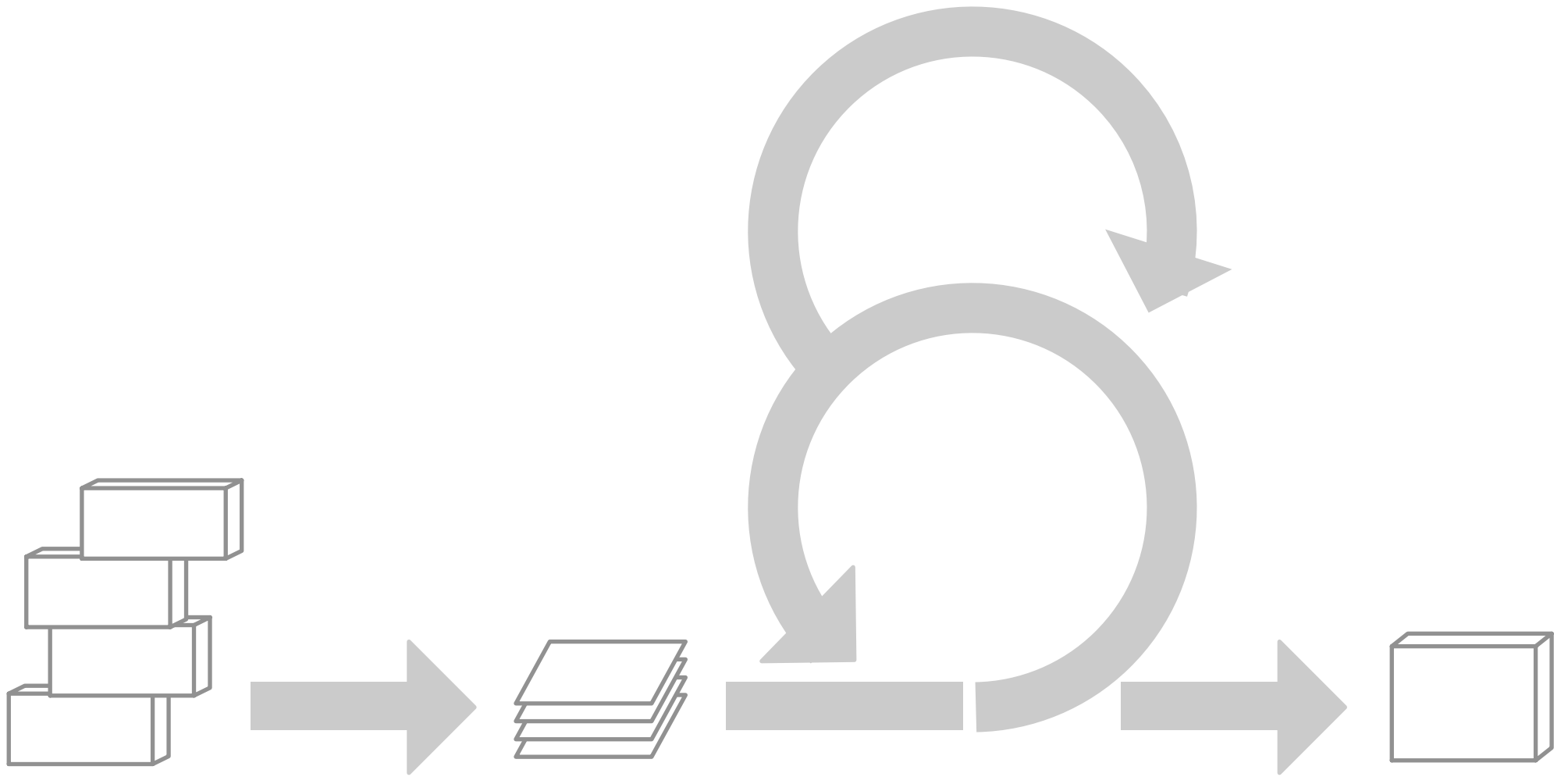
Humane assessment keynote at ICSM 2010

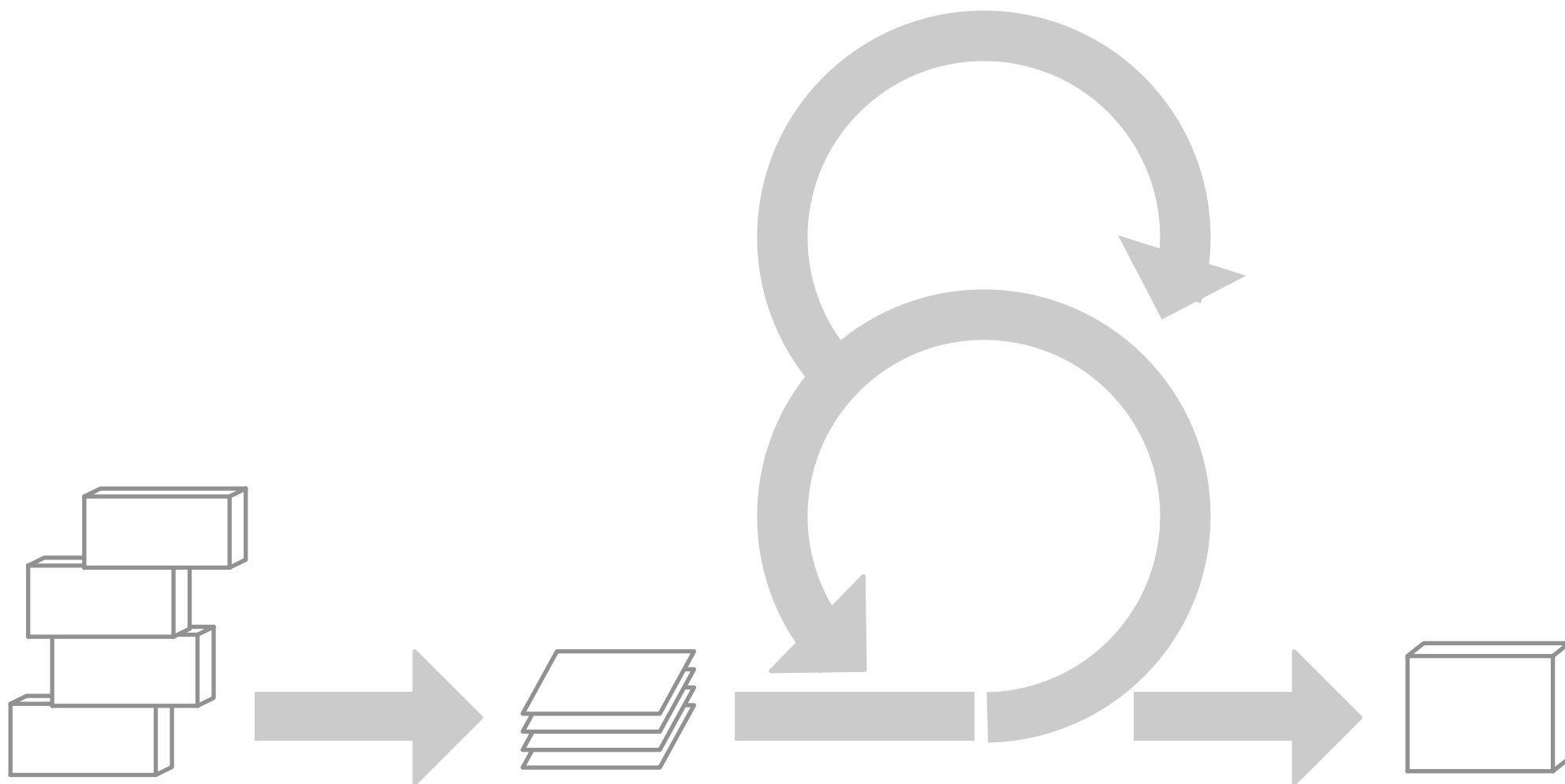


Download the booklet

humane-assessment.com



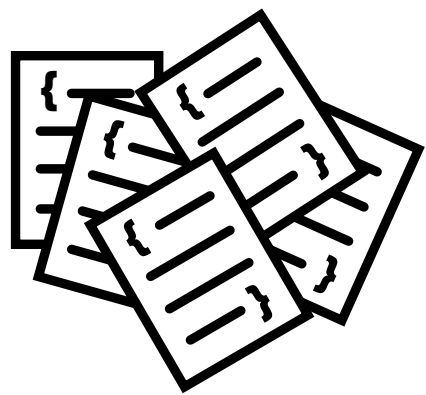




feedback is key

feedback **is key**

contextual
continuous
feedback **is key**



= *complex*, **large**

250'000 lines of code

250'000 lines of code

*** 2 = 500'000 seconds**

250'000 lines of code

*** 2 = 500'000 seconds**

/ 3600 ~ 140 hours

250'000 lines of code

*** 2 = 500'000 seconds**

/ 3600 ~ 140 hours

/ 8 ~ 18 days

250'000 lines of code

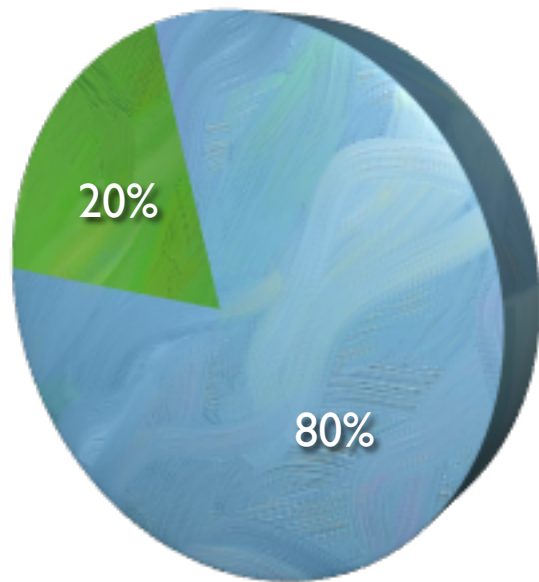
*** 2 = 500'000 seconds**

/ 3600 ~ 140 hours

/ 8 ~ 18 days

/ 20 ~ 1 month

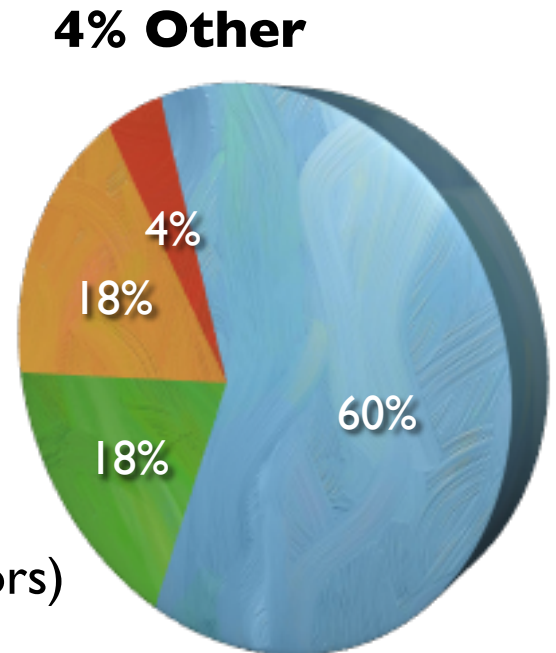
Maintenance is *continuous* Development



Between **50%** and **80%** of ***global*** effort is spent on “maintenance” !

18% Adaptive
(new platforms)

18% Corrective
(fixing reported errors)



60% Perfective
(new functionality)

“Maintenance”

Software is like geranium...



when dead, it does not bloom!

Software is a living entity...

Early decisions were certainly good at that time

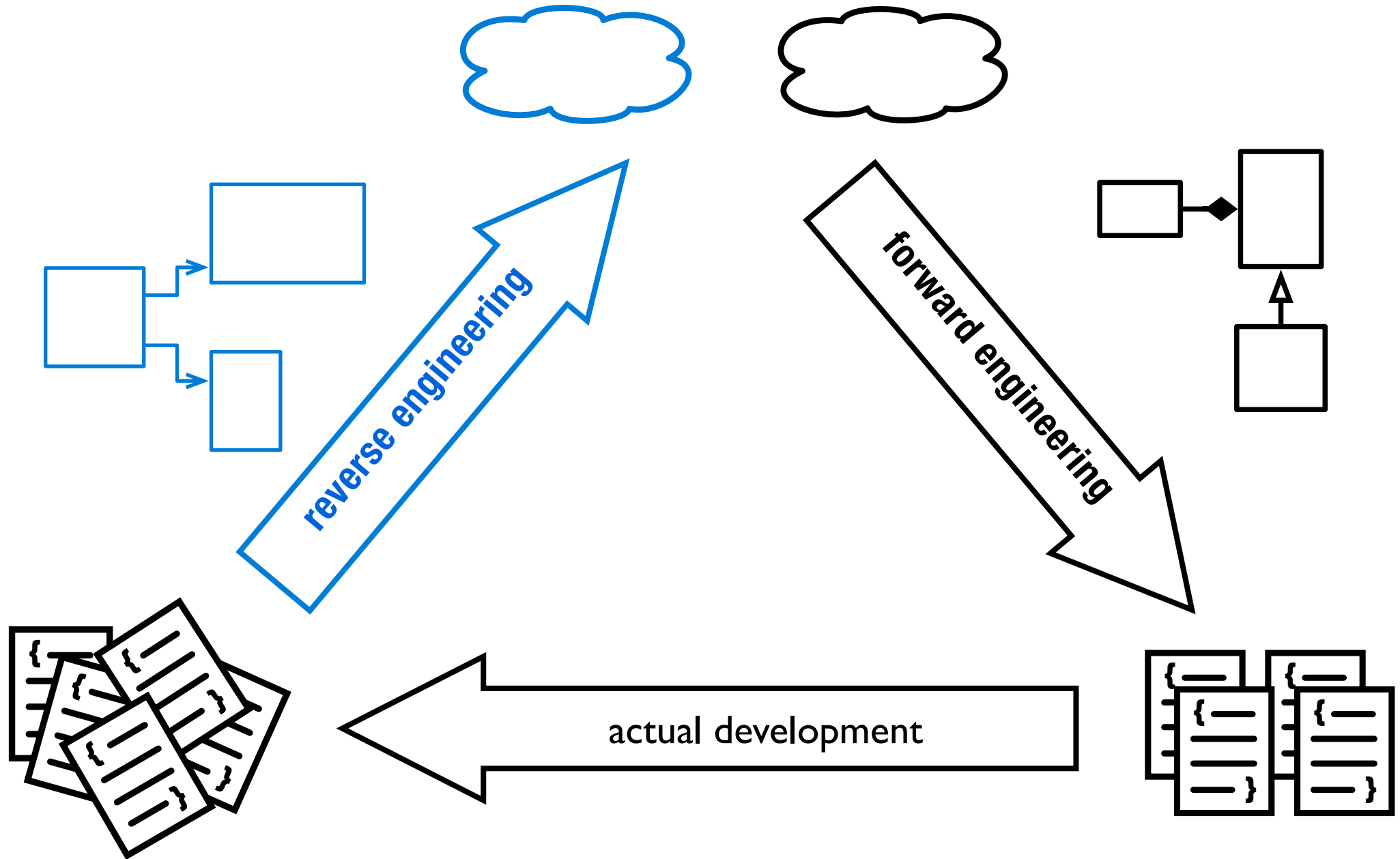
But the context *changes*

Customers *change*

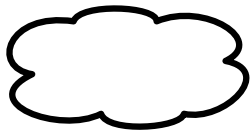
Technology *changes*

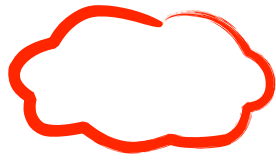
People *change*

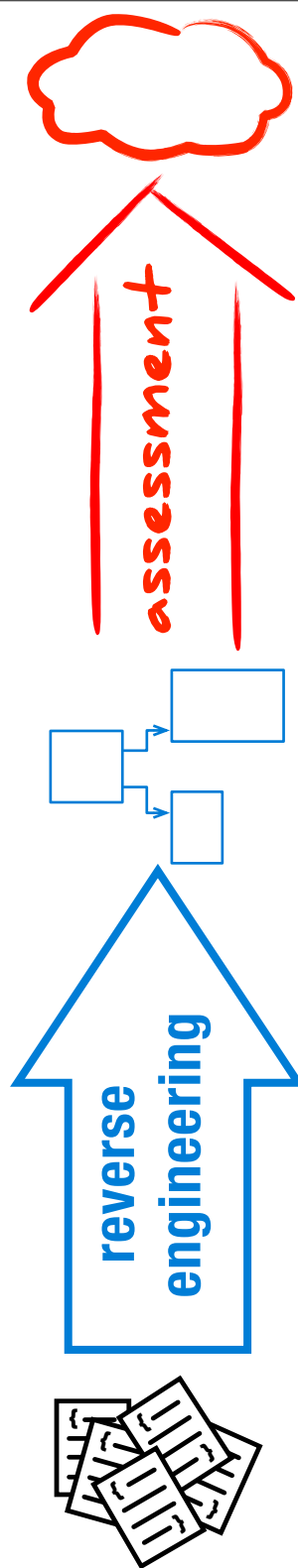


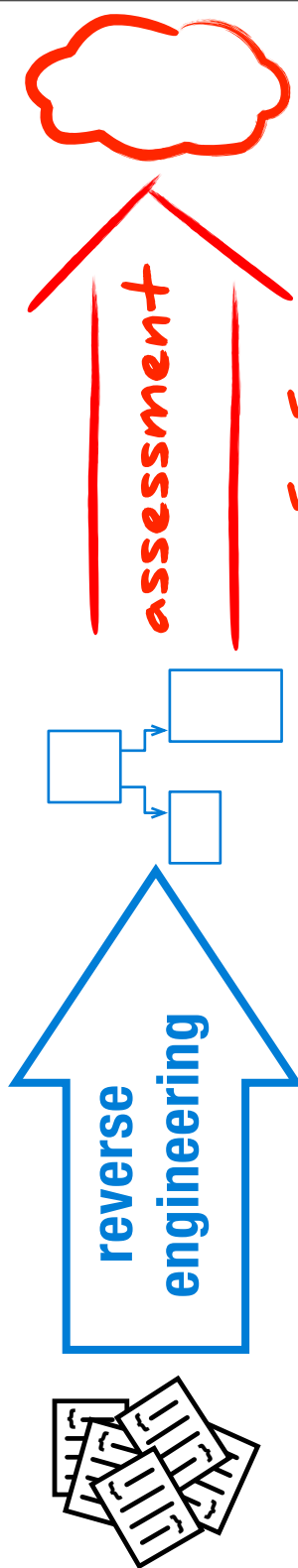




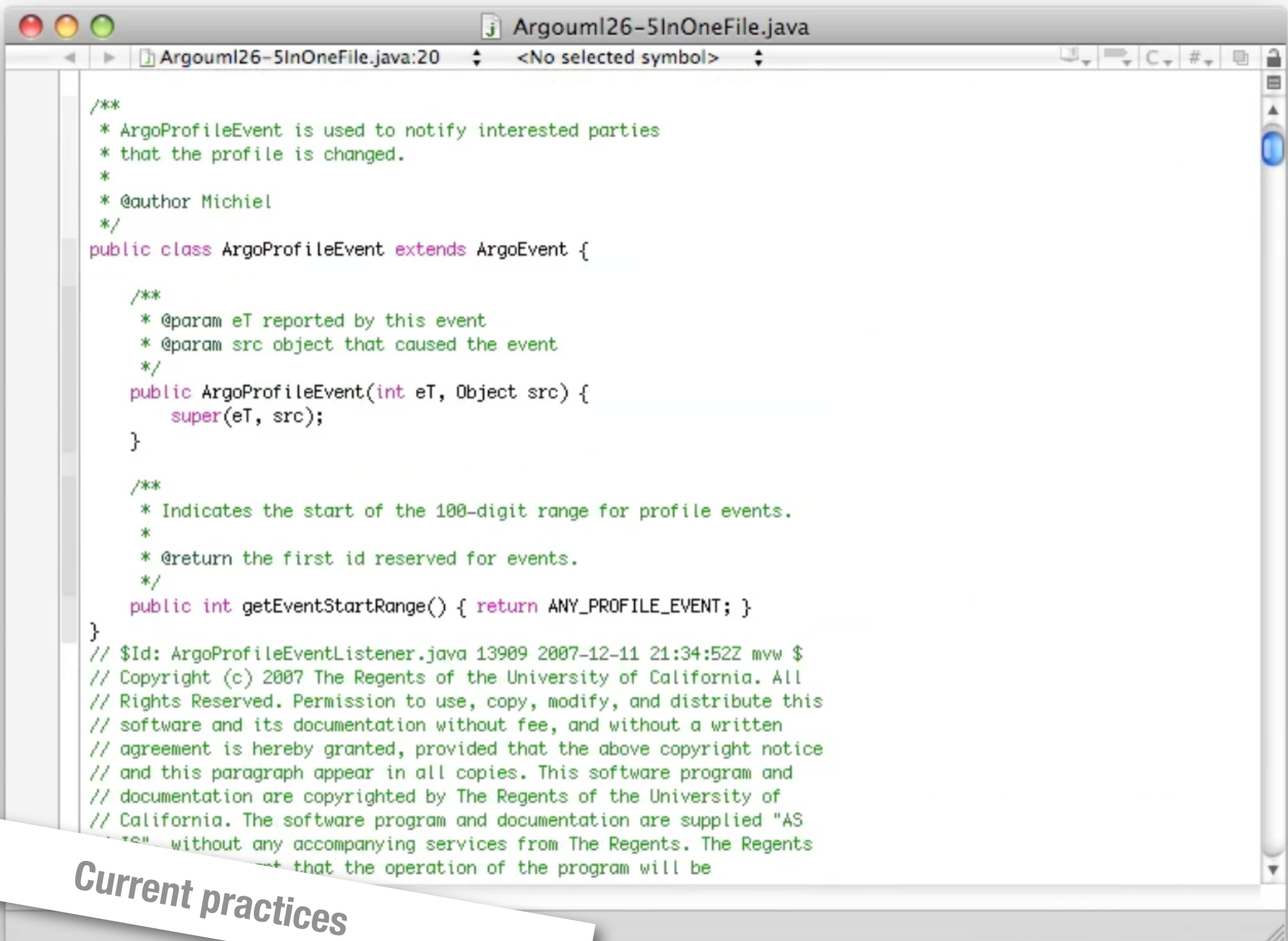








what is the current situation?
what can we do about it?



```
Argouml26-5InOneFile.java
Argouml26-5InOneFile.java:20  <No selected symbol>

/**
 * ArgoProfileEvent is used to notify interested parties
 * that the profile is changed.
 *
 * @author Michiel
 */
public class ArgoProfileEvent extends ArgoEvent {

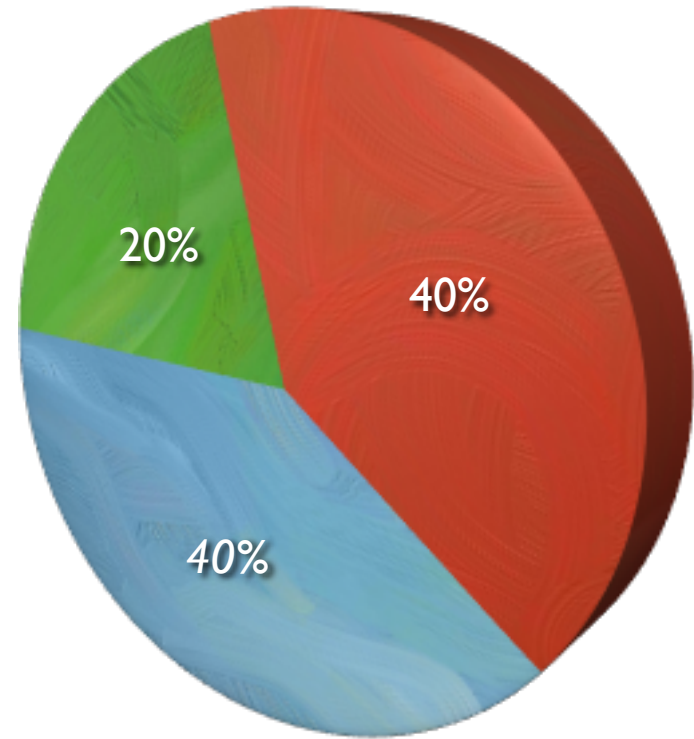
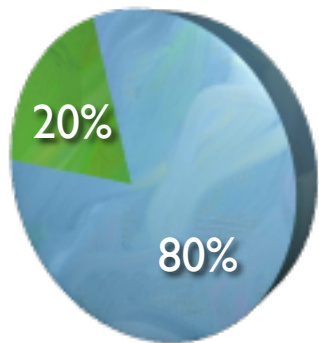
    /**
     * @param eT reported by this event
     * @param src object that caused the event
     */
    public ArgoProfileEvent(int eT, Object src) {
        super(eT, src);
    }

    /**
     * Indicates the start of the 100-digit range for profile events.
     *
     * @return the first id reserved for events.
     */
    public int getEventStartRange() { return ANY_PROFILE_EVENT; }
}

// $Id: ArgoProfileEventListener.java 13909 2007-12-11 21:34:52Z mvw $
// Copyright (c) 2007 The Regents of the University of California. All
// Rights Reserved. Permission to use, copy, modify, and distribute this
// software and its documentation without fee, and without a written
// agreement is hereby granted, provided that the above copyright notice
// and this paragraph appear in all copies. This software program and
// documentation are copyrighted by The Regents of the University of
// California. The software program and documentation are supplied "AS
// IS" without any accompanying services from The Regents. The Regents
// disclaims any warranty that the operation of the program will be
```

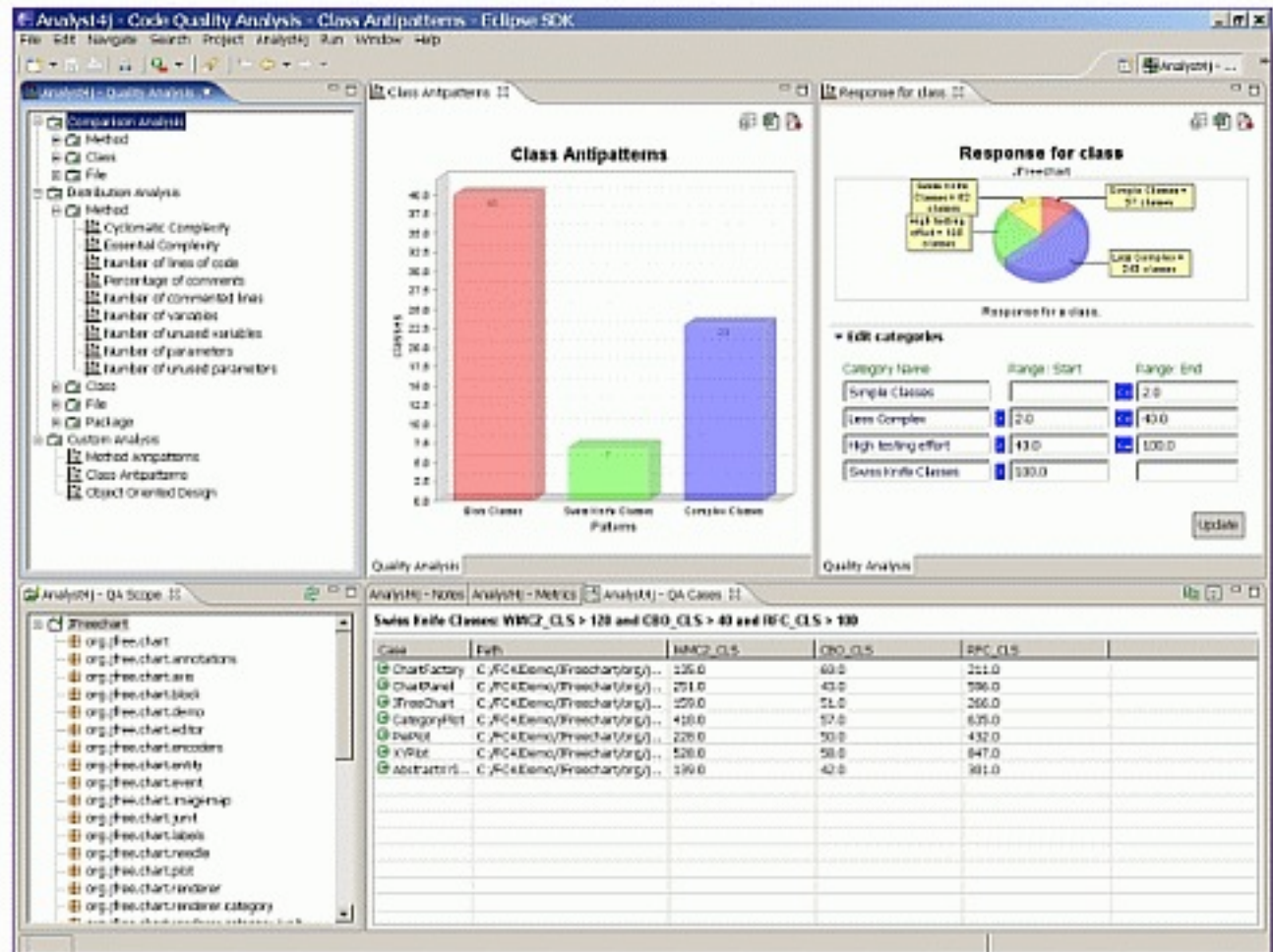
Current practices

50% of maintenance is spent reading code!



Between **50%** and **80%** of **global** effort is spent on “maintenance” !

**We spend a lot of money at the wrong place
with the wrong tools!**



devMetrics Project Report

Run at: 2:26:23 PM, Wednesday, May 26, 2004

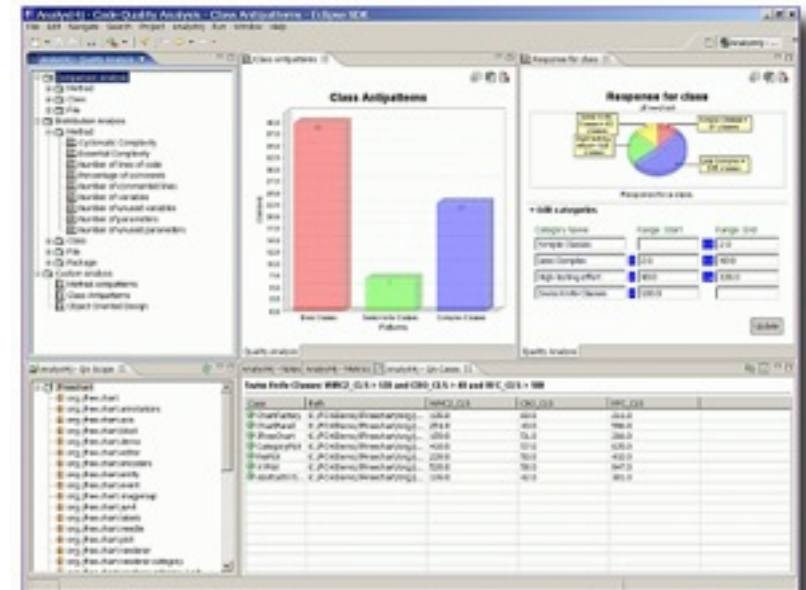
Project Elements						Comments		Code Complexity		Statements/Member		Members/Class	
Project	Files	Classes	Members	Lines	Statements	Count	Density	Avg	Max	Avg	Max	Avg	Max
ApplicationStorage	3	2	20	352	120	59	16.8%	2.4	6	10.9	54	10.0	14
RSSConnect	13	15	465	7,879	4,634	895	11.4%	4.9	34	21.7	573	31.0	229
RichTextBoxSupportsXHTML	6	5	41	1,073	506	136	12.7%	12.1	111	19.5	228	8.2	13
XHTML Displaying RichTextBox	2	1	13	264	95	49	18.6%	2.0	3	15.8	63	13.0	13
	24	23	539	9,568	5,355	1,139	11.9%	5.4	111	20.8	573	23.4	229

Current practices

By Anticipating Minds, Inc.

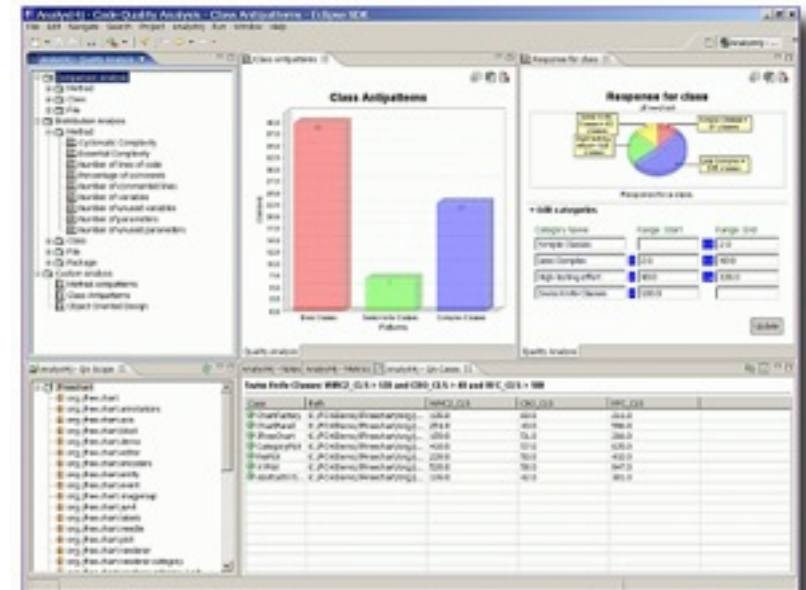
manual
tailored

automatic generic



~~manual~~
tailored

automatic
~~**generic**~~

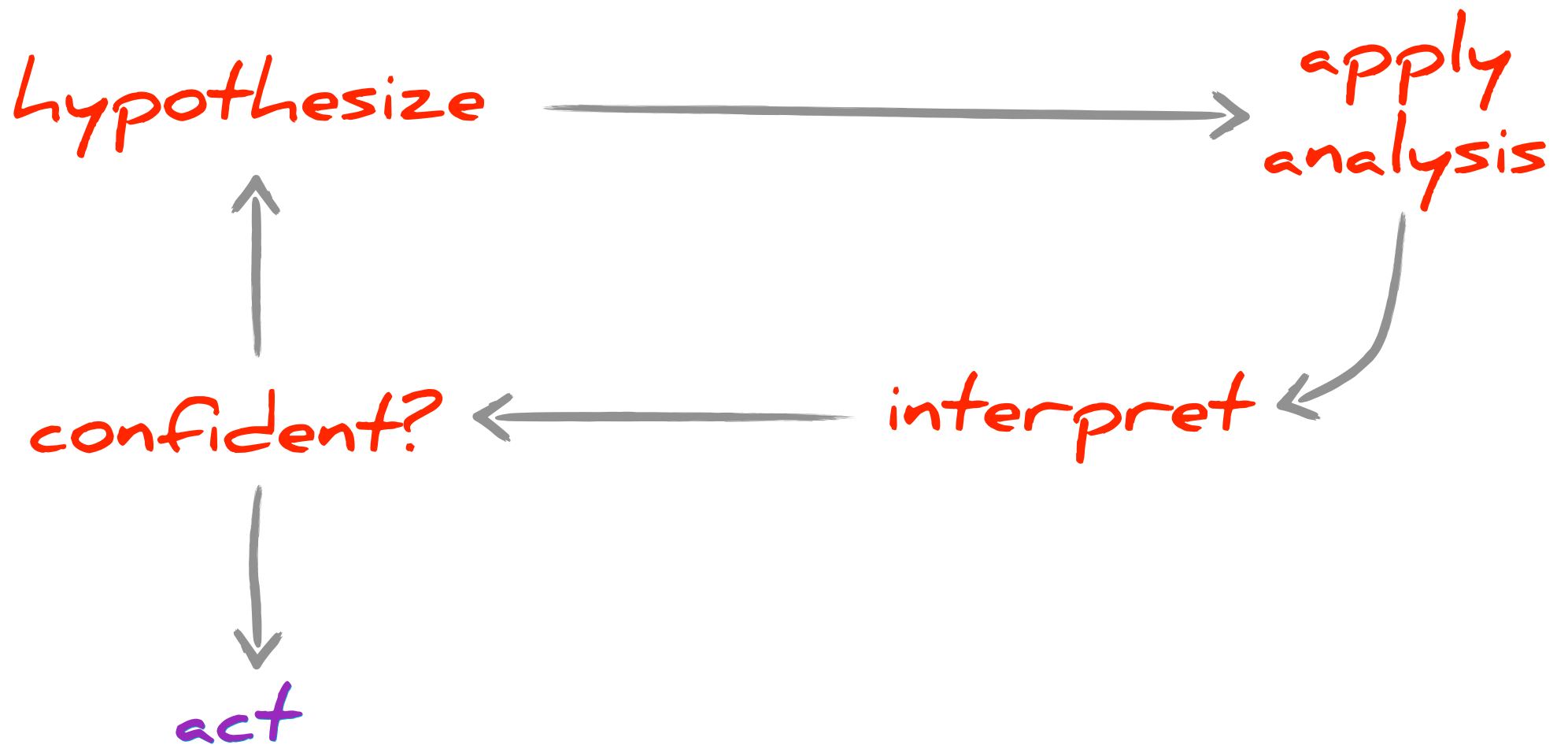


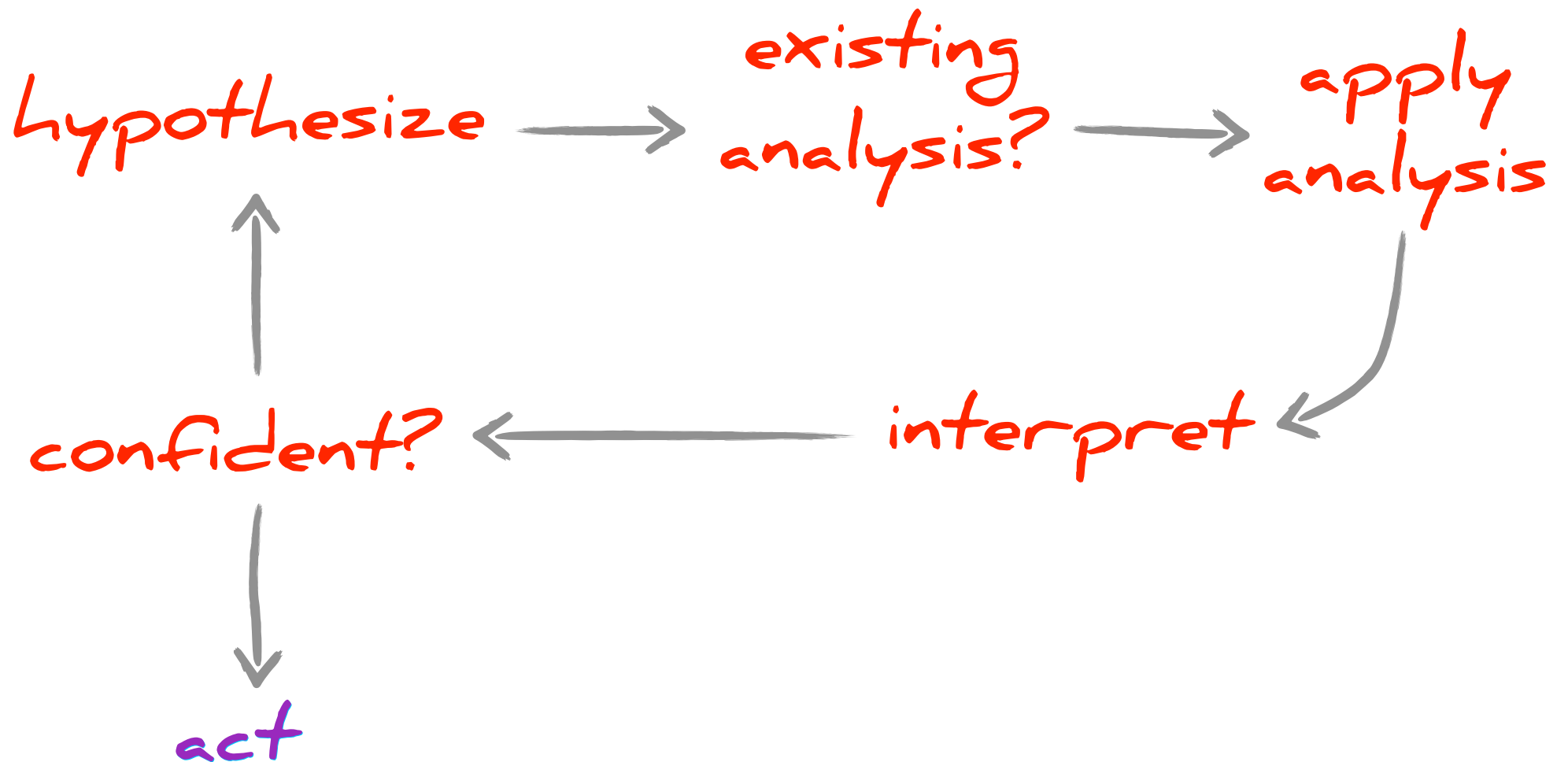
**We need dedicated
tools to *help* us!**

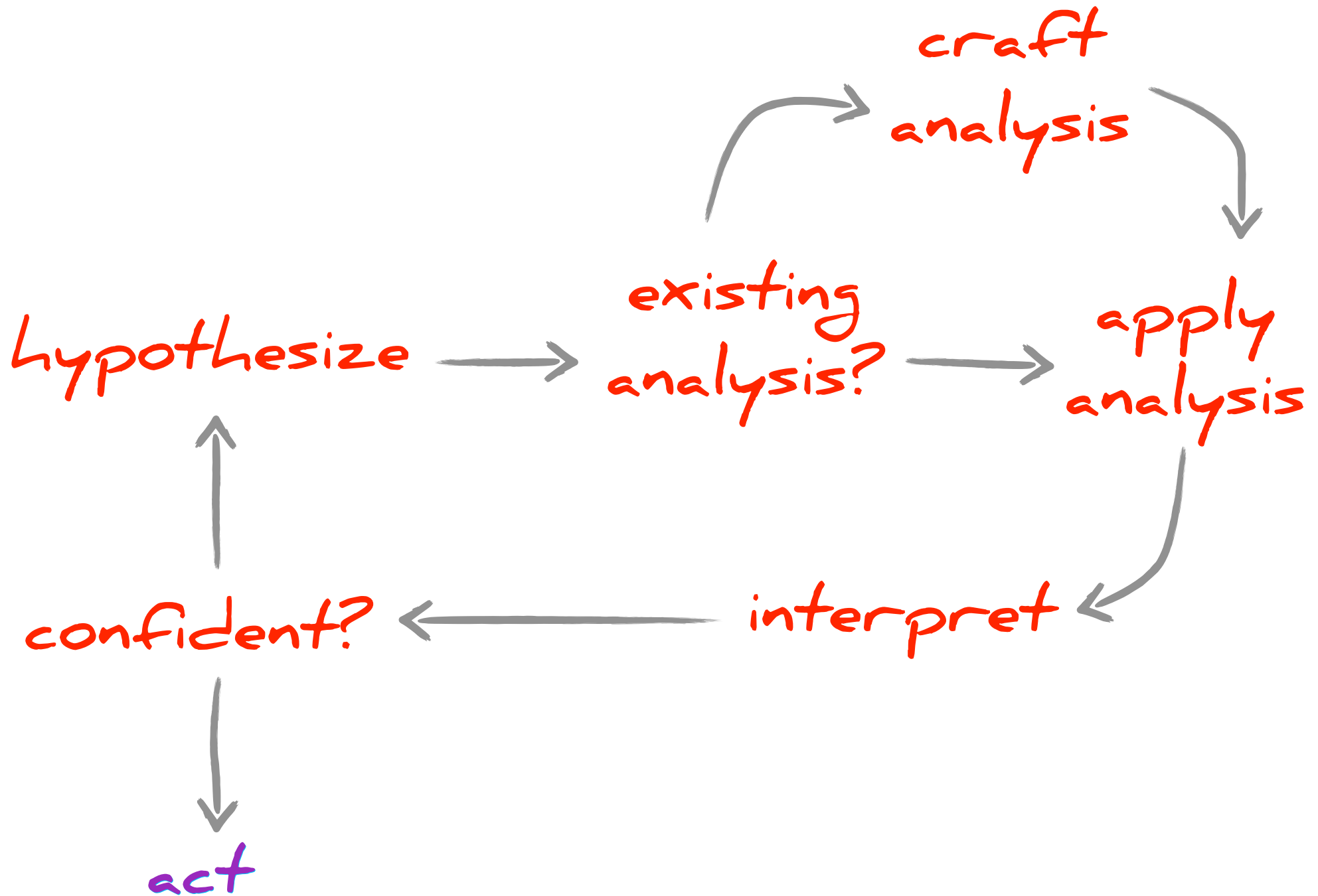


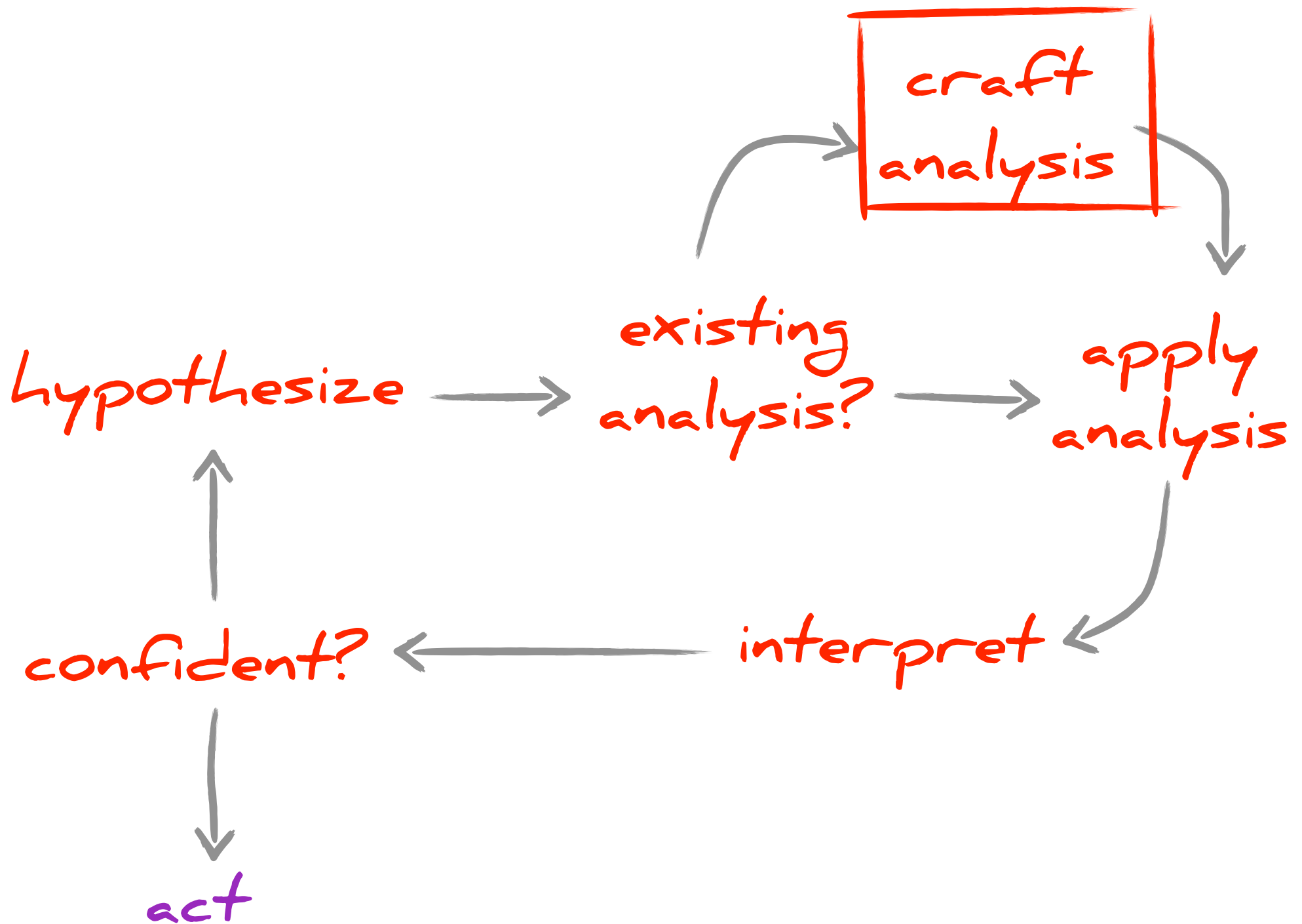
**We need
customable tools to
*control and give
feedback***



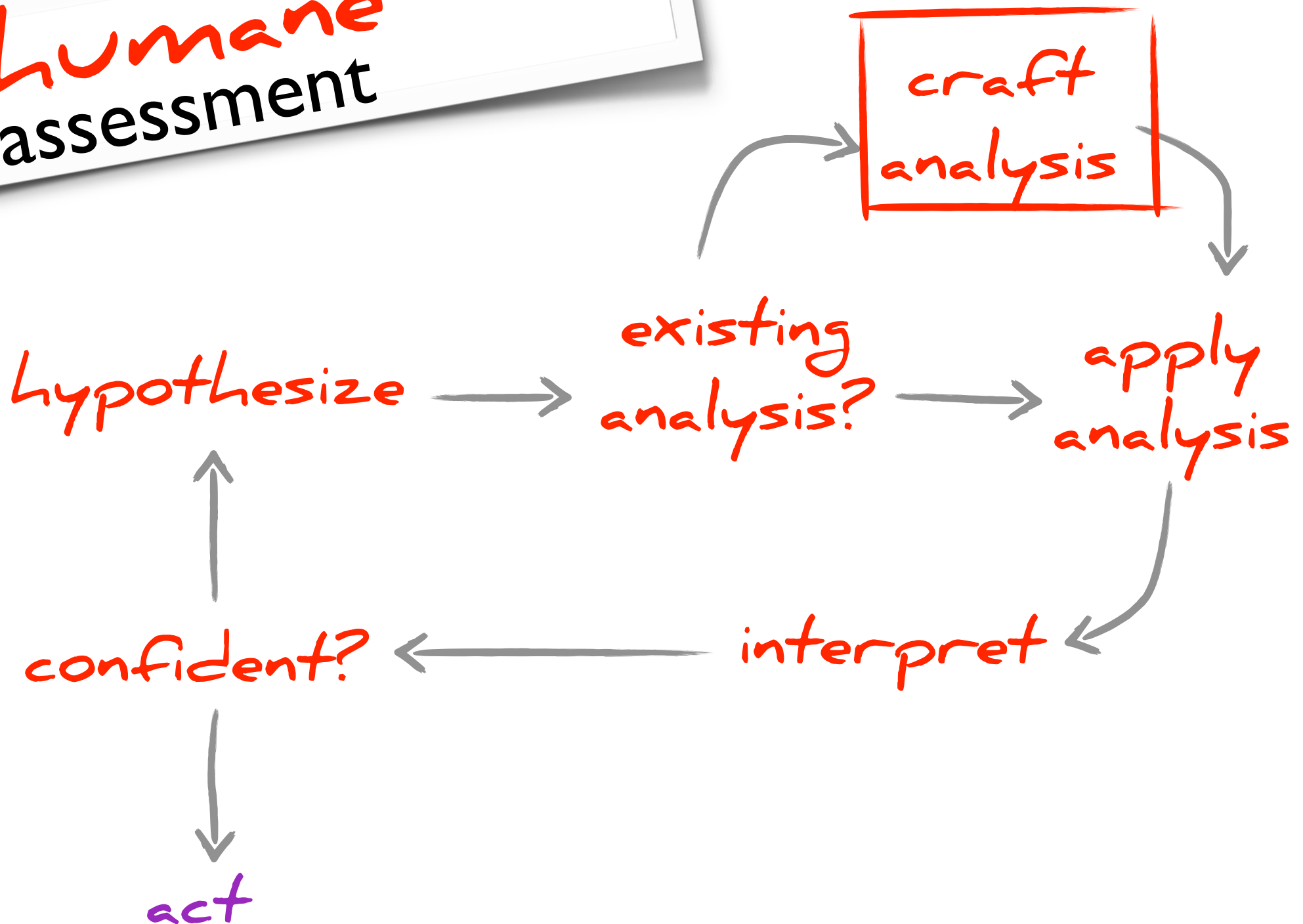




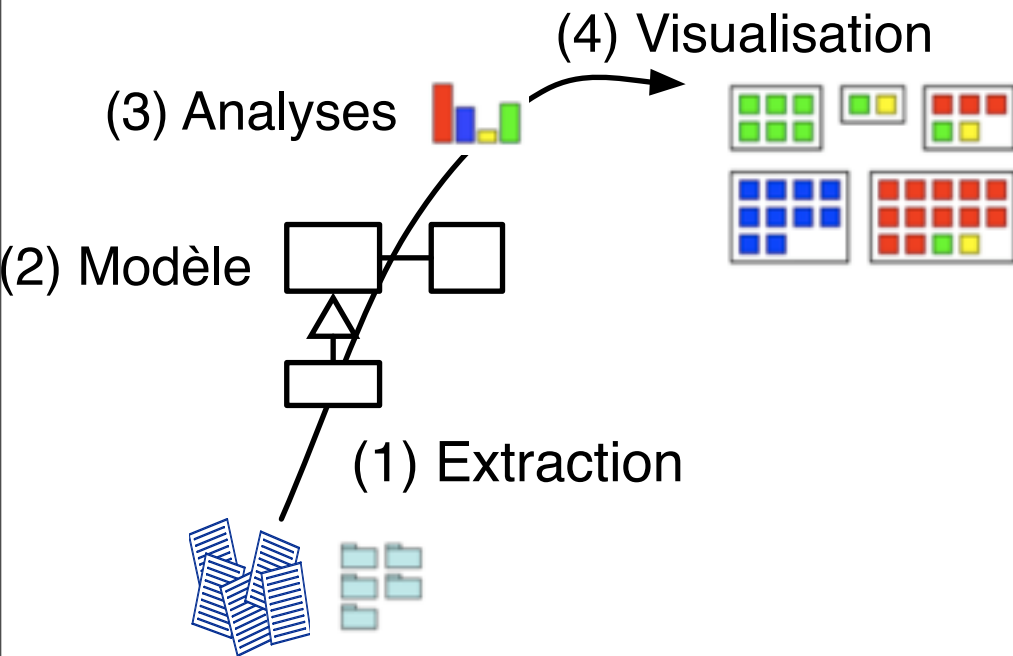




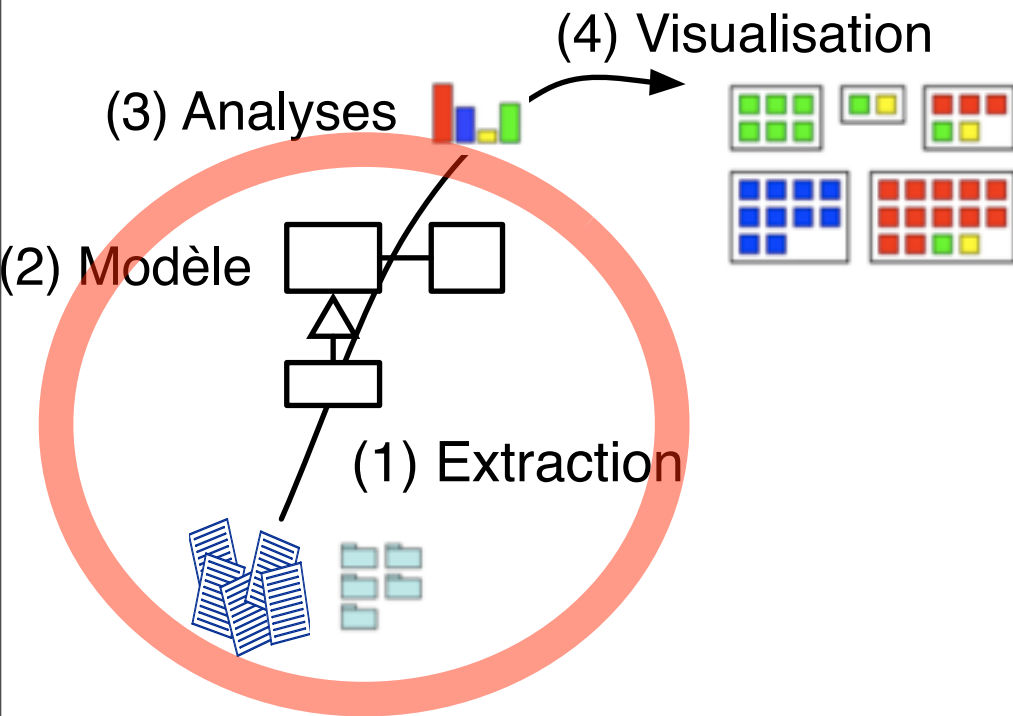
humane assessment



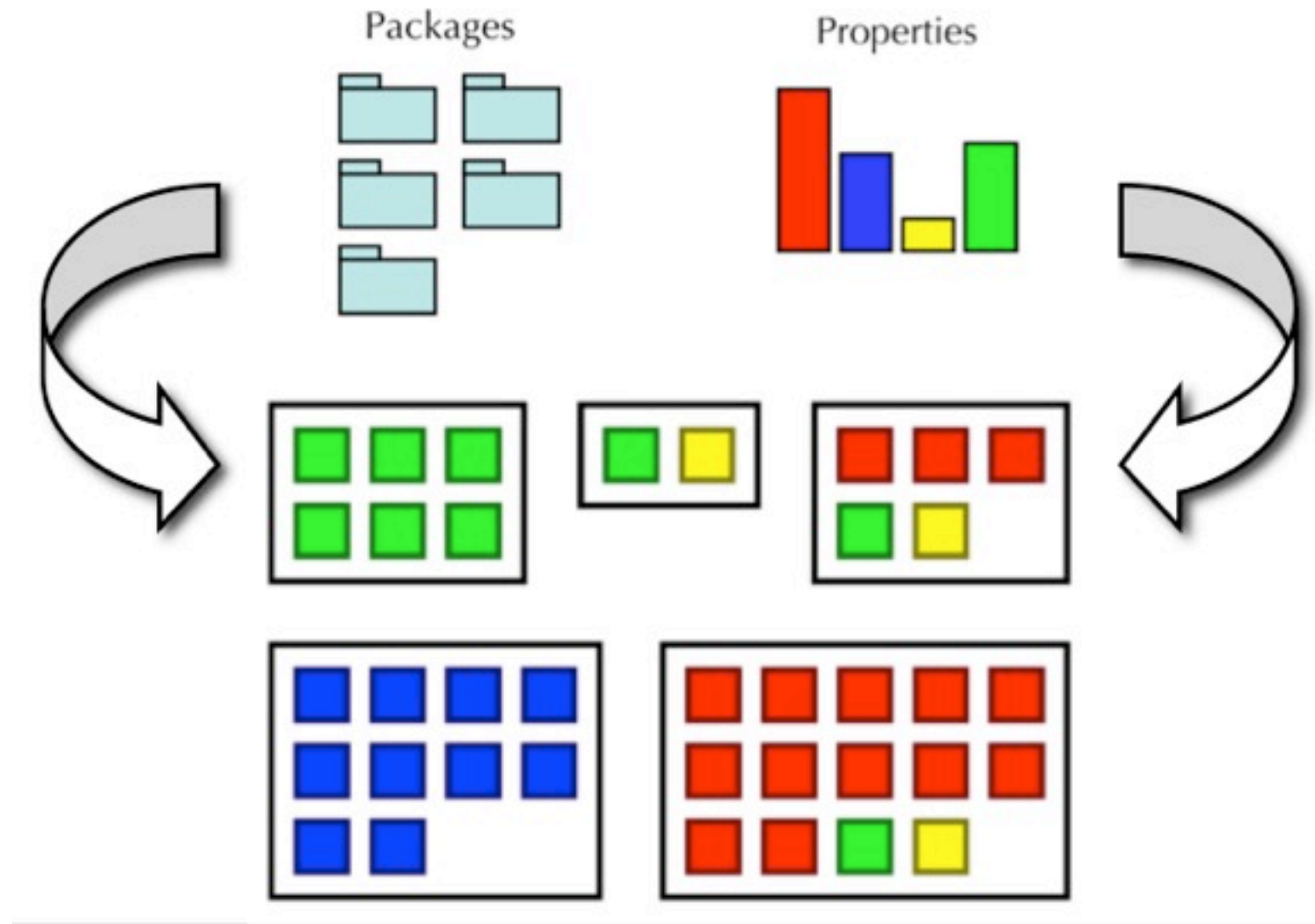
An example: who is really behind that package?



(2) Define a model for code ownership

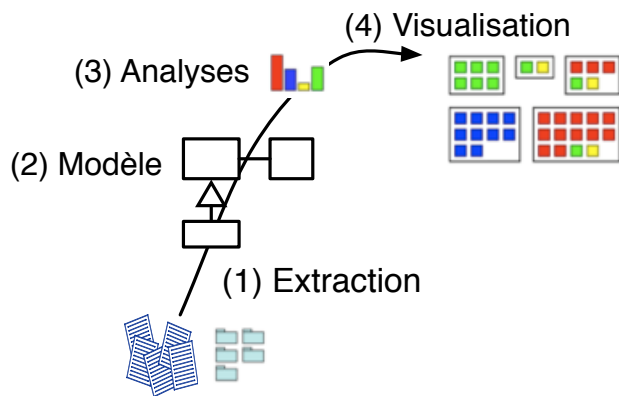


(3) Use adequate Map



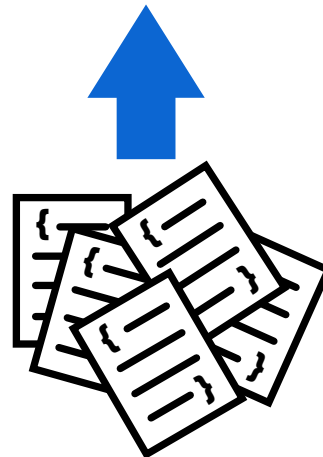
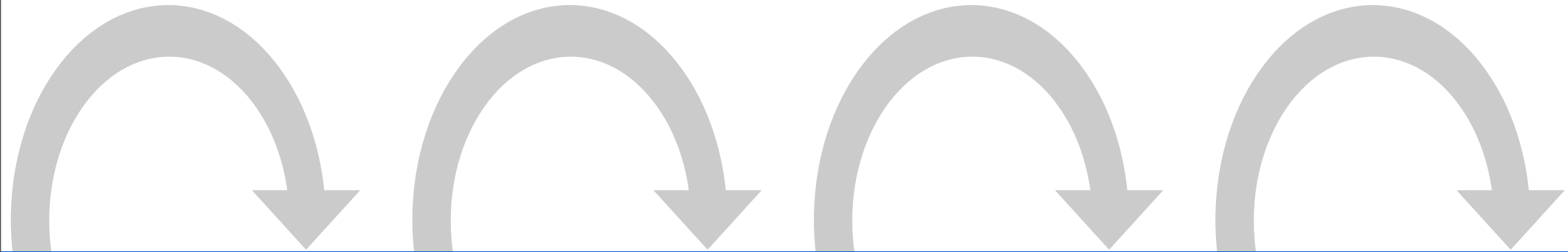
Distribution Map

shows properties
over structure



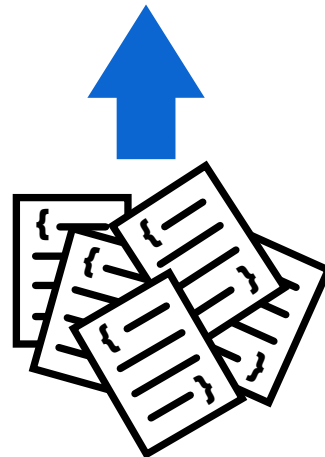
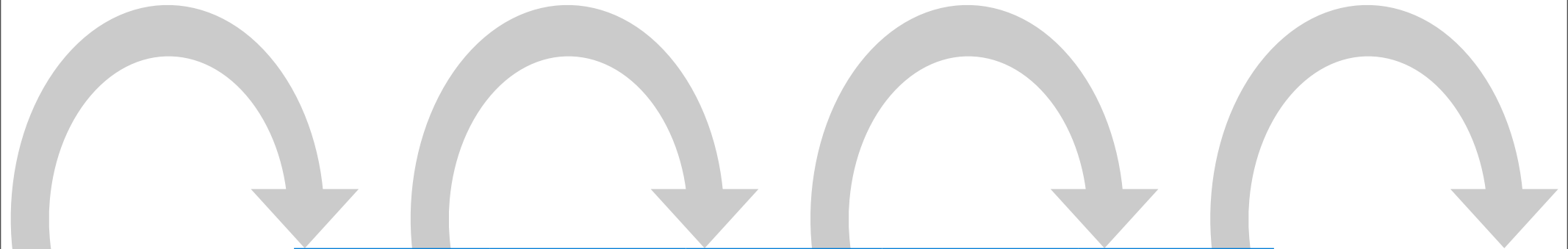
classes select: #isGod

McCabe = 21
LOC = 753,000



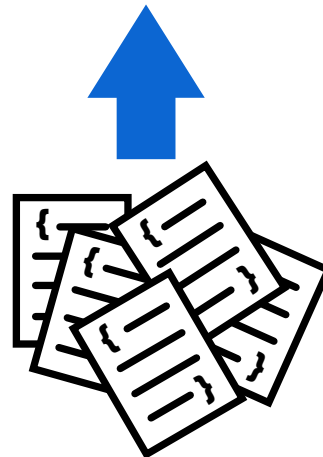
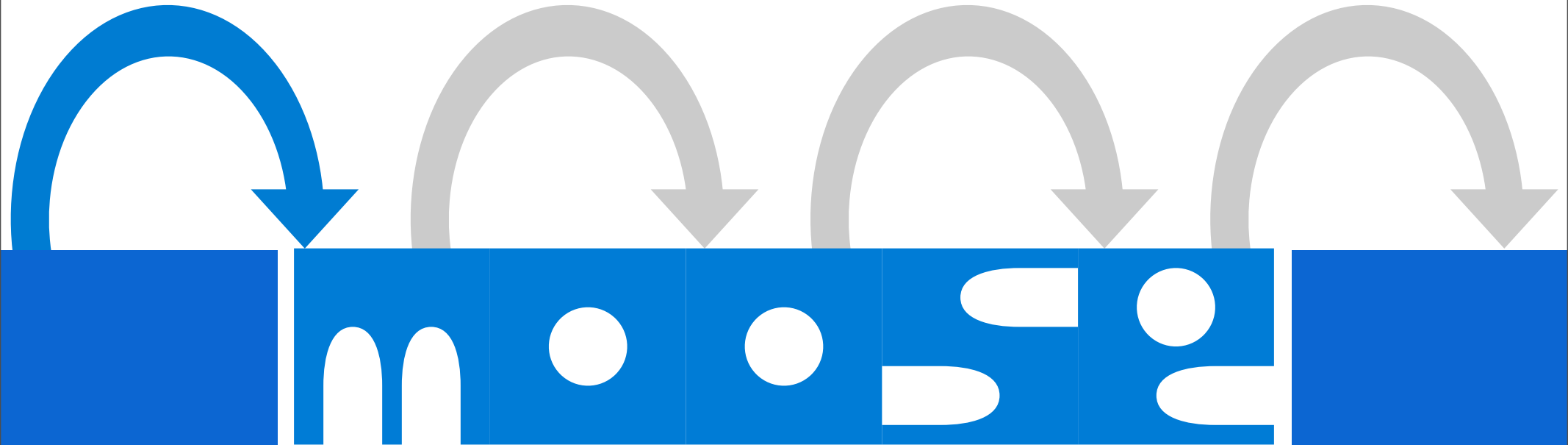
classes select: #isGod

McCabe = 21
LOC = 753,000



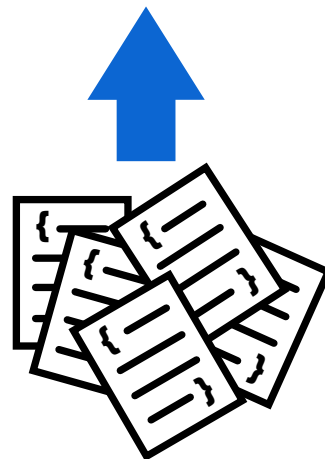
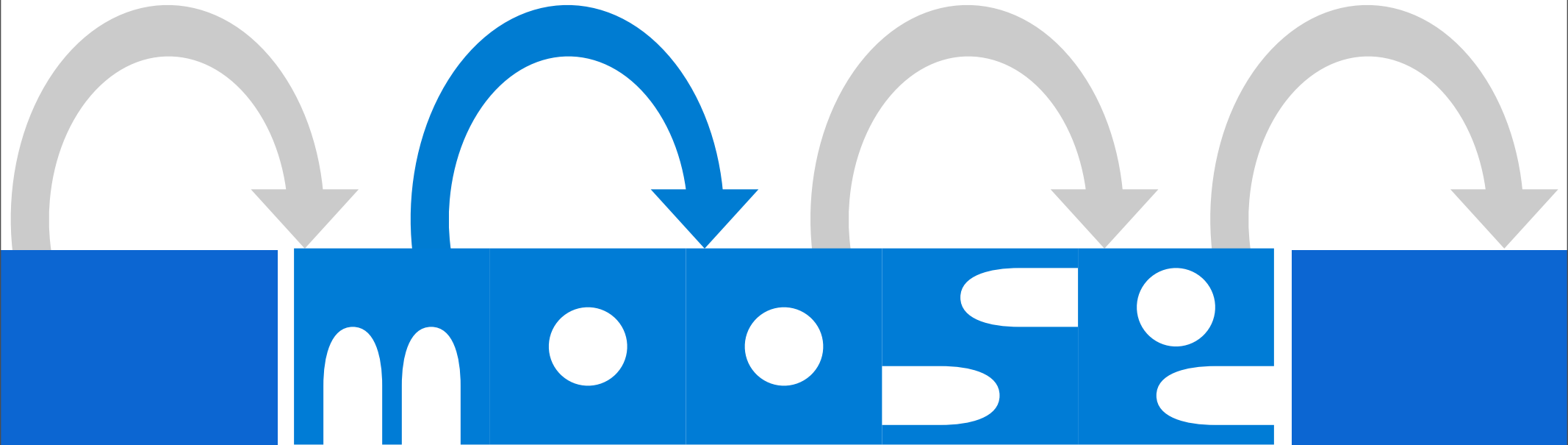
classes select: #isGod

McCabe = 21
LOC = 753,000



classes select: #isGod

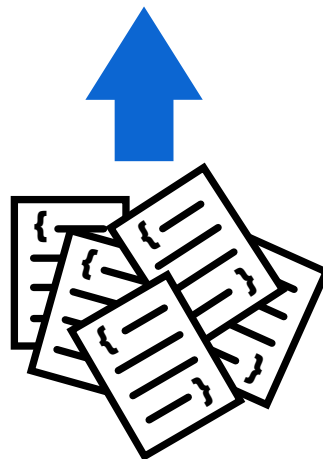
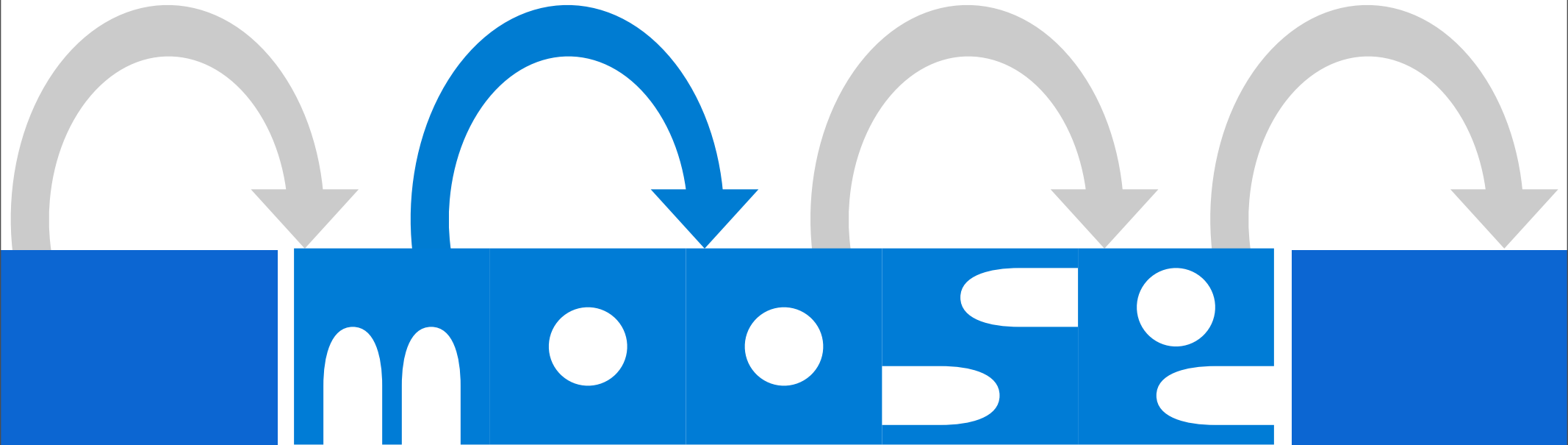
McCabe = 21
LOC = 753,000





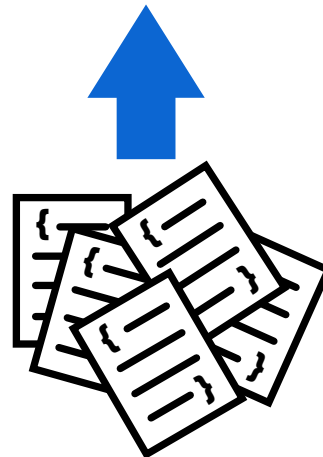
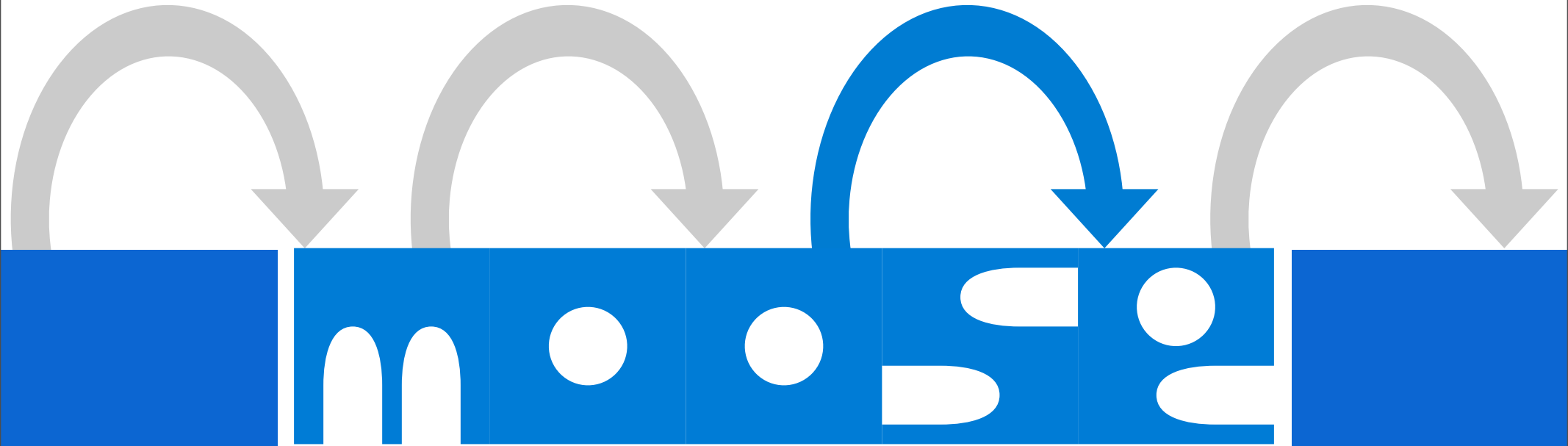
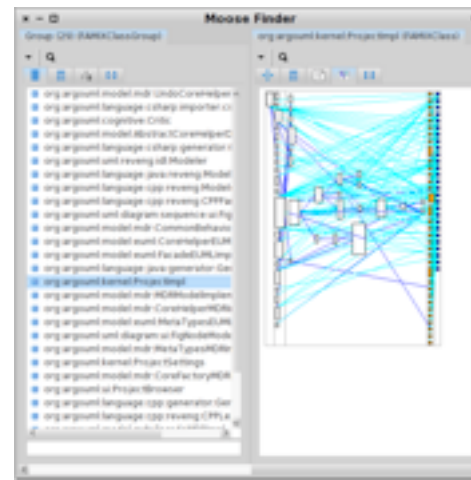
classes select: #isGod

McCabe = 21
LOC = 753,000



classes select: #isGod

McCabe = 21
LOC = 753,000



Code Browser

Packages

- profile GodClass
- cognitive GodClass
- i18n
- taskmgmt
- kernel GodClass
- ocl
- persistence GodClass**
- util

Classes **Hierarchy**

- ArgoParser GodClass
- SAXParserBase
- ArgoTokenTable
- XMLTokenTableBase
- XMLElement
- DiagramMemberFilePersister
- PGMLStackParser GodClass**
- FigEdgeHandler
- ModelMemberFilePersister

Methods **Blueprint**

- interpretStyle
- attachEdges FeatureEnvy Intens
- addFigEdge
- readDiagram
- constructFig BrainMethod
- getPortFig
- getFigNode
- PGMLStackParser
- getDiagramSettings

Code

```
class PGMLStackParser
  extends org.tigris.gef.persistence.pgml.PGMLStackParser {

  private static final Logger LOG = Logger.getLogger(PGMLStackParser.class);

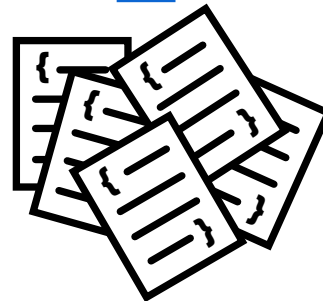
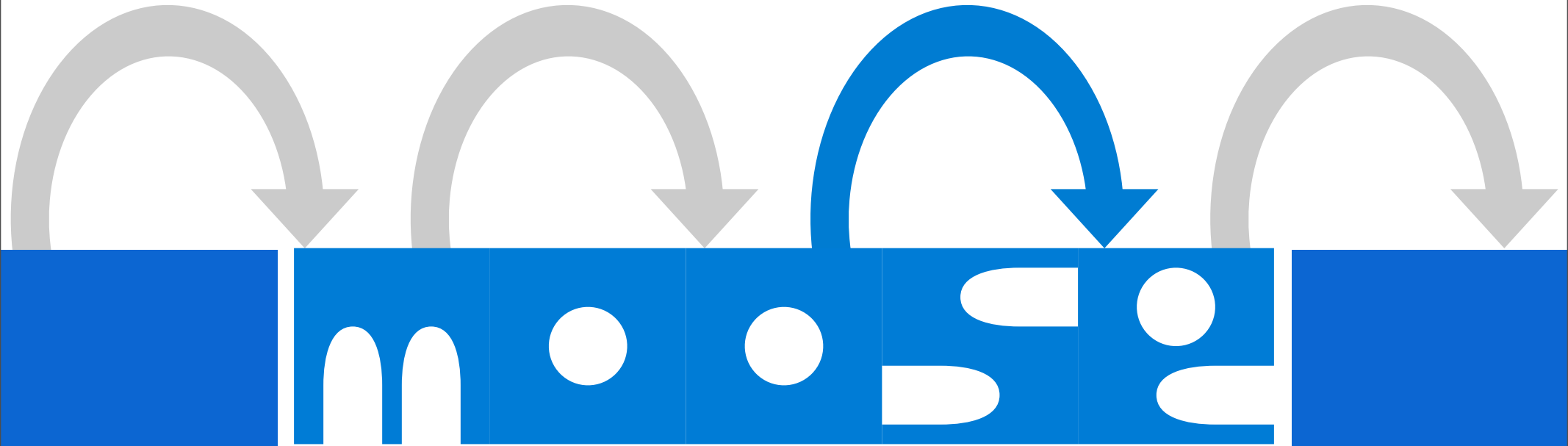
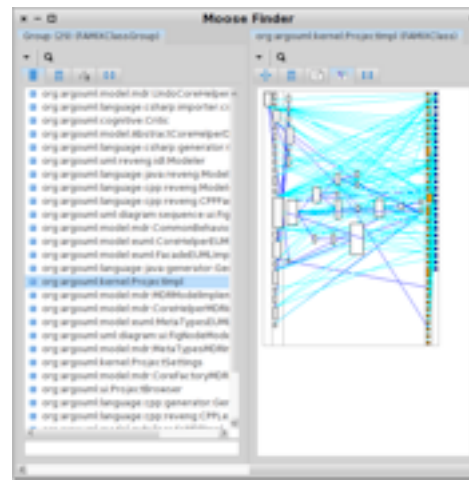
  private List<EdgeData> figEdges = new ArrayList<EdgeData>(50);

  private LinkedHashMap<FigEdge, Object> modelElementsByFigEdge =
    new LinkedHashMap<FigEdge, Object>(50);

  private DiagramSettings diagramSettings;
```

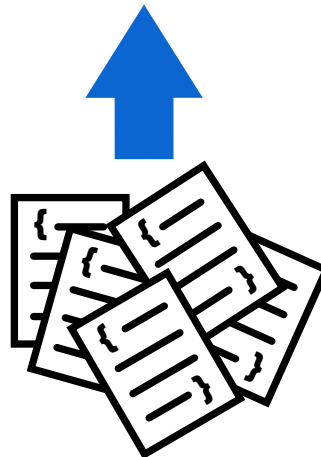
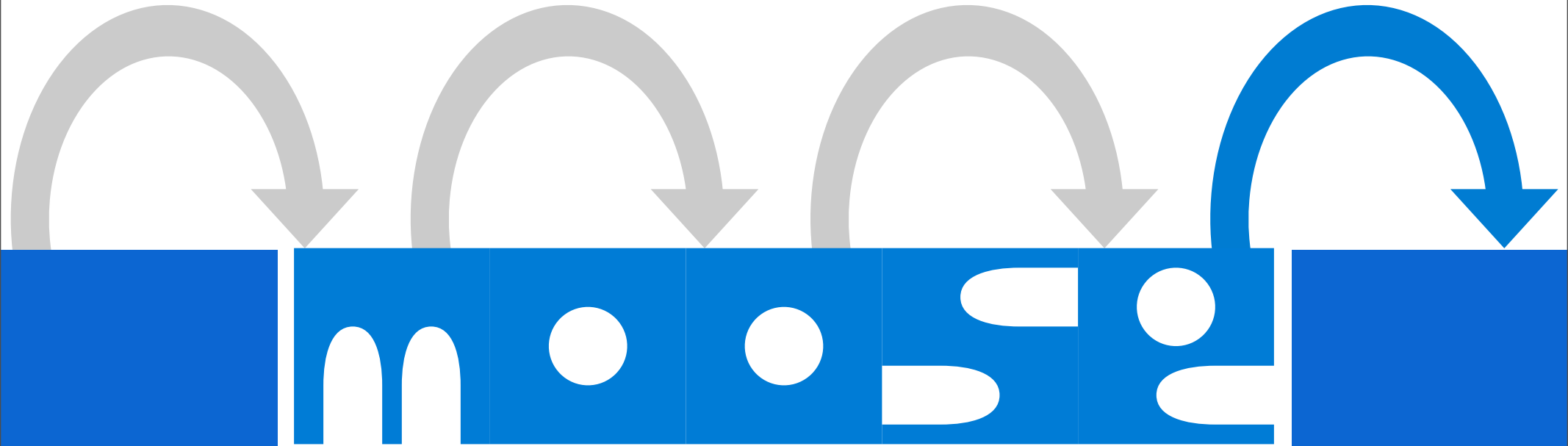

classes select: #isGod

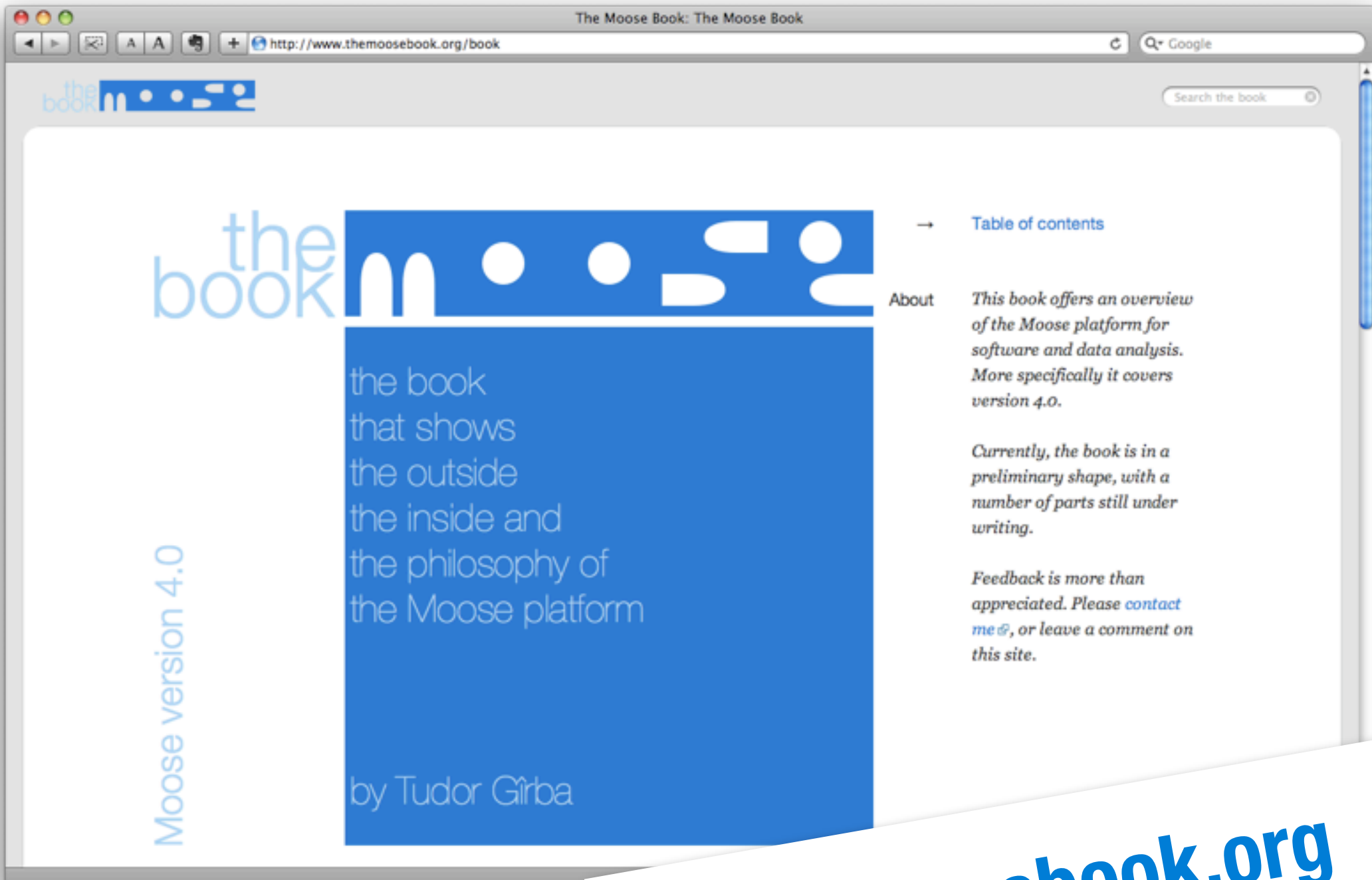
McCabe = 21
LOC = 753,000



classes select: #isGod

McCabe = 21
LOC = 753,000

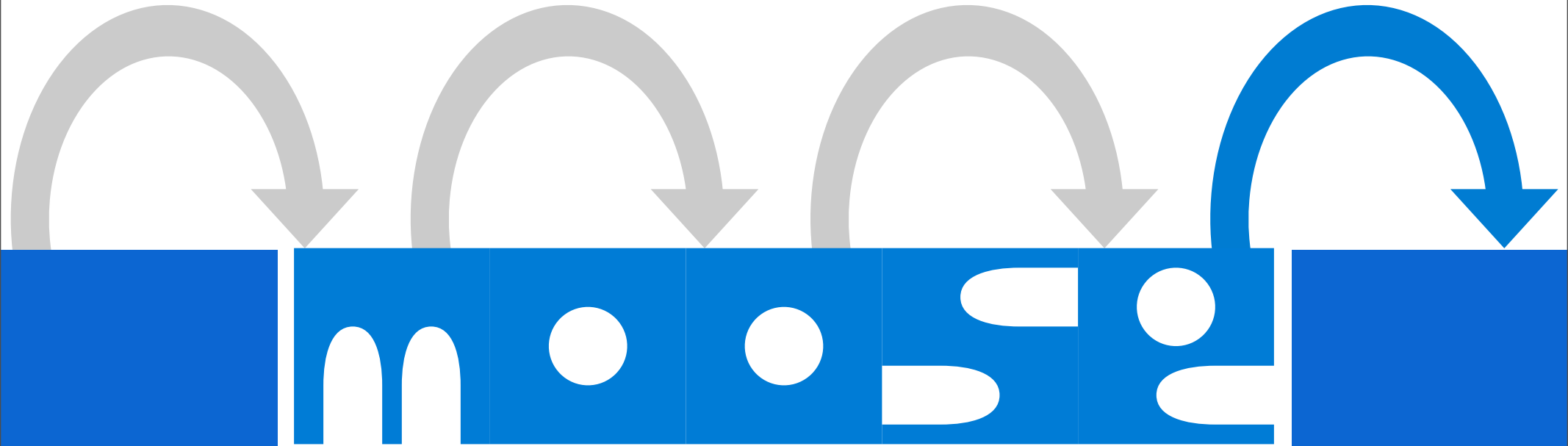


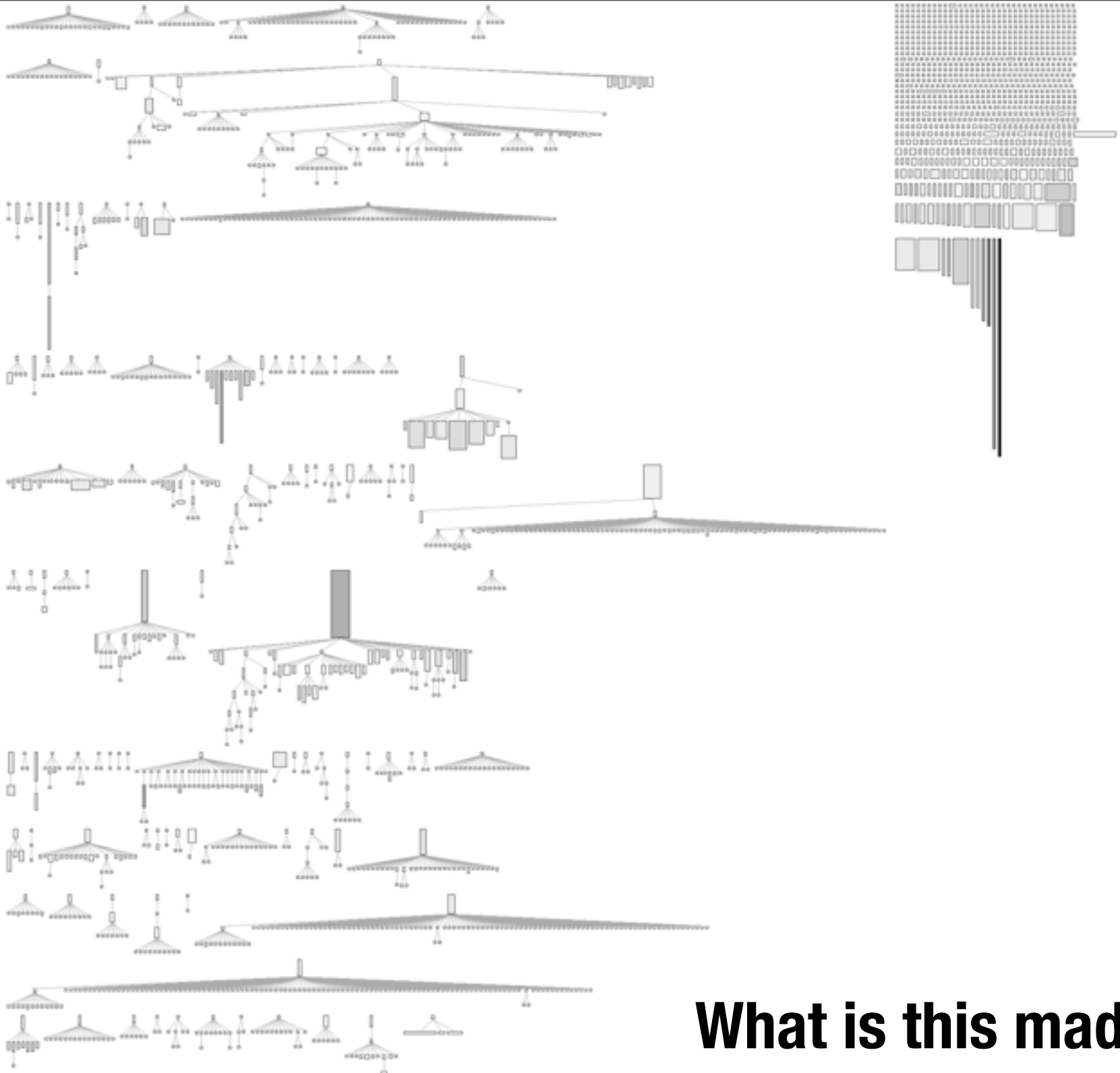


themoosebook.org

classes select: #isGod

McCabe = 21
LOC = 753,000

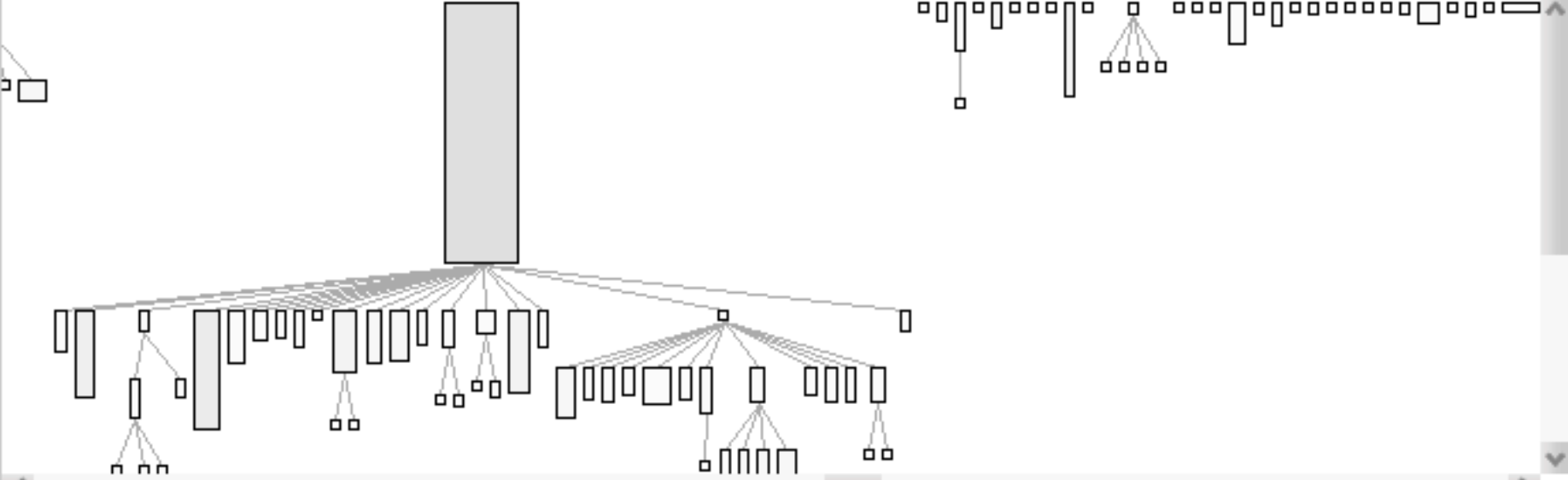




What is this made of?

Mondrian Easel

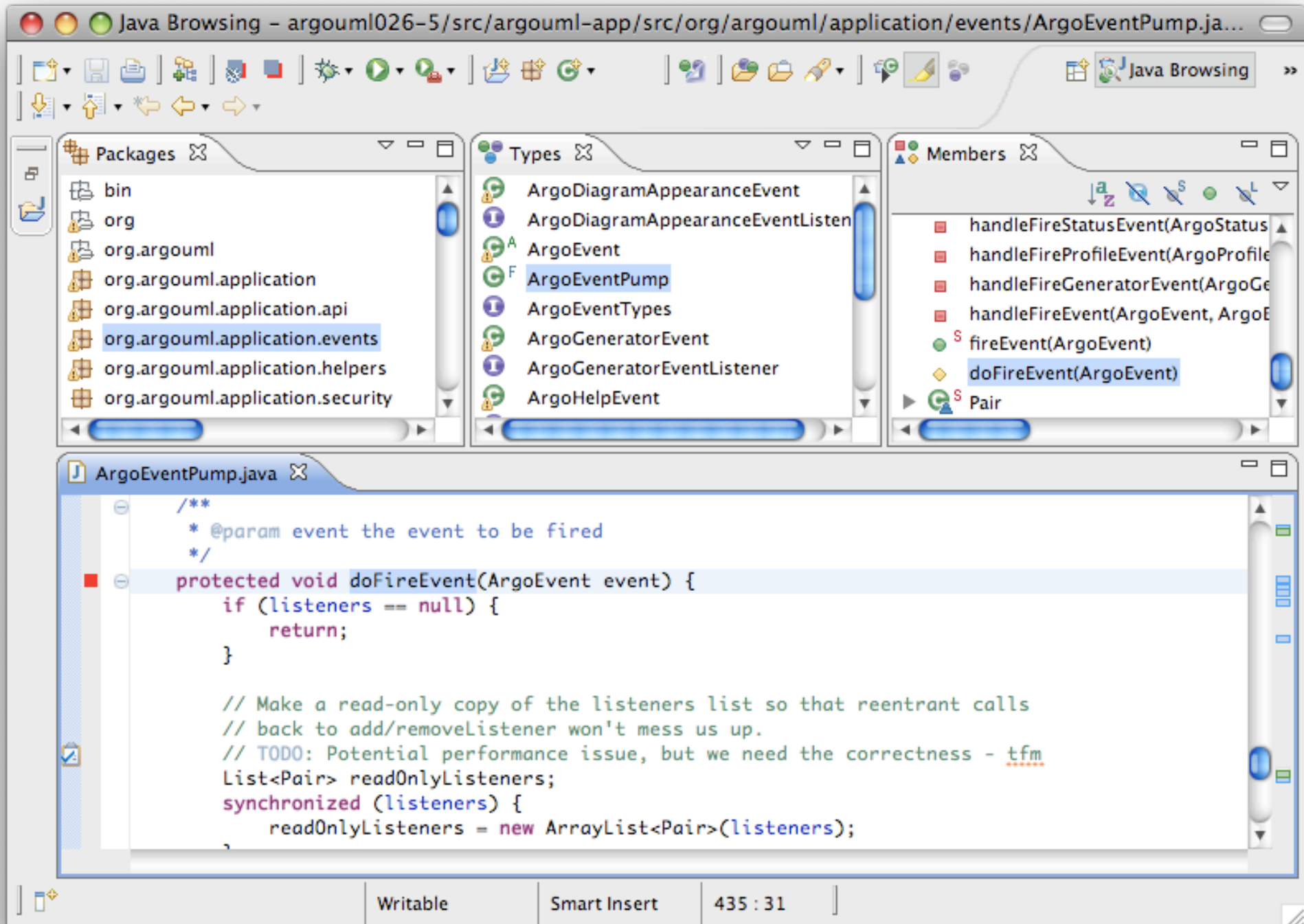
Mondrian ▾ Export ▾ Previous scripts ▾ Examples ▾ | + -



view interaction menu: `#mooseMenu`.
view shape rectangle
 height: `#numberOfMethods`;
 width: `#numberOfAttributes`;
 linearFillColor: `#numberOfLinesOfCode` within: `classGroup`.
view nodes: `classGroup`.
view edgesFrom: `#superclass`.
view treeLayout

classGroup->All model clas

Generate View



What is this made of?

Java Browsing - argouml026-5/src/argouml-app/src/org/argouml/application/events/ArgoEventPump.java...

package /
package 2

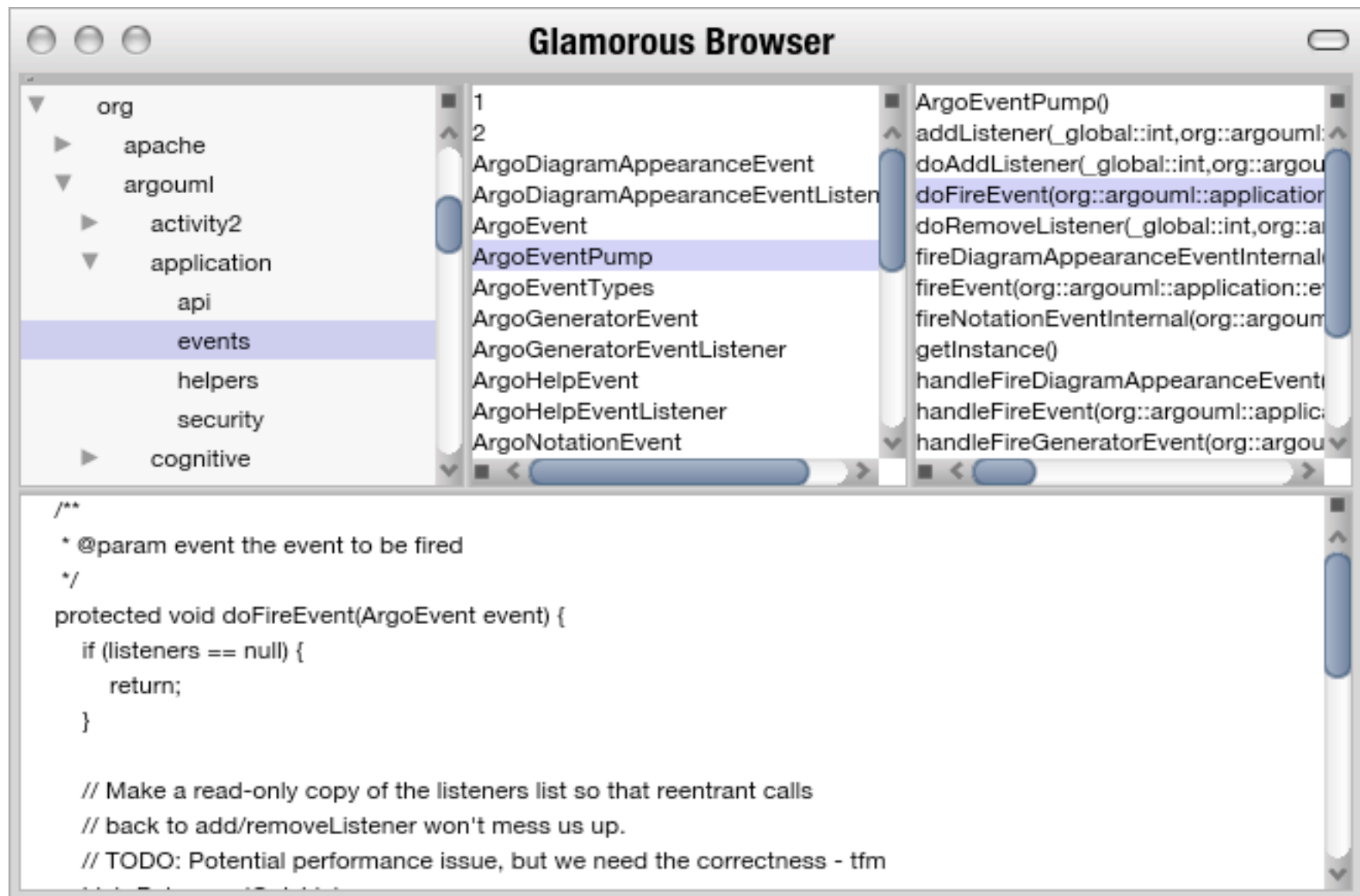
Class A
Class B

method M
method N

source code

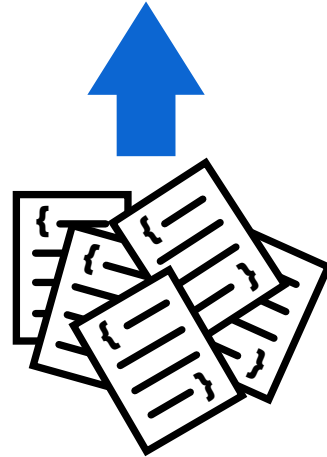
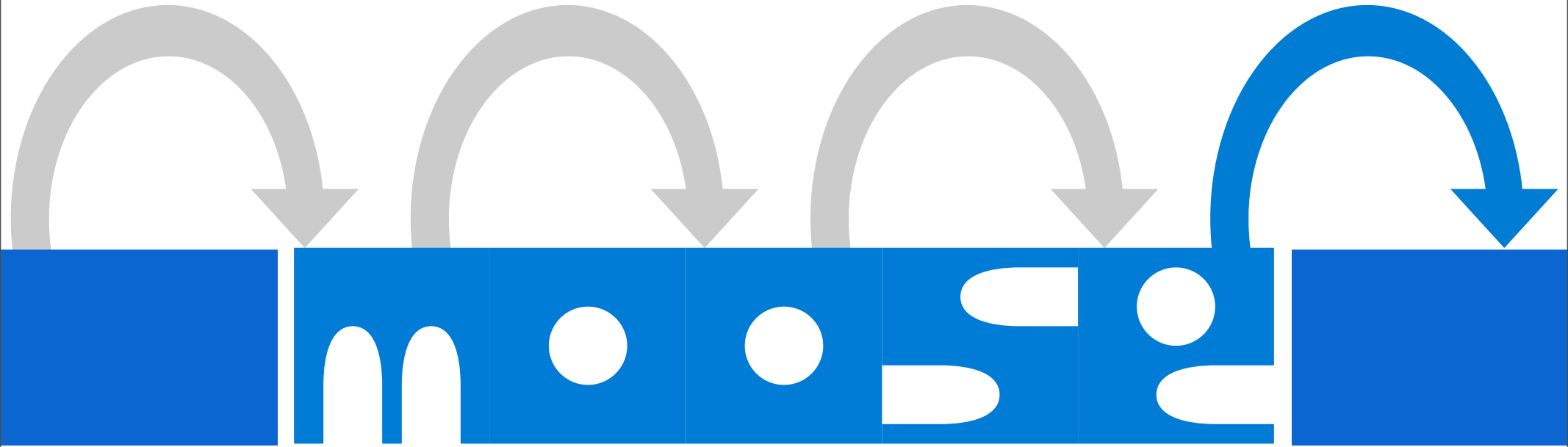
```
/**
 * @param event the event to be fired
 */
protected void fireEvent(ArgoEvent event) {
    if (listeners == null) {
        return;
    }

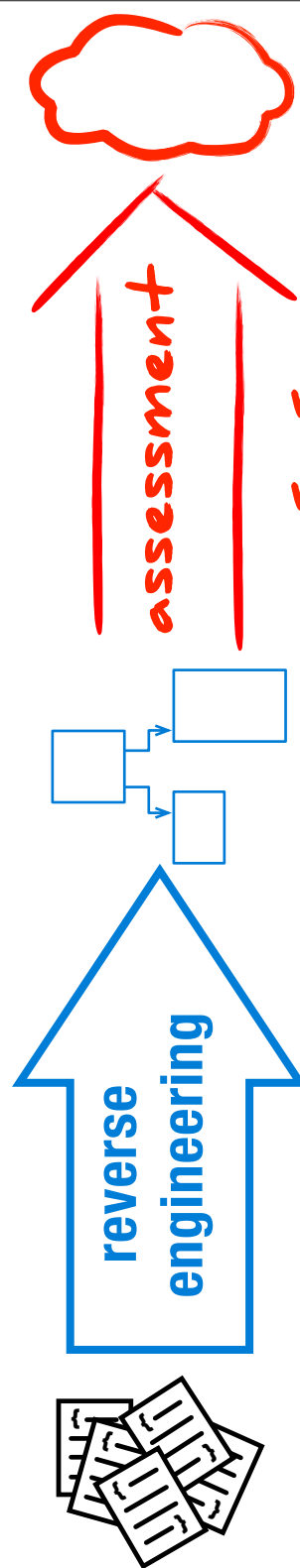
    // Make a read-only copy of the listeners list so that reentrant calls
    // back to add/removeListener won't mess us up.
    // TODO: Potential performance issue, but we need the correctness - tfm
    List<Pair> readOnlyListeners;
    synchronized (listeners) {
        readOnlyListeners = new ArrayList<Pair>(listeners);
    }
}
```

classes select: #isGod

McCabe = 21
LOC = 753,000





what is the current situation?
what can we do about it?

Handling Moose

5 days to get up to speed

21 days to get proficient

Software engineers that extended Moose

Delphi/Java programmers

- customized models

- extended meta models

- defined specific rules

Smalltalk programmers

- new tools to support code integration

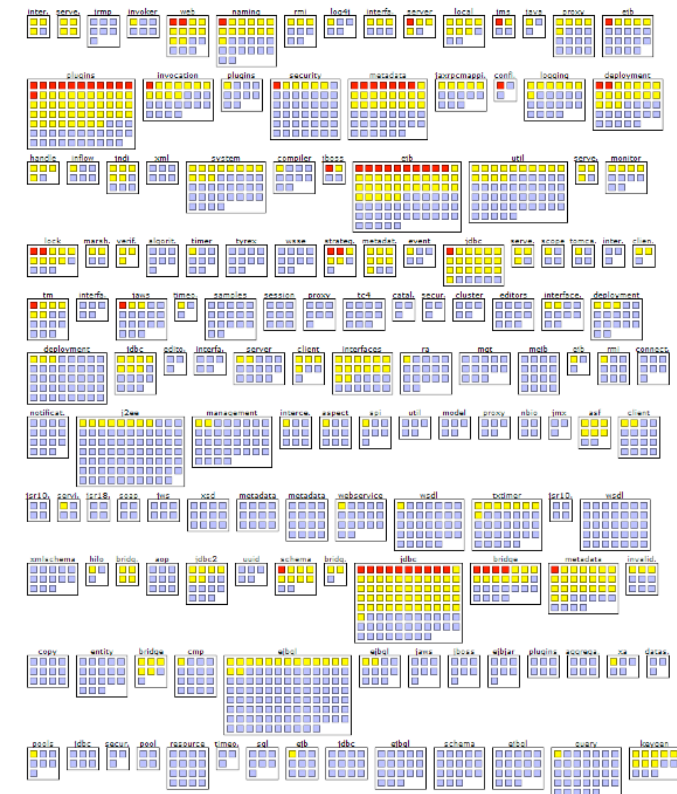
Moose supports *Your* definition of quality/risk

Example

(1) Getting bug maps

(2) What info to collect?

(3) How to present it?



**Moose gives *you* the opportunity to control
your process.**

identify
concern

identify
concern



create
rule

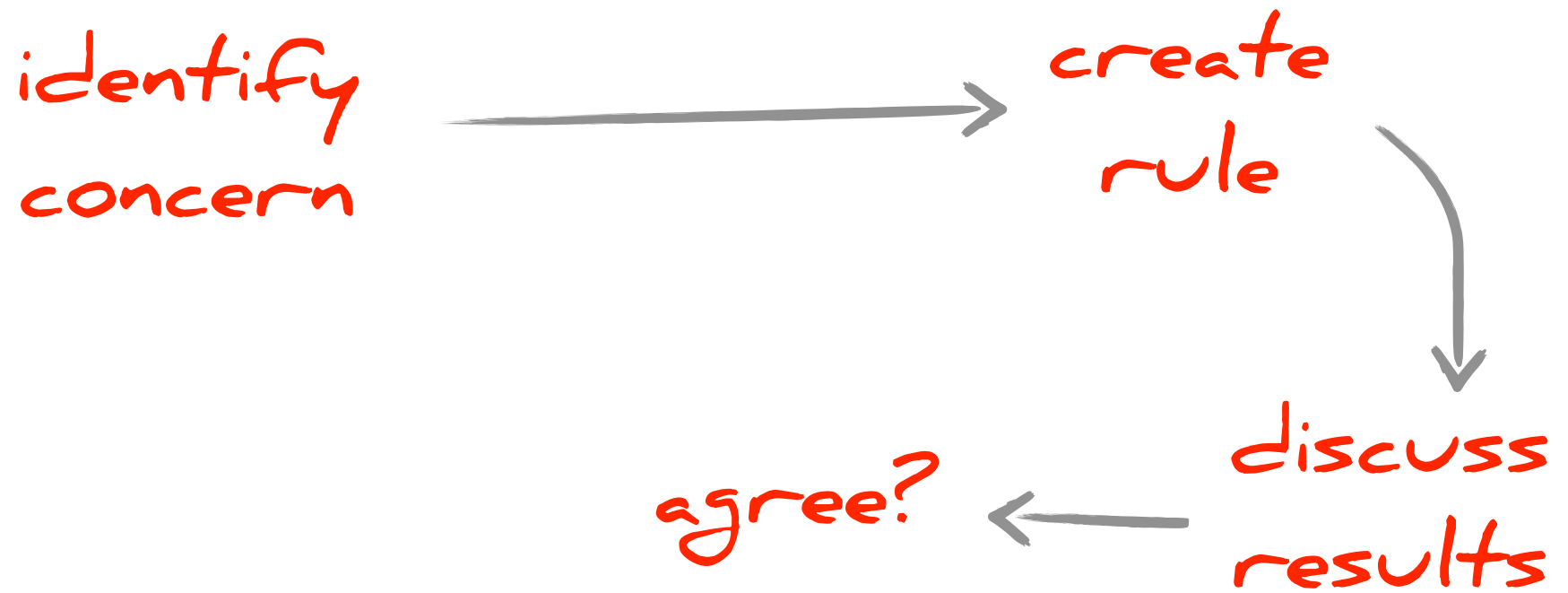
identify
concern

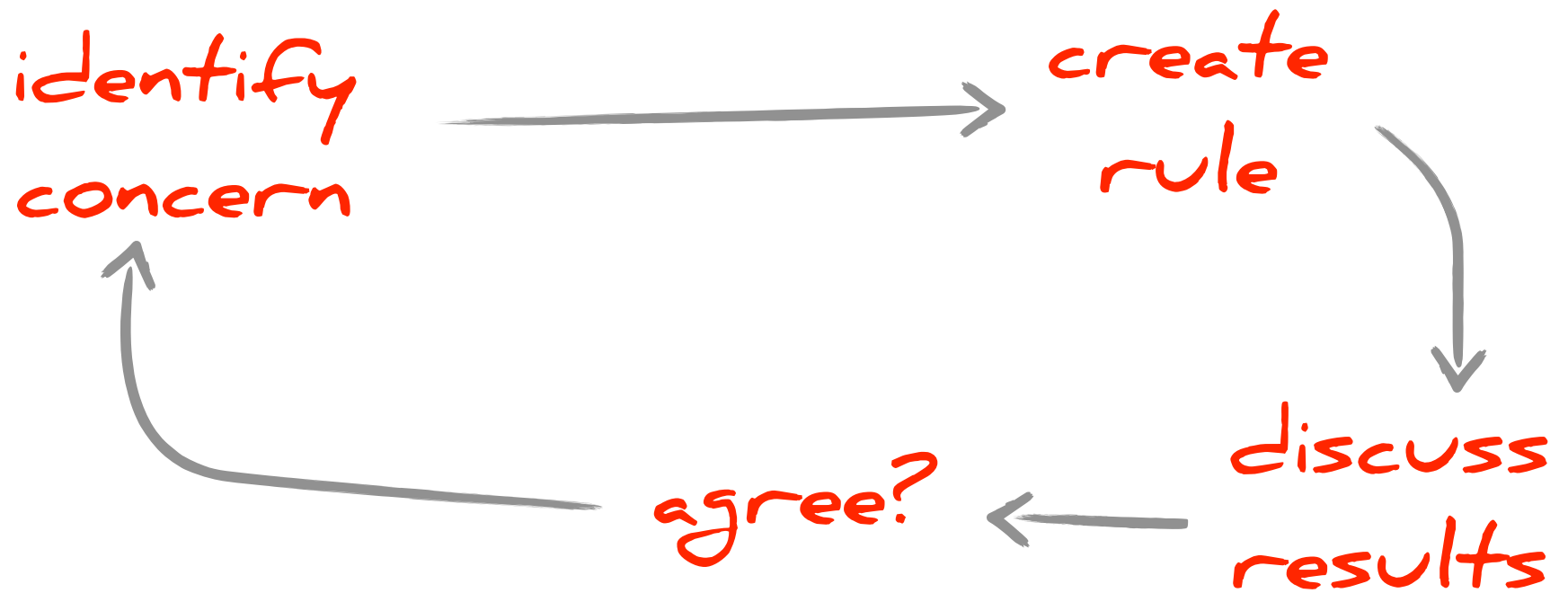


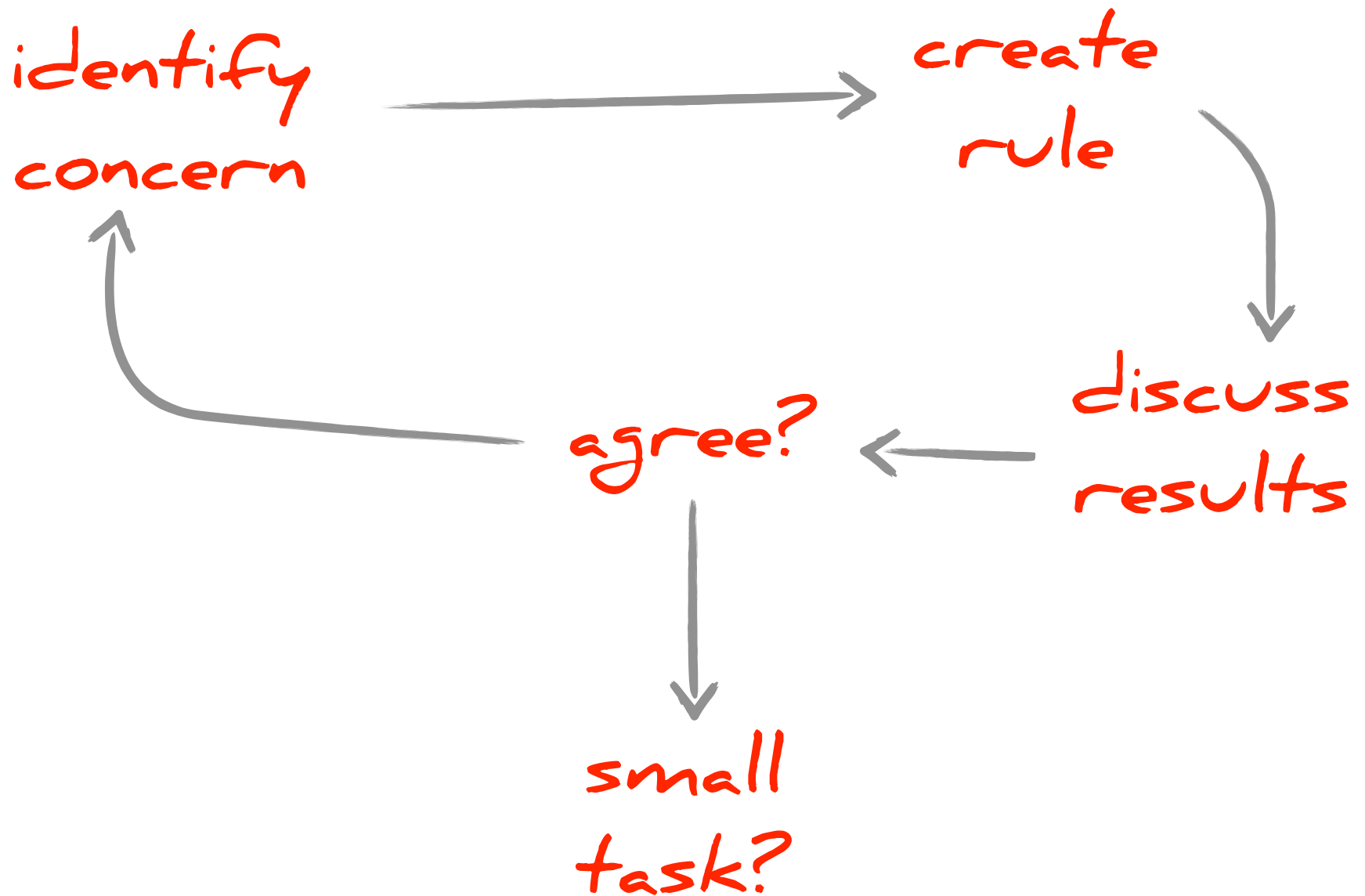
create
rule

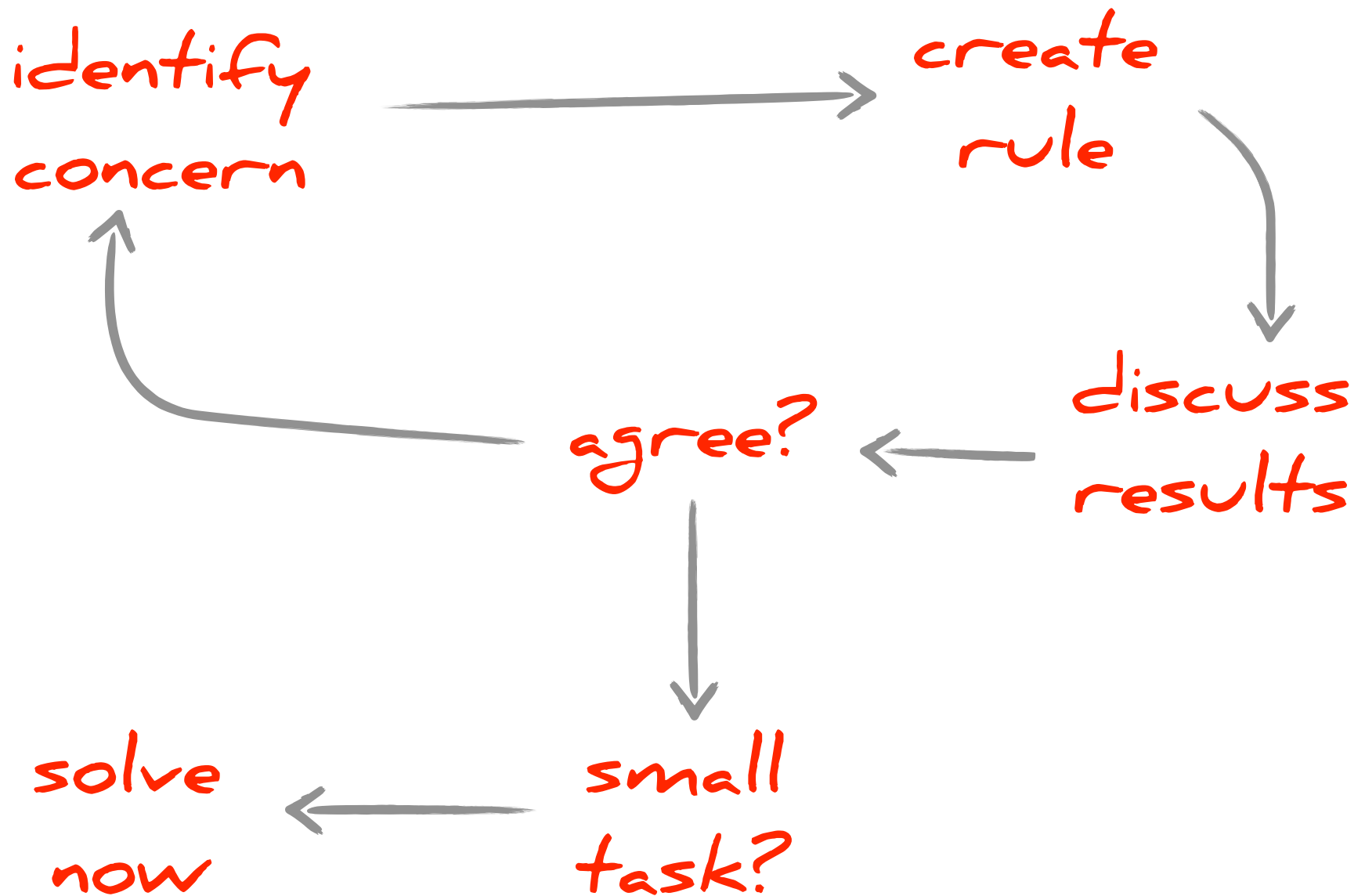


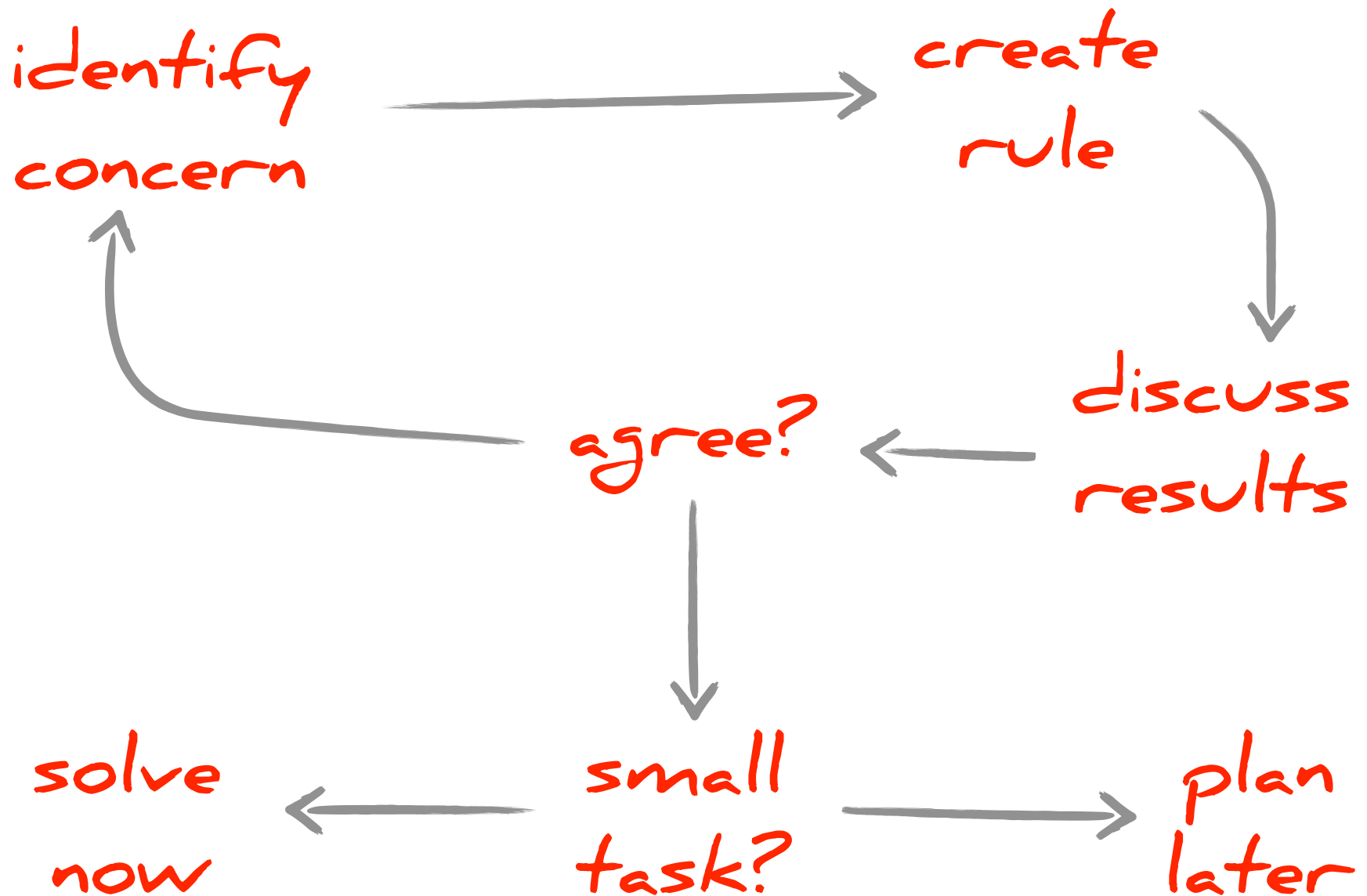
discuss
results











daily assessment

identify
concern

create
rule

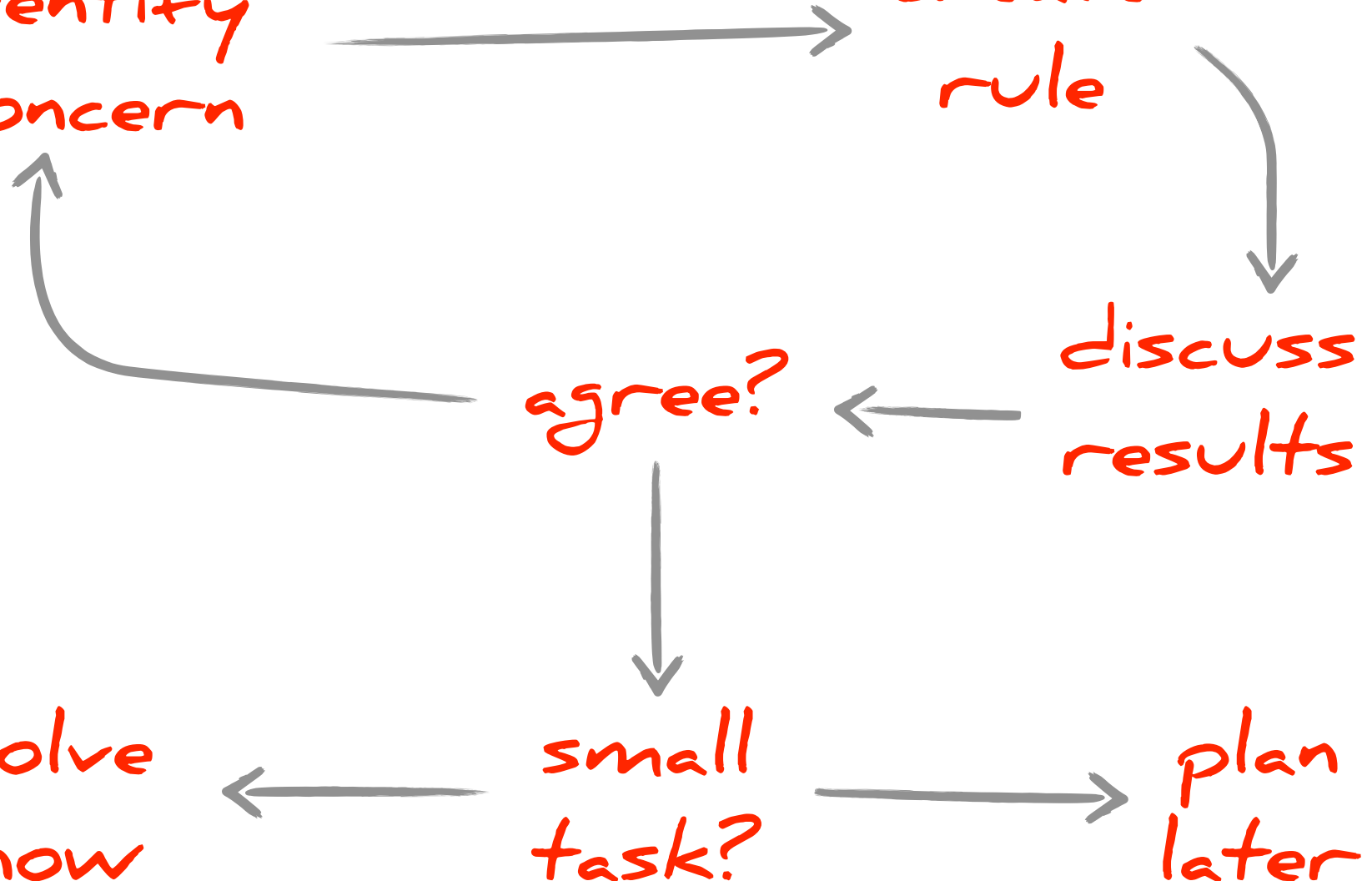
discuss
results

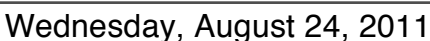
agree?

solve
now

small
task?

plan
later





-moose-report #48 Test Results [Hudson]

http:// -moose-report/lastCompletedBuild/testReport/ Google

Hudson

[Hudson](#) » [-moose-report](#) » [#48](#) » [Test Results](#) [ENABLE AUTO REFRESH](#)

- [Back to Project](#)
- [Status](#)
- [Changes](#)
- [Console Output \[raw\]](#)
- [History](#)
- [Test Result](#)
- [Previous Build](#)

Test Result

17 failures (+16)

46 tests (±0)
Took 4.5 sec.
[add description](#)

All Failed Tests

Test Name	Duration	Age
>>> Concern.(No @Interceptors in remote implementations)	0.1	1
>>> Concern.(Remote methods called without error handling)	0.1	1
>>> Concern.(Usages of EntityManager)	0.1	1
>>> Concern.(Direct EntityManager.persist() calls)	0.1	1
>>> Concern.(Entities that are Serializable)	0.1	1
>>> Concern.(Embeddeable not Serializable)	0.1	1
>>> Concern.(TOs with only static attributes)	0.1	1
>>> Concern.(TOs not used)	0.1	1
>>> Concern.(Remote interfaces incorrectly packaged)	0.1	1
>>> Concern.(Entity Beans incorrectly packaged)	0.1	1
>>> Concern.(TOs incorrectly named)	0.1	1
>>> Concern.(Jobs scheduled without progressbar)	0.1	1
>>> Concern.(Usages of StringBuffer)	0.1	1
>>> Concern.(Usages of java.util.Vector)	0.1	1
>>> Concern.(Usages of setTimeInMillis)	0.1	1
>>> Concern.(Attributes not following naming convention)	0.1	1
>>> Concern.(Serializable wihtout default constructor)	0.1	15

-moose-report #48 Test Results [Hudson]

http://-moose-report/lastCompletedBuild/testReport/ Google

Hudson

Hudson » -moose-report » #48 » Test Results [ENABLE AUTO REFRESH](#)

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Test Result

17 failures (+16)

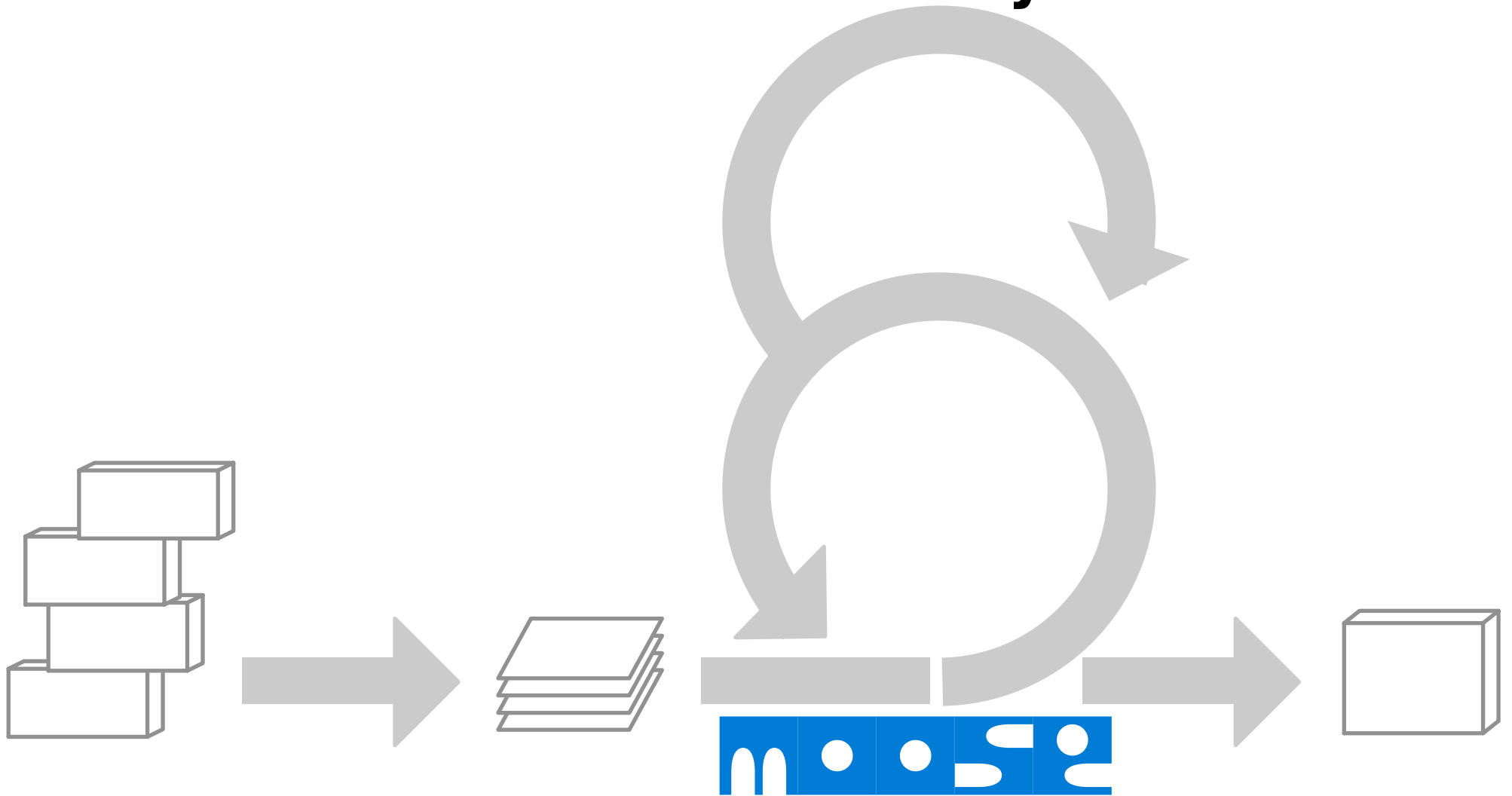
46 tests (±0)
Took 4.5 sec.
[add description](#)

All Failed Tests

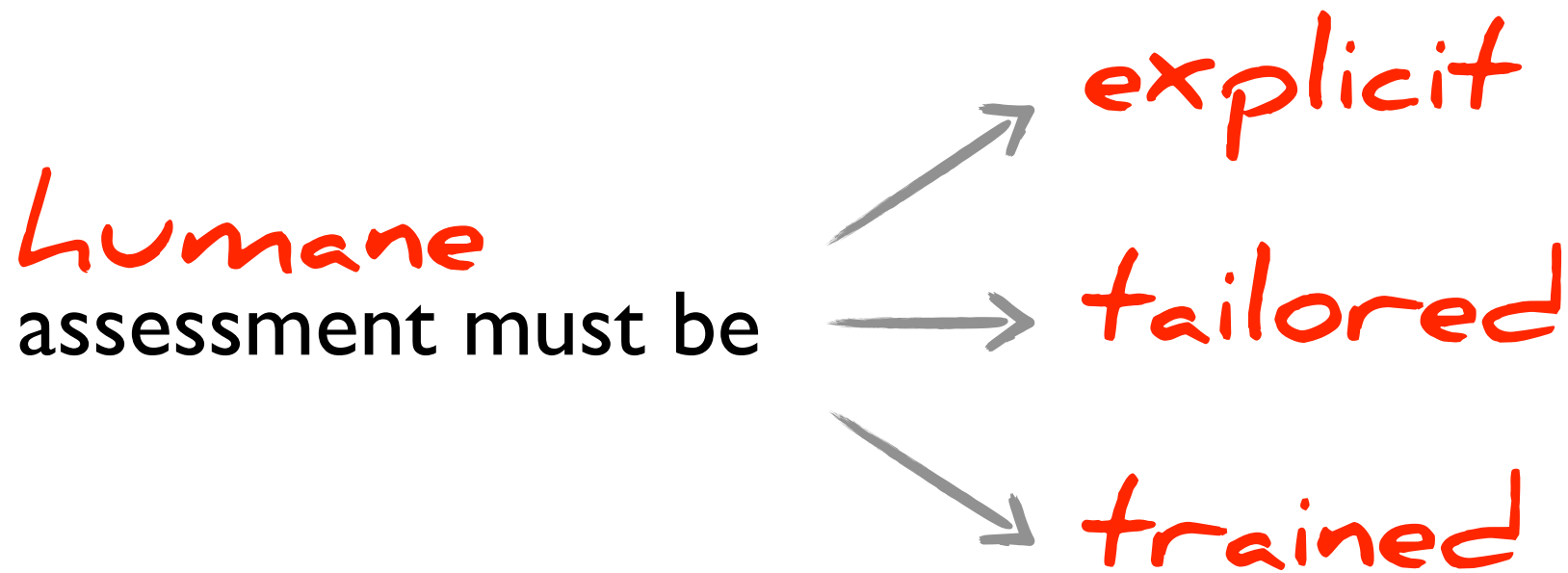
Test Name	Duration	Age
>>> Concern.(No @Interceptors in remote implementations)	0.1	1
>>> Concern.(Remote methods called without error handling)	0.1	1
>>> Concern.(Usages of EntityManager)	0.1	1
>>> Concern.(Direct EntityManager.persist() calls)	0.1	1
>>> Concern.(Entities that are Serializable)	0.1	1
>>> Concern.(Embeddeable not Serializable)	0.1	1
>>> Concern.(TOs with only static attributes)	0.1	1
>>> Concern.(TOs not used)	0.1	1
>>> Concern.(Remote interfaces incorrectly packaged)	0.1	1
>>> Concern.(Entity Beans incorrectly packaged)	0.1	1
>>> Concern.(TOs incorrectly named)	0.1	1
>>> Concern.(Jobs scheduled without progressbar)	0.1	1
>>> Concern.(Usages of StringBuffer)	0.1	1
>>> Concern.(Usages of java.util.Vector)	0.1	1
>>> Concern.(Usages of setTimeInMillis)	0.1	1
>>> Concern.(Attributes not following naming convention)	0.1	1
>>> Concern.(Serializable with no serializable fields)	0.1	1

continuous assessment

feedback **is key**

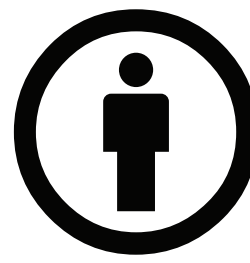


specific feedback **is better**



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