

software assessment

tudorgirba.com

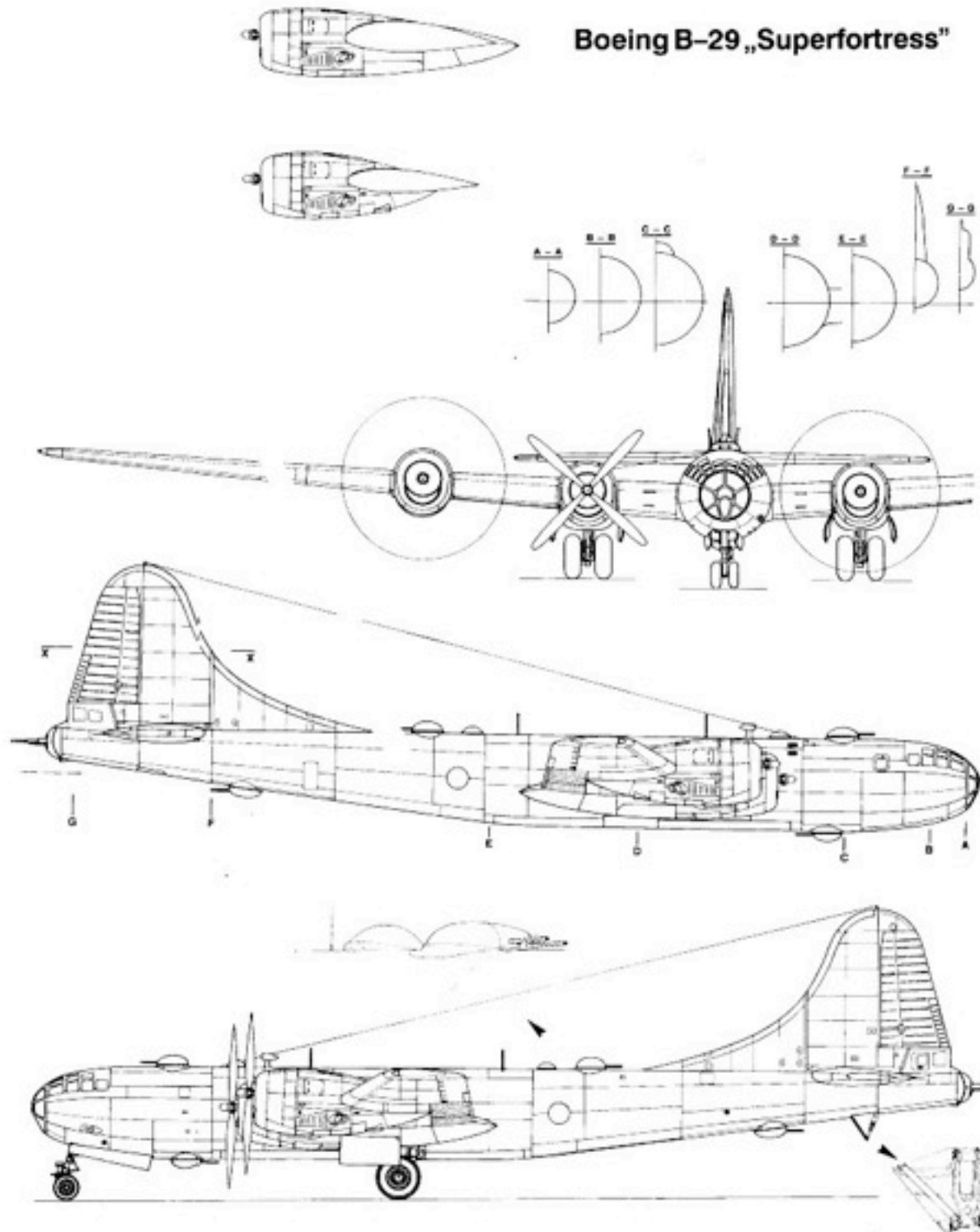


B-29



Tuesday, October 25, 11

Boeing B-29 „Superfortress”









Tuesday, October 25, 11

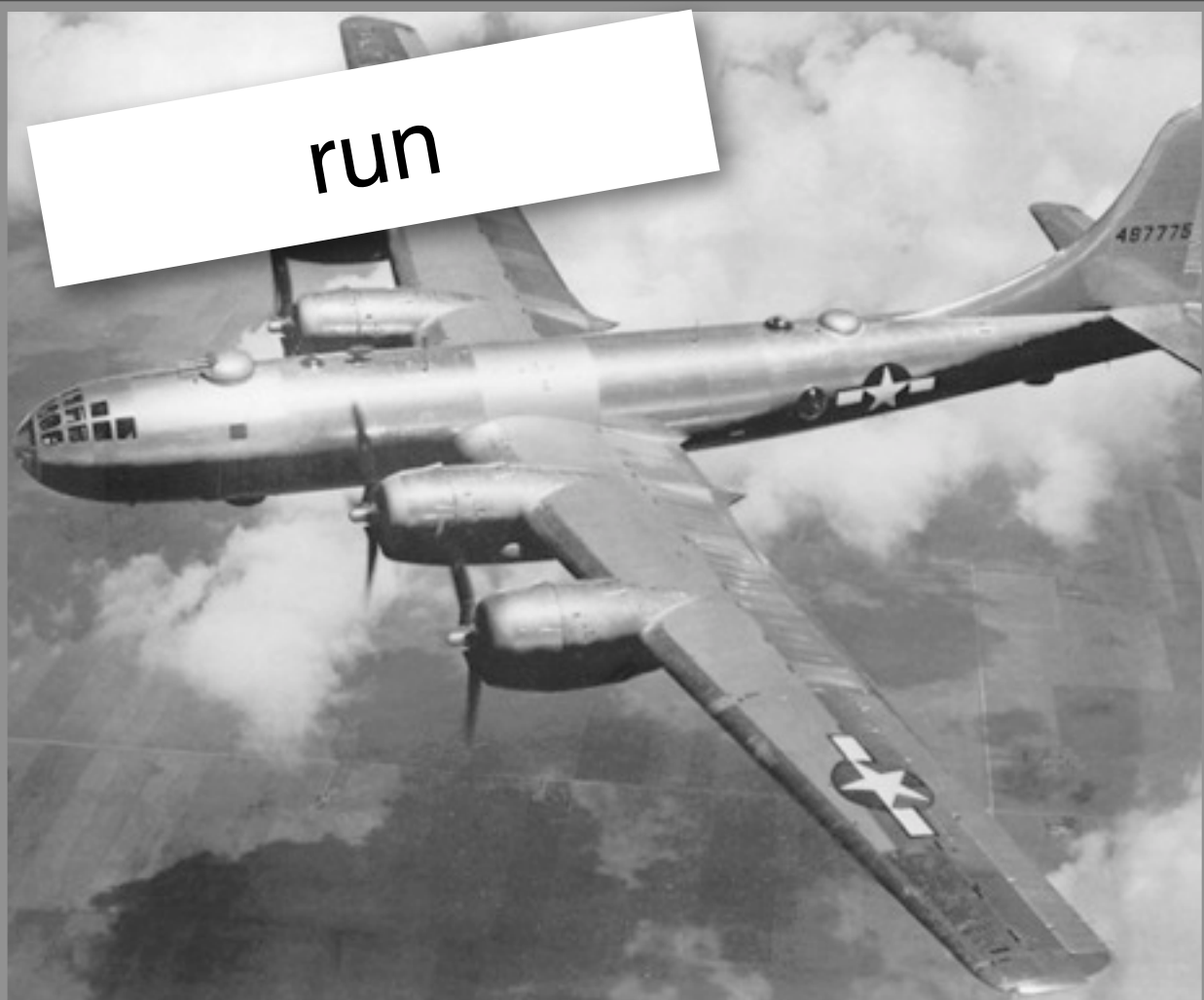
disassemble



disassemble



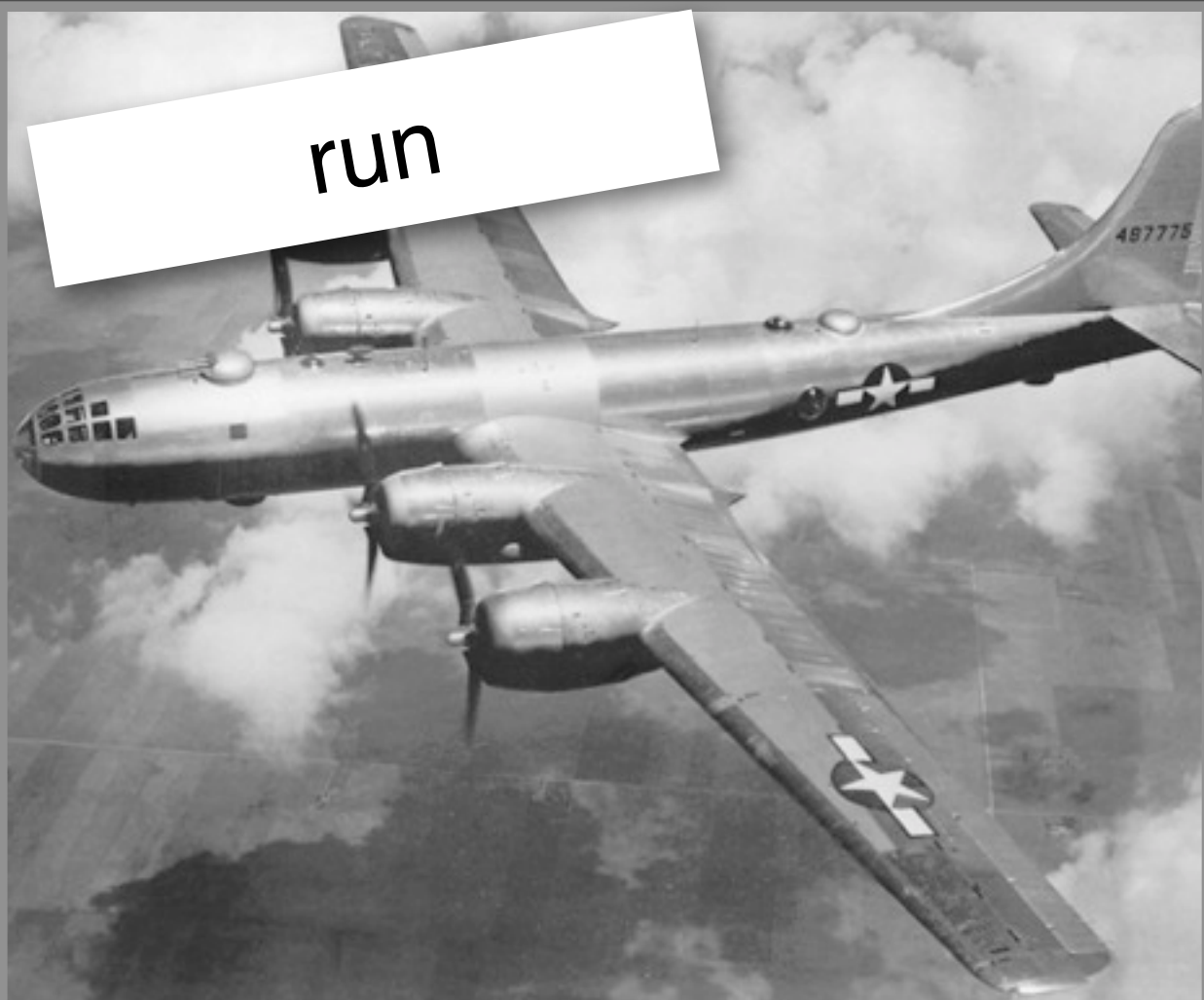
run



disassemble

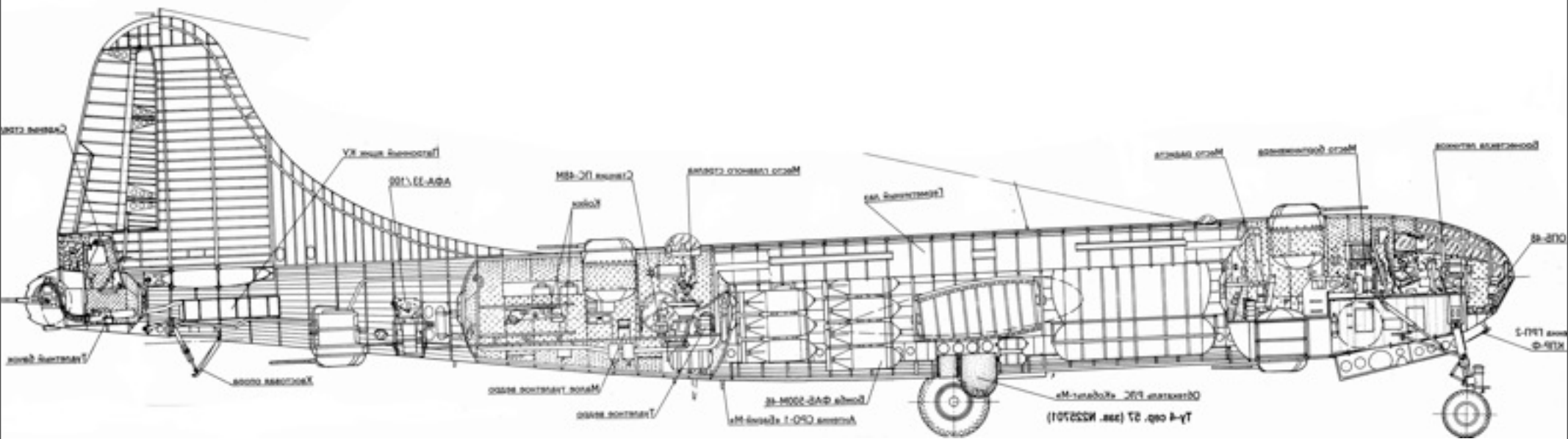


run



test and compare





TU-4

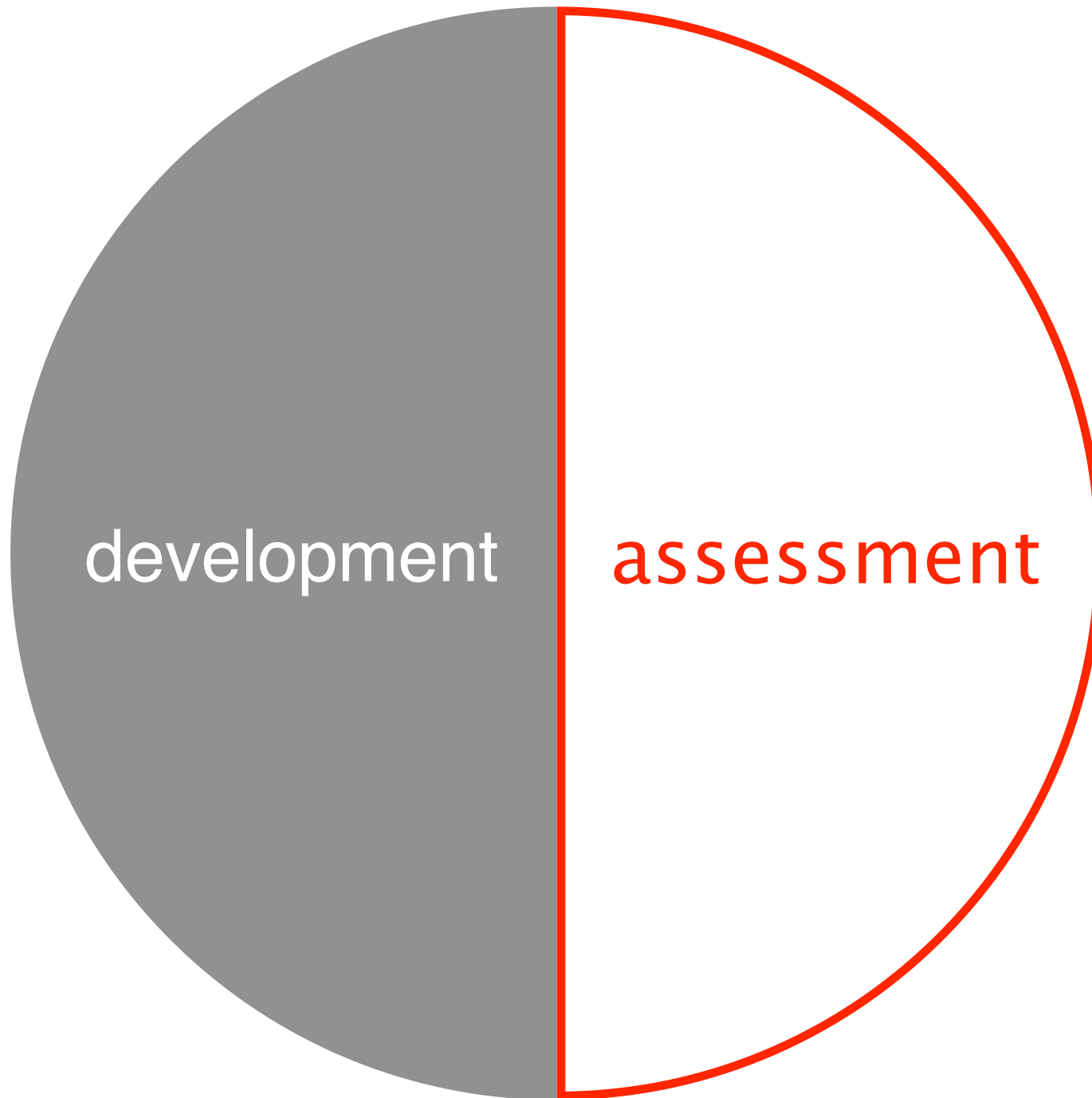


software assessment

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development



<http://www.humane-assessment.com/minibook/assessment-costs>

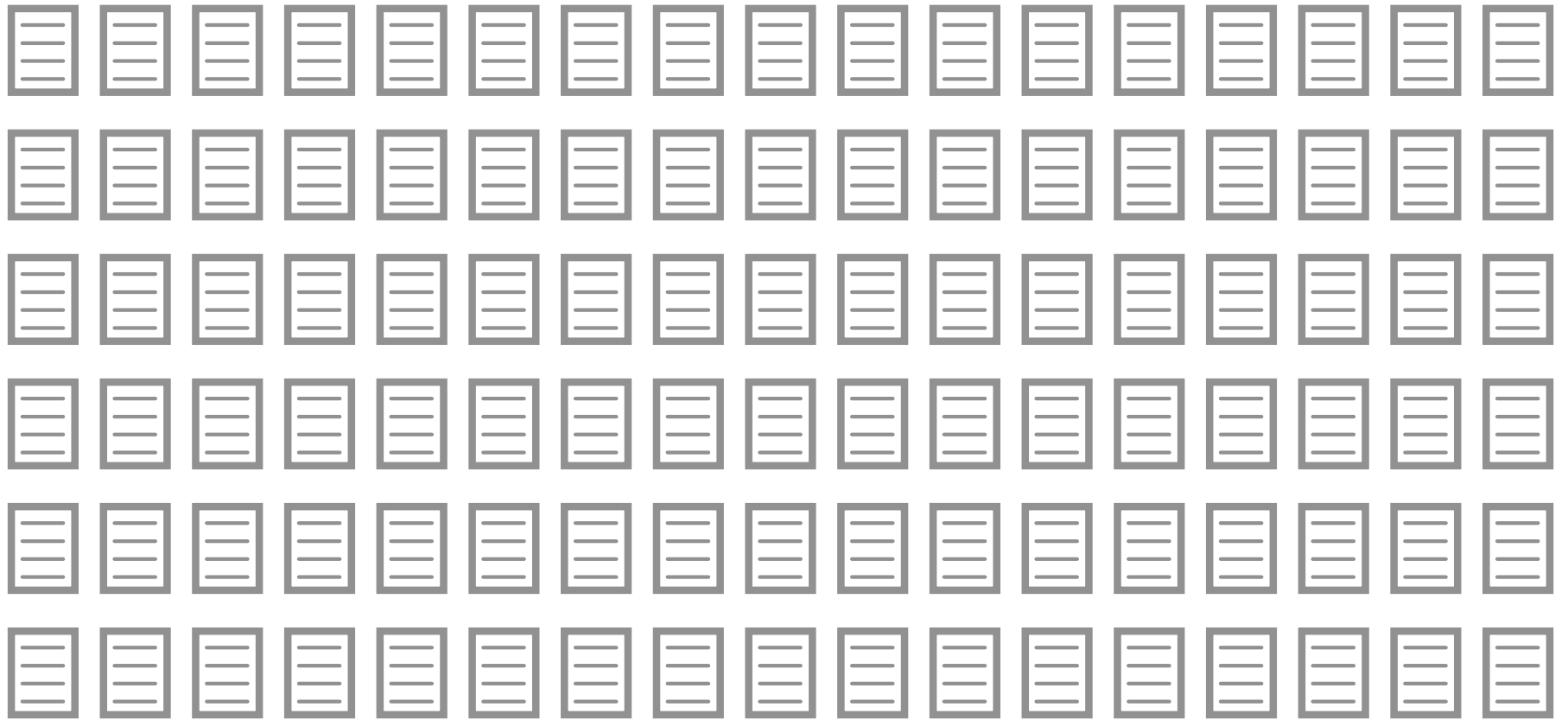
assessment

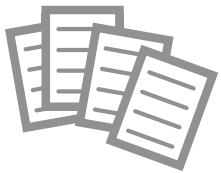


data



knowledge





data



knowledge



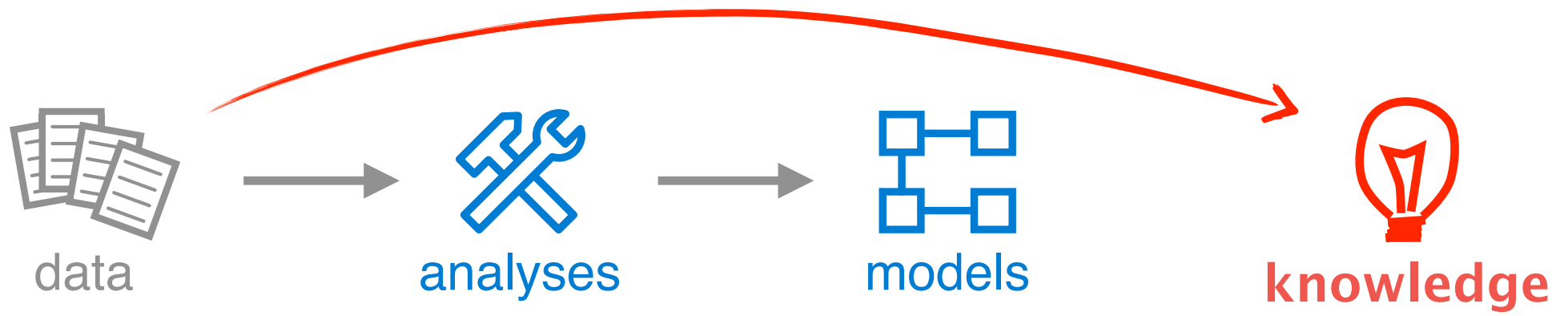
data

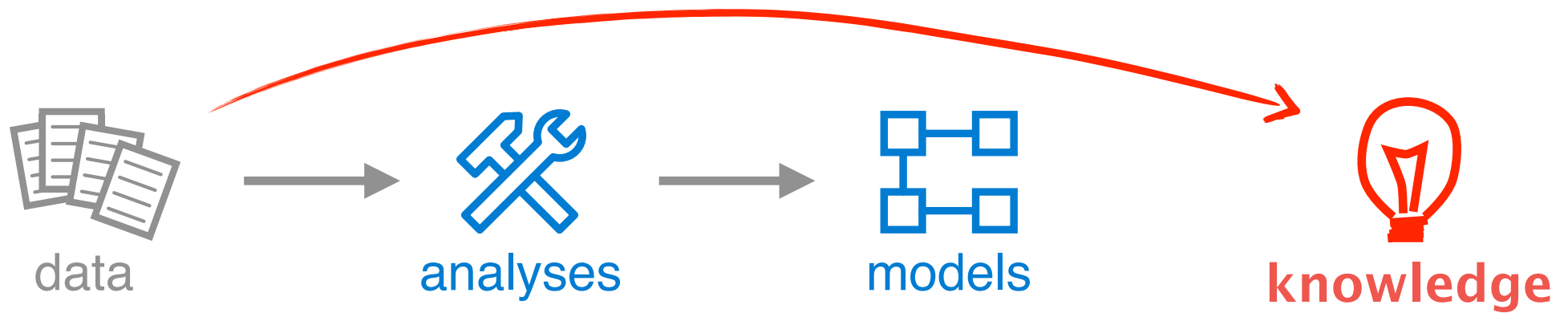


analyses

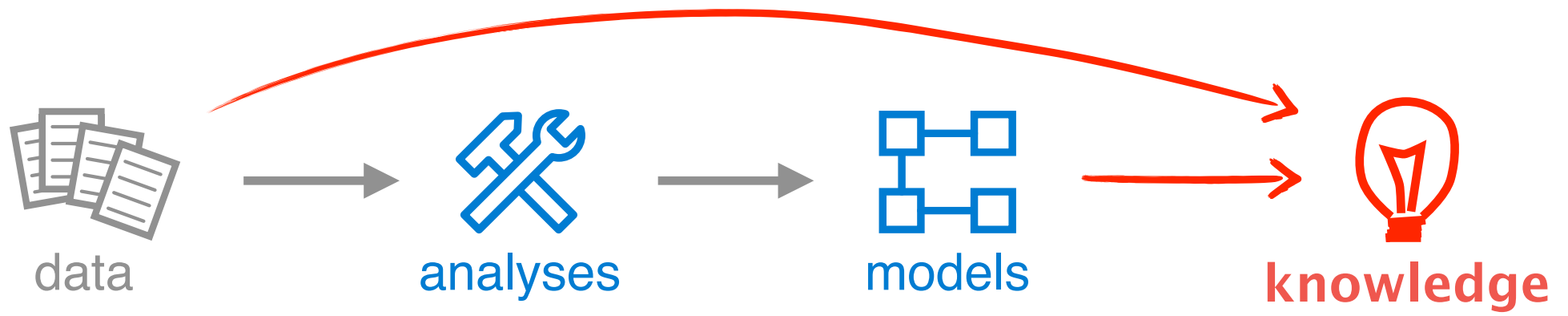


knowledge

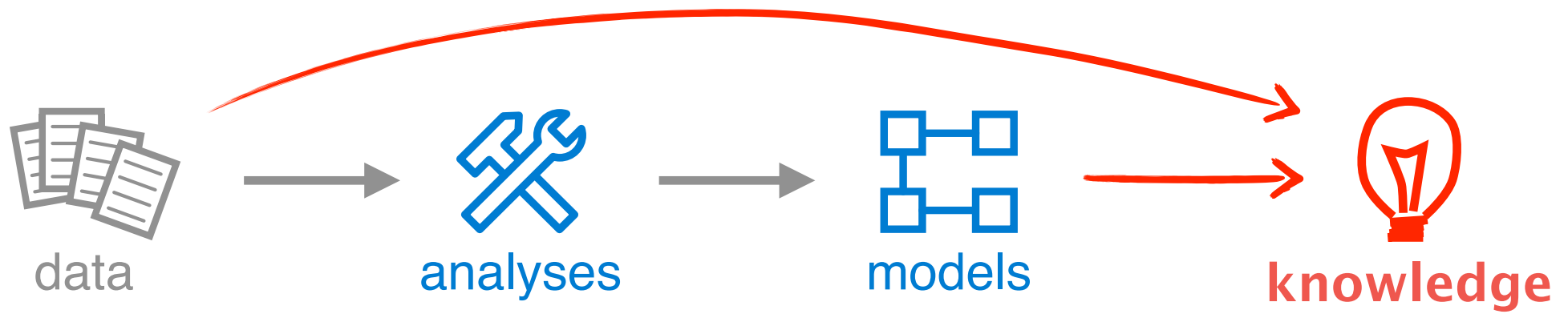




reverse engineering



assessment



interview during demo



chat with maintainers

PSYCHOLOGY



F

COMPUTER
PROGRAMMING



SILVER ANNIVERSARY
EDITION



GERALD M. WEINBERG

Serge Demeyer, Stéphane Ducasse, Oscar Nierstrasz

Object-Oriented Reengineering

Patterns

read all code in one hour

```
/**
 * We hang our heads in shame. There are still bugs in ArgoUML
 * and/or GEF that cause corruptions in the model.
 * Before a save takes place we repair the model in order to
 * be as certain as possible that the saved file will reload.
 * TODO: Split into small inner classes for each fix.
 *
 * @return A text that explains what is repaired.
 */
```

updateTypeAccordingToEntities

-- ugly code, will change once we move to CollectiveBehavior --

```
| common wantedType class |
common := self commonMetaDescription.
wantedType := (common name, 'Group') asSymbol.
self metaDescription name == wantedType ifTrue: [ ^self ].
class := AbstractGroup allSubclasses
    detect: [ :each | each asMetaDescription name == wantedType ]
    ifNone: [ ^self changeTypeToDefaultType ].
self changeTypeTo: class.
```


blink

By the author of *THE TIPPING POINT*



The Power of Thinking
Without Thinking

Malcolm Gladwell

G A R Y K L E I N

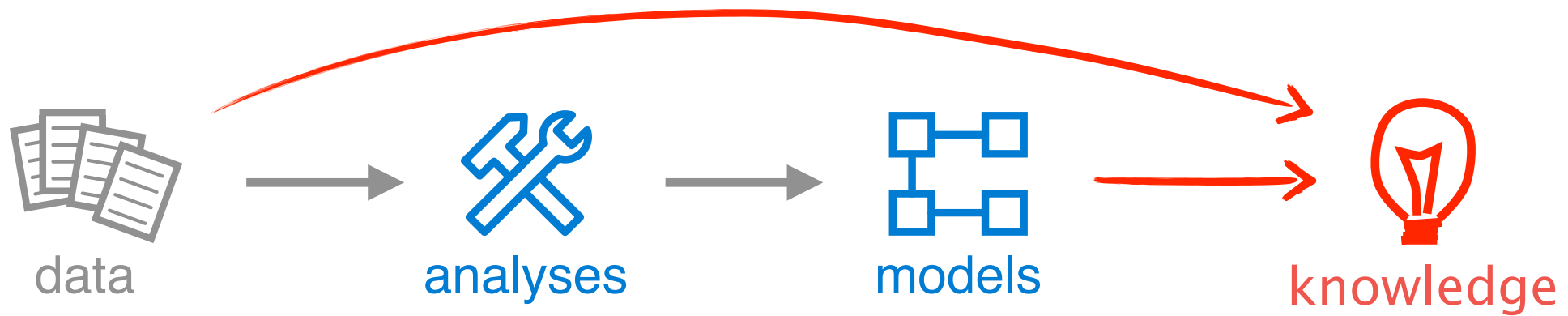
Sources of Power

How People Make Decisions



...predict you'll be hearing a lot more about intuitive decision-making."

—Thomas Perzinger, Jr., *Wall Street Journal*



```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = ?

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = 7

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = ~~7~~ 6

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = ~~7~~ ~~8~~ 4

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = ~~7~~ ~~8~~ ~~4~~ 3

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

NOM = ~~7~~ ~~8~~ ~~4~~ ~~3~~ 2

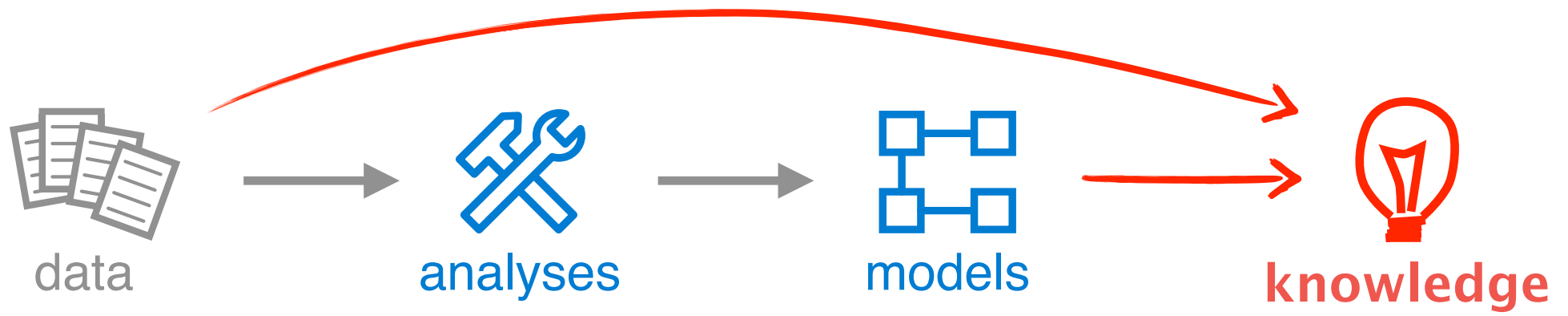

```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

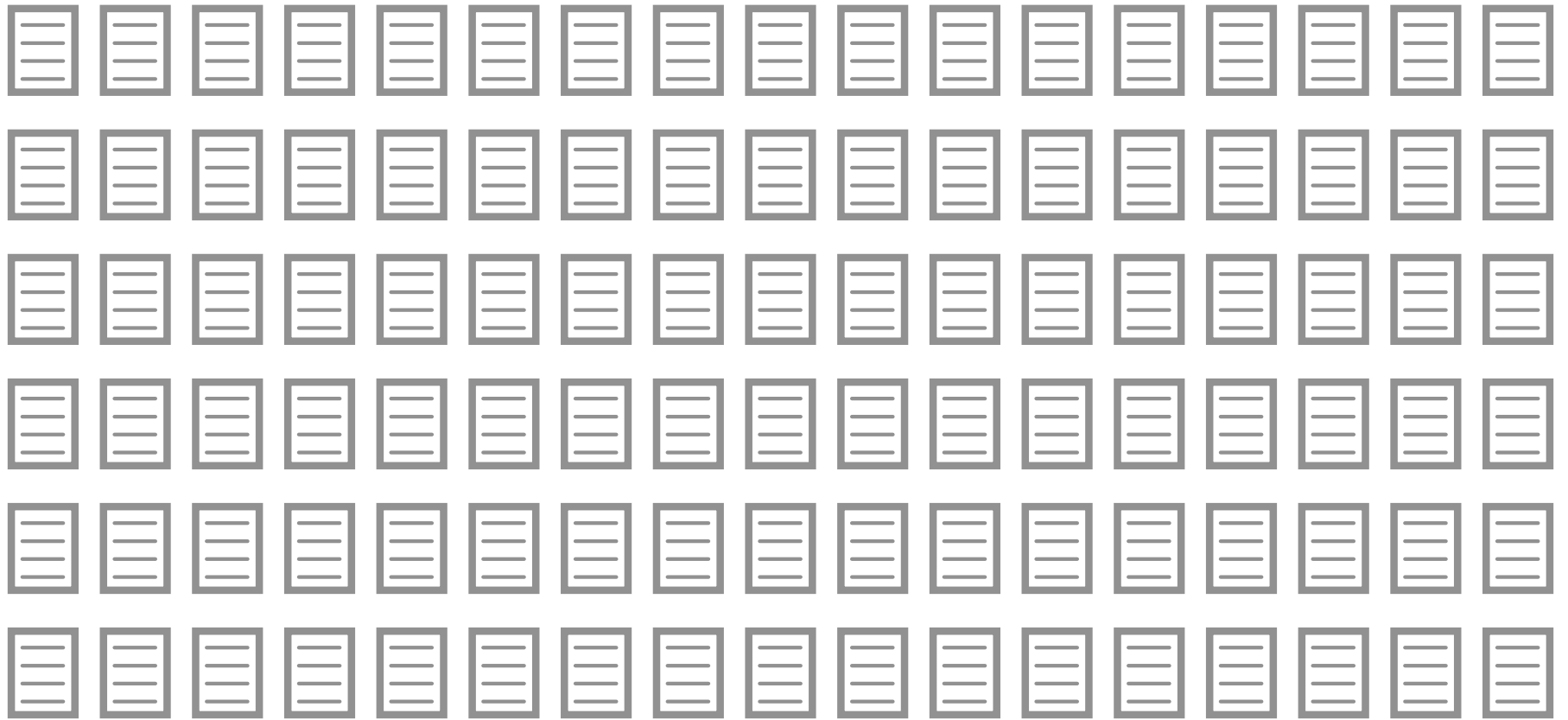
NOM = 7, 6, 4, 3, 2 ?

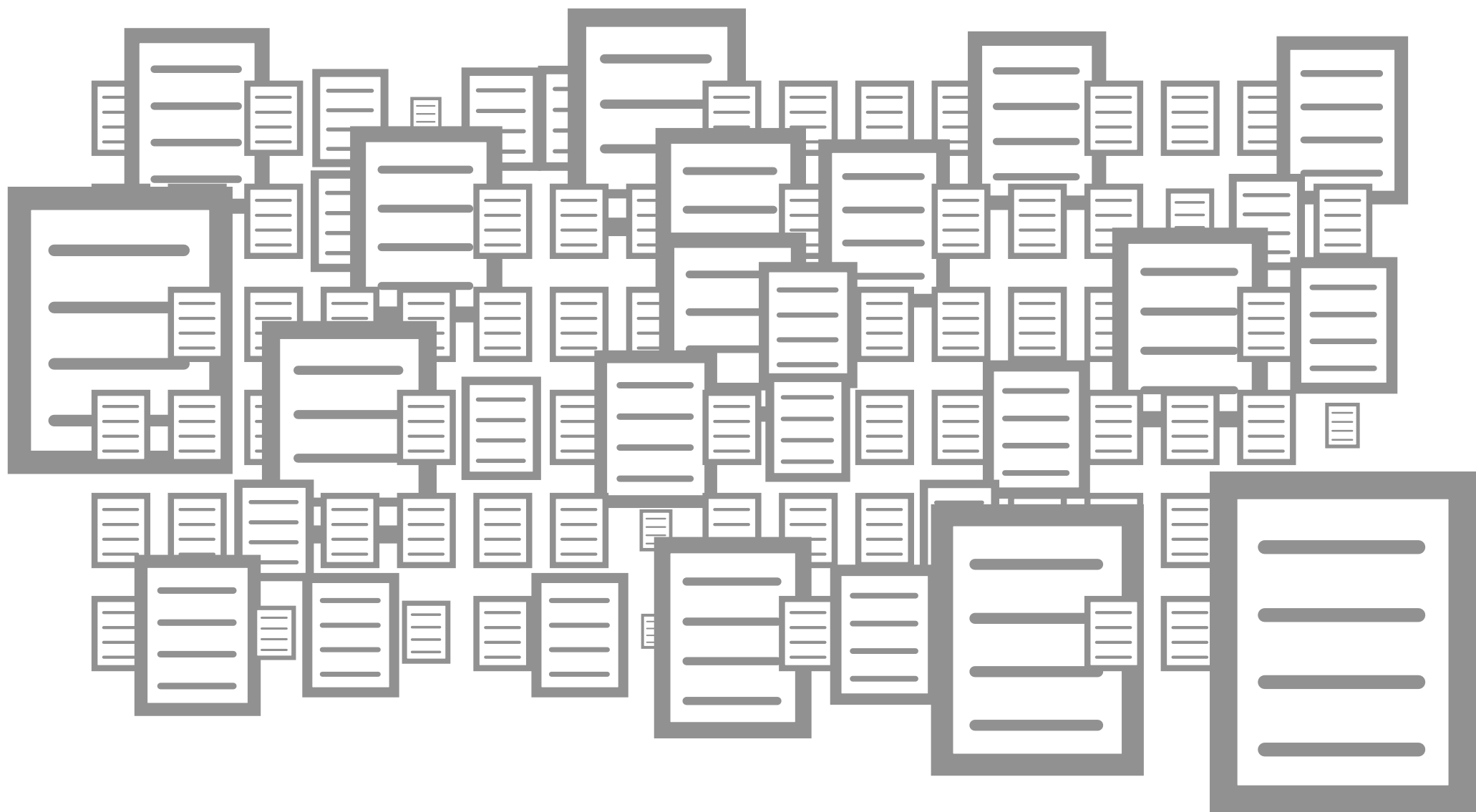
```
public class Library {  
    List books;  
    public Library() {...}  
    public void addBook(Book b) {...}  
    public void removeBook(Book b) {...}  
    private boolean hasBook(Book b) {...}  
    protected List getBooks() {...}  
    protected void setBooks(List books) {...}  
    public boolean equals(...) {...}  
}
```

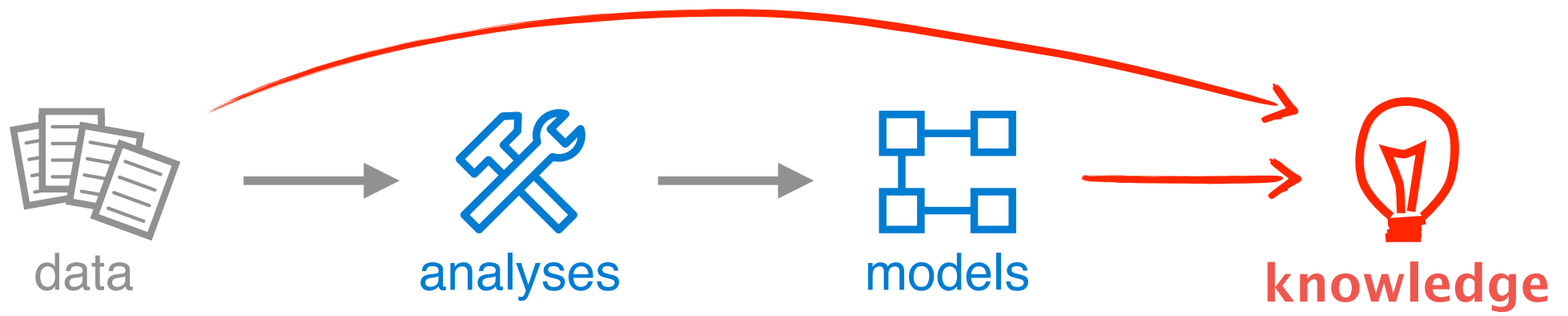
NOM = 7, 6, 4, 3, 2 ?

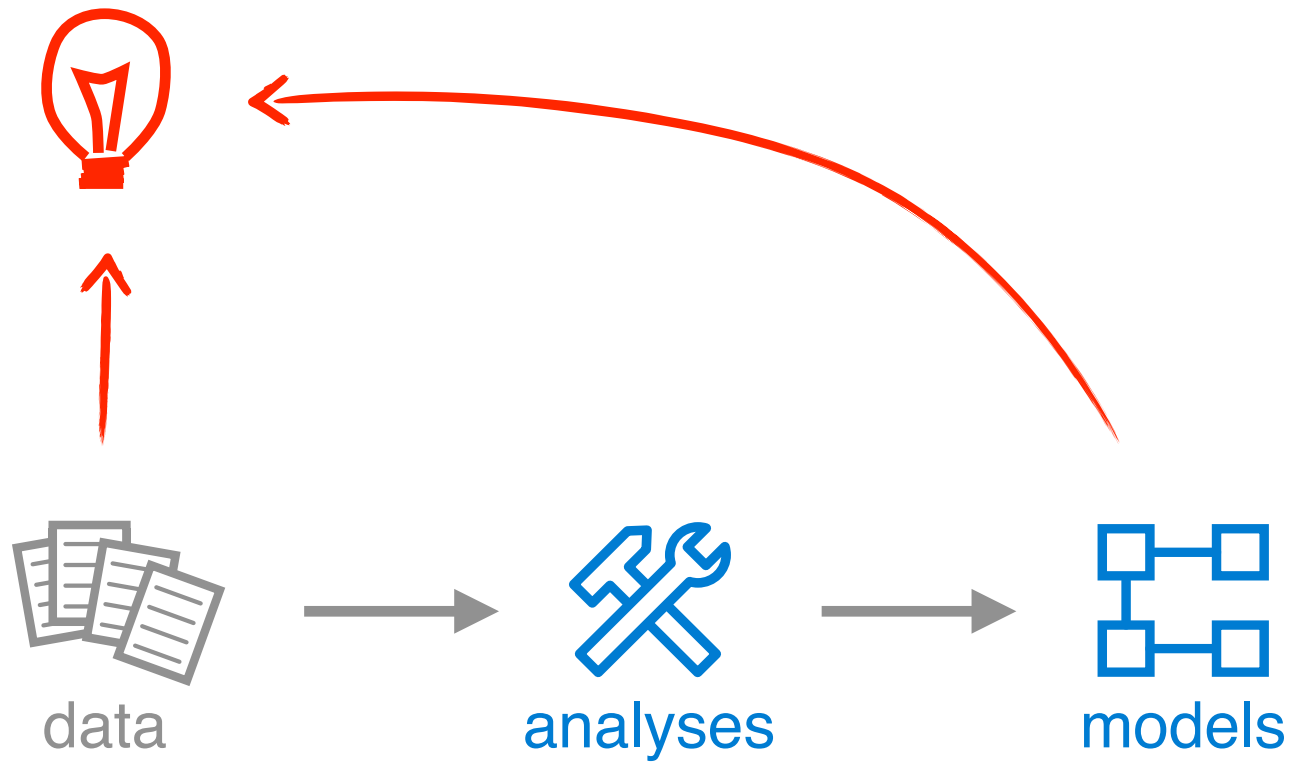
your responsibility

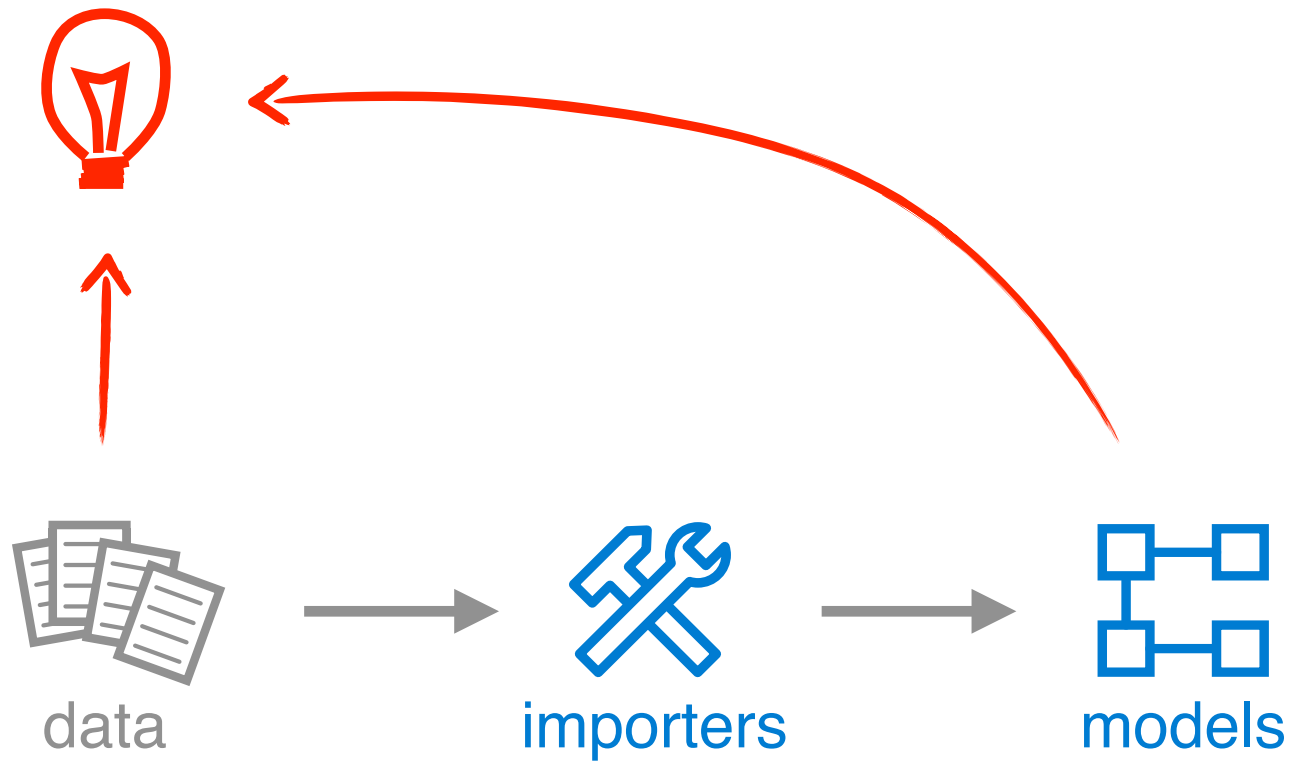


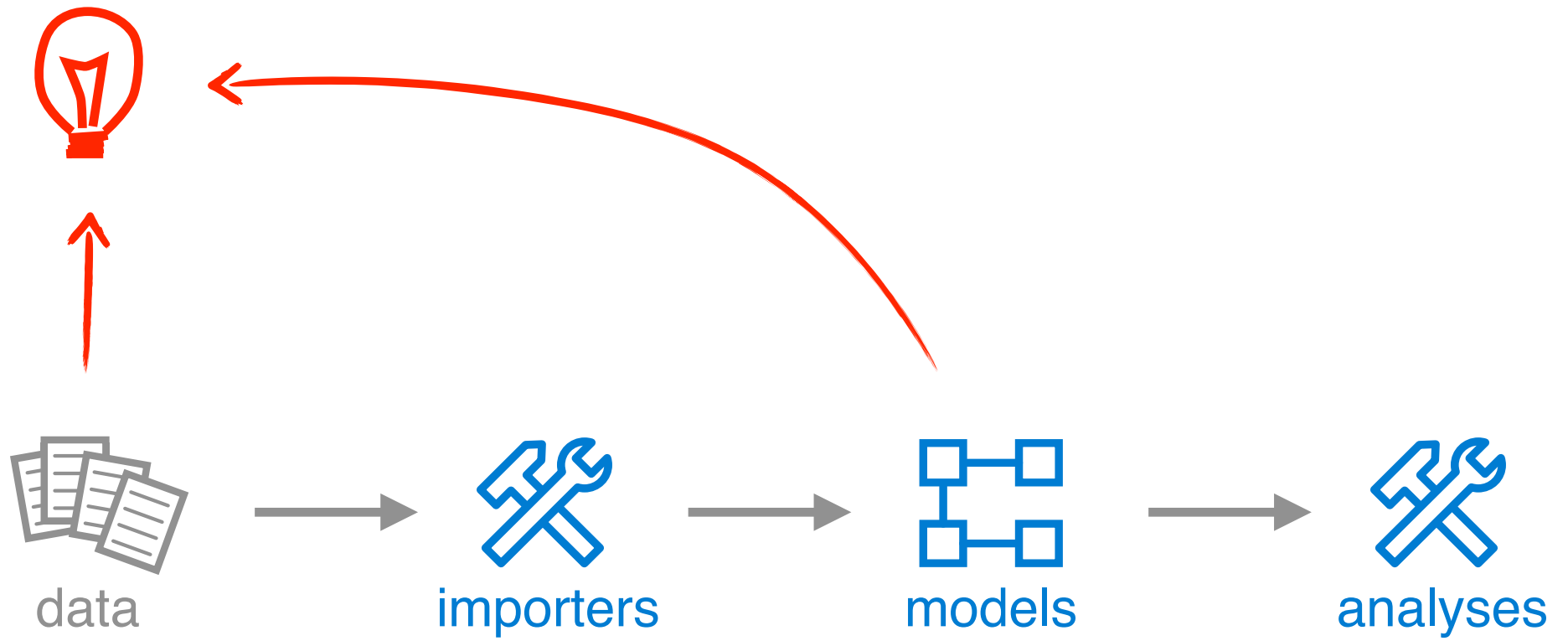


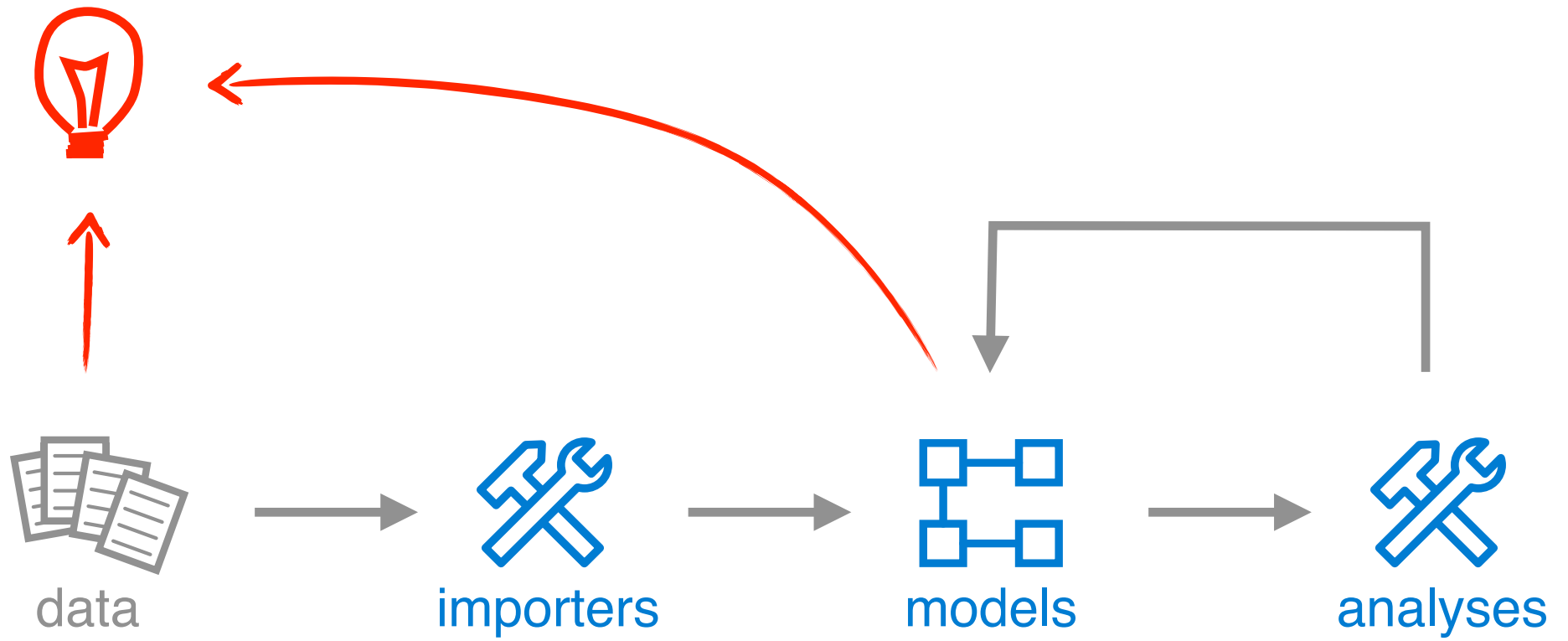


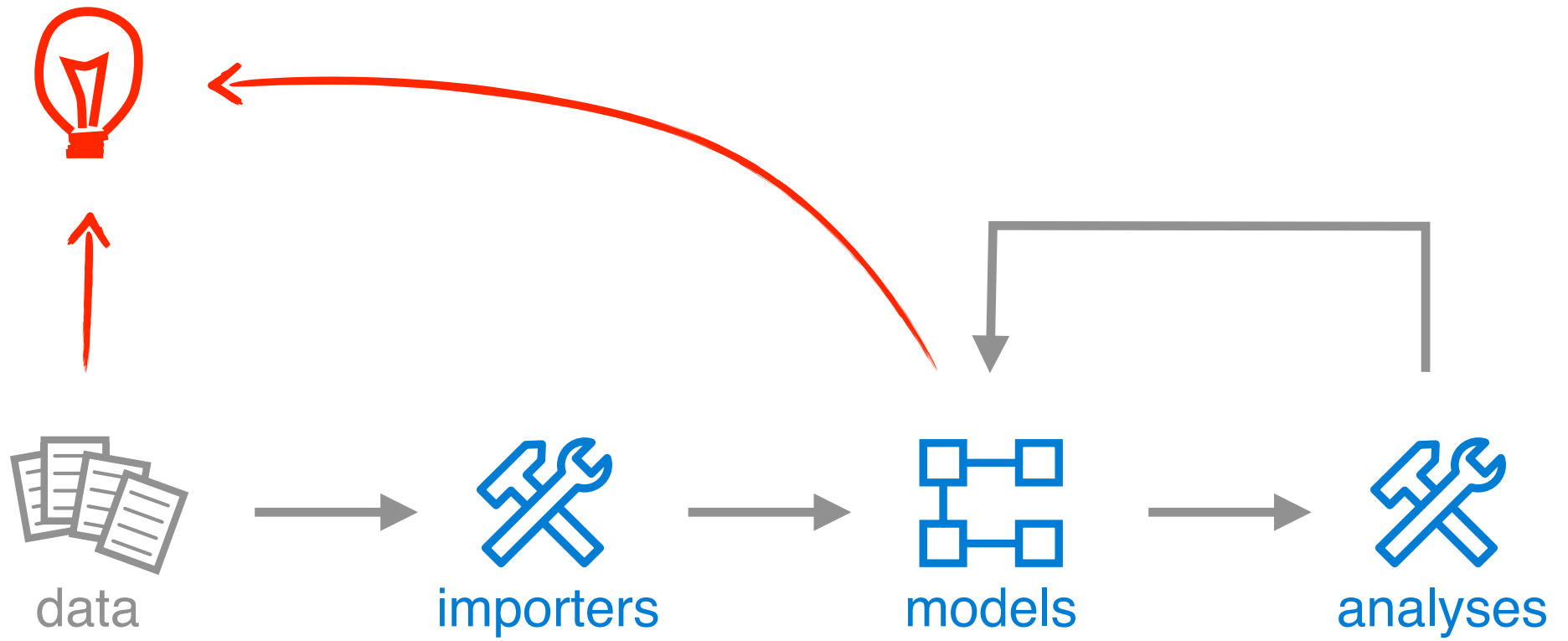










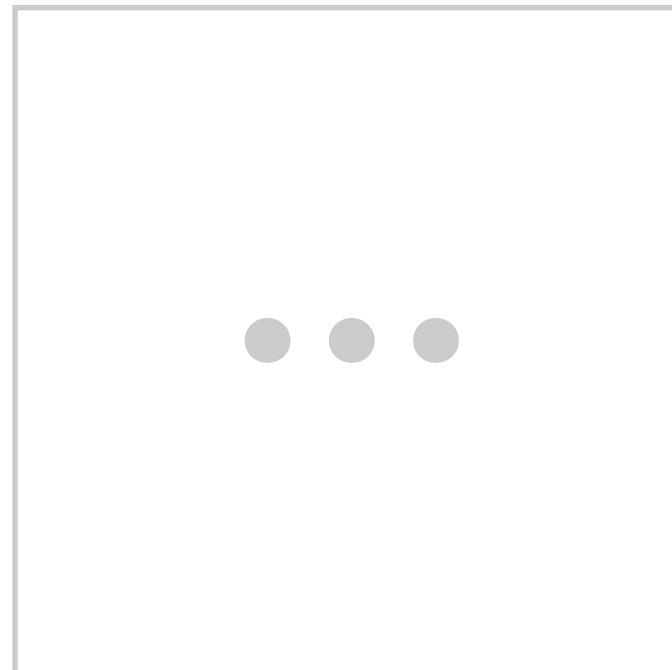
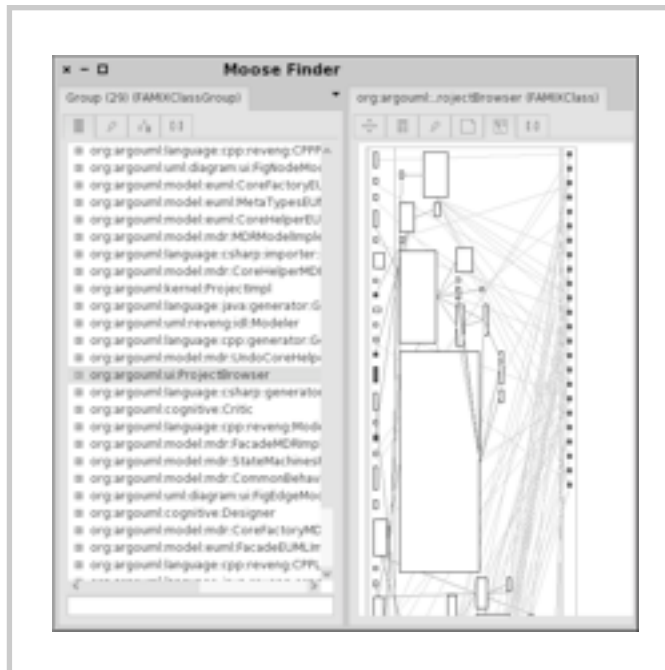
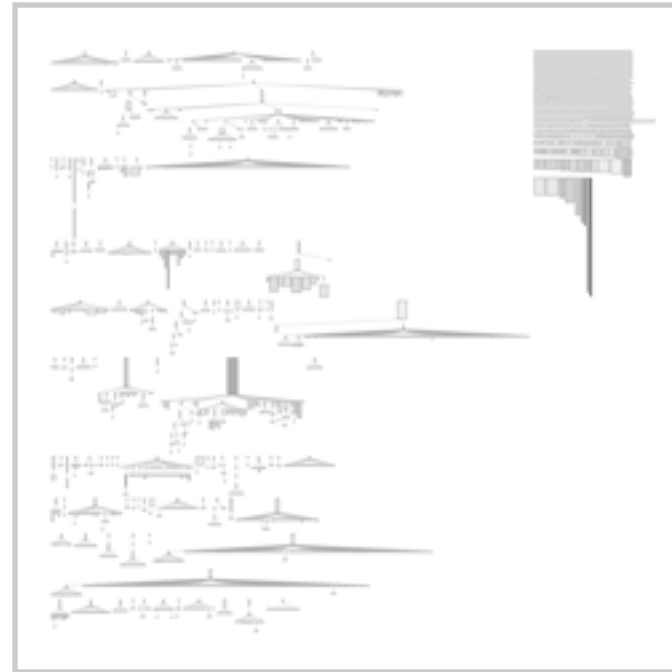


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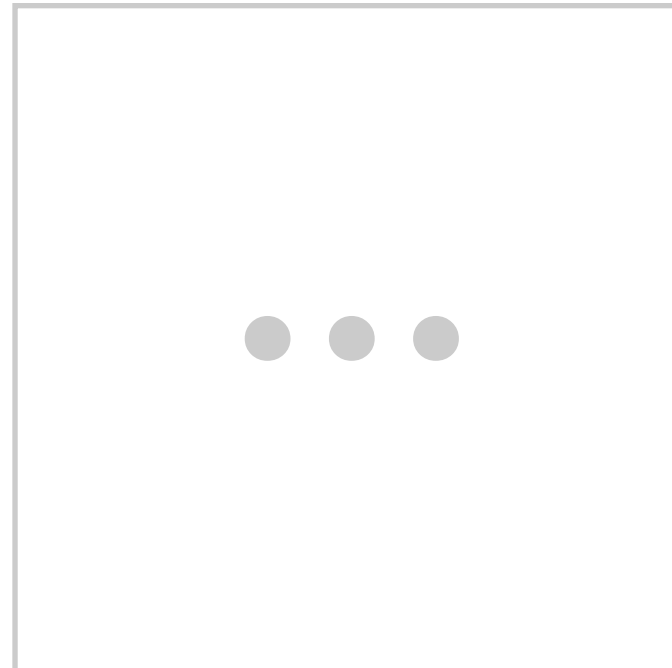
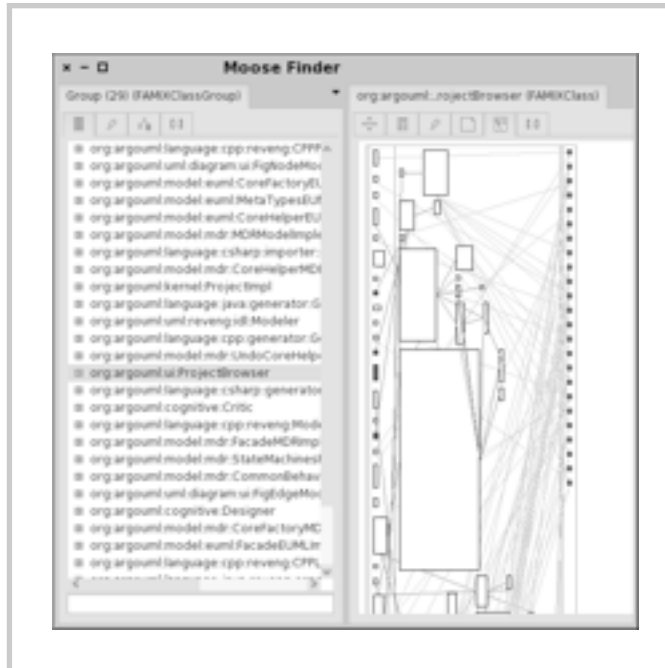
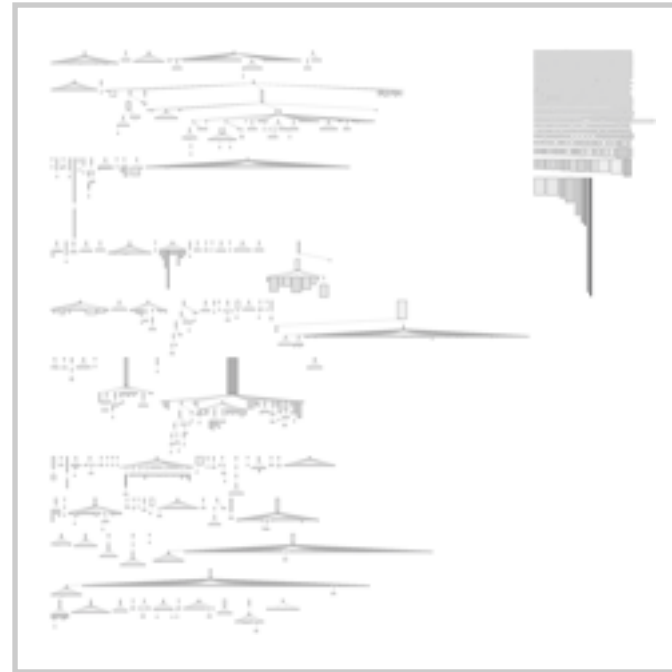
classes select: #isAnnotated

McCabe = 21
LOC = 753,000



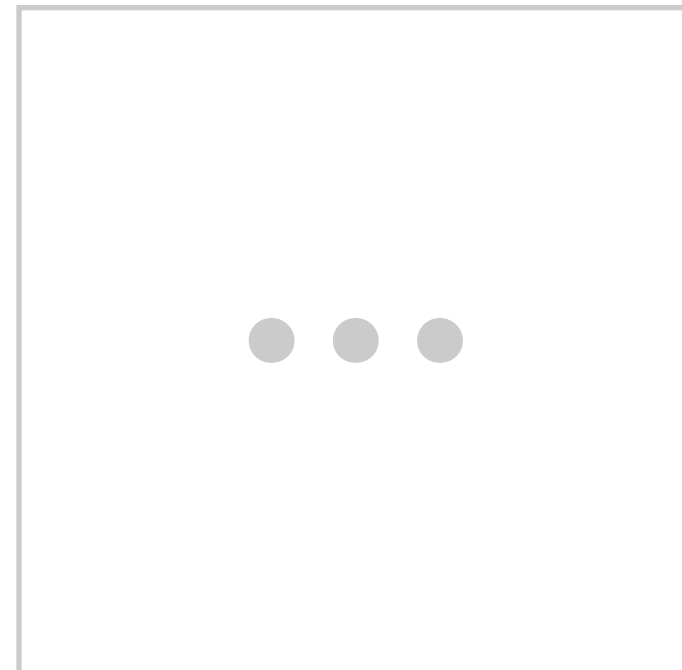
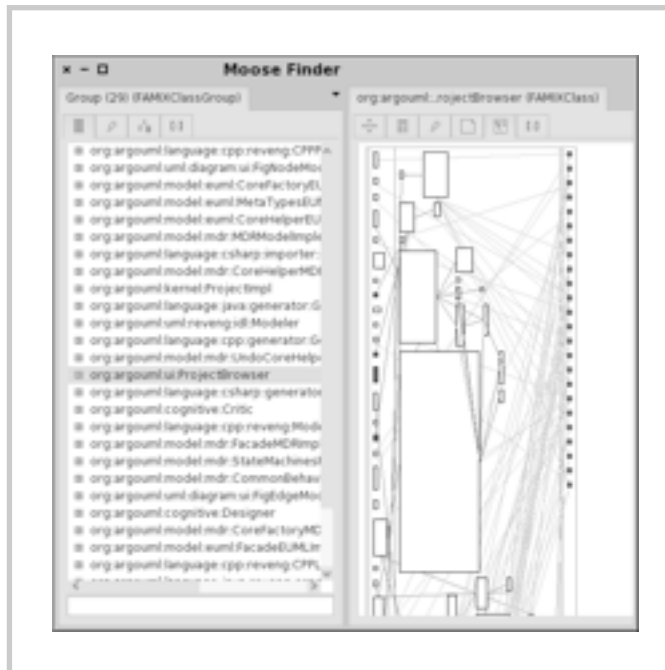
classes select: #isGod

McCabe = 21
LOC = 753,000

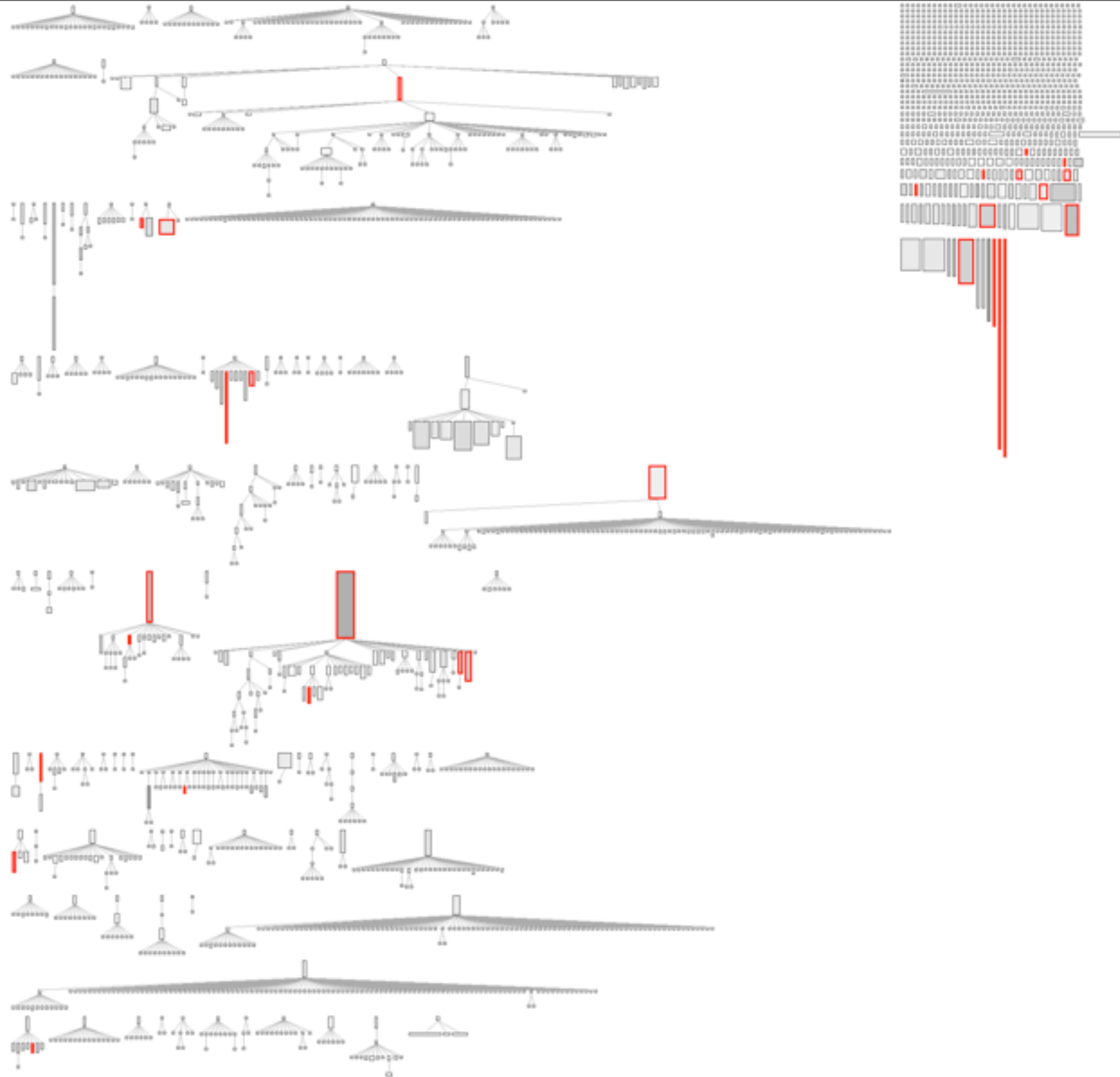


classes select: #isGod

McCabe = 21
LOC = 753,000

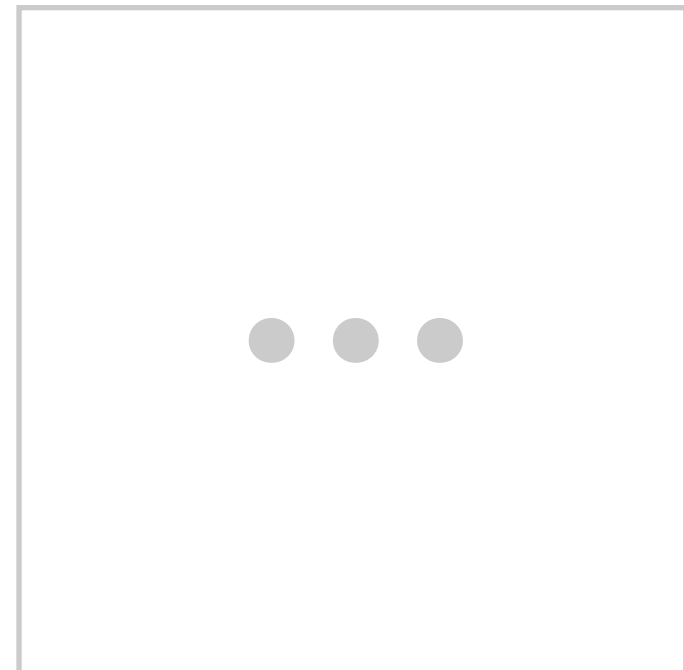
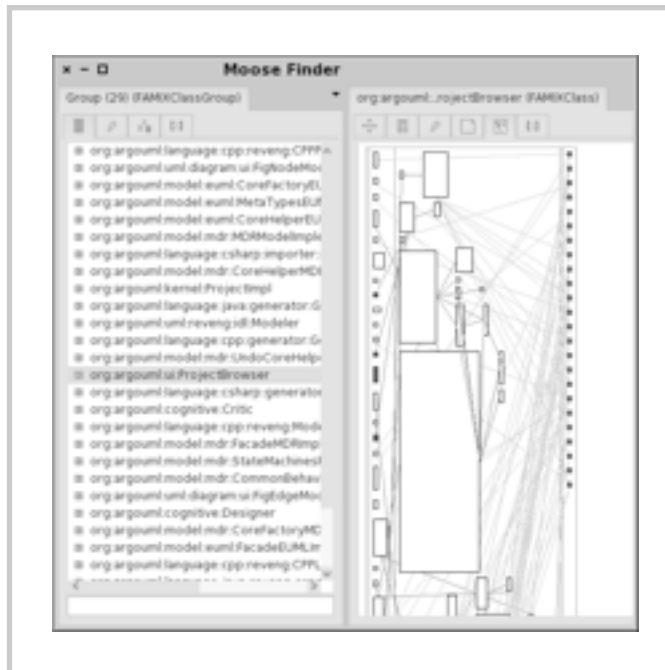
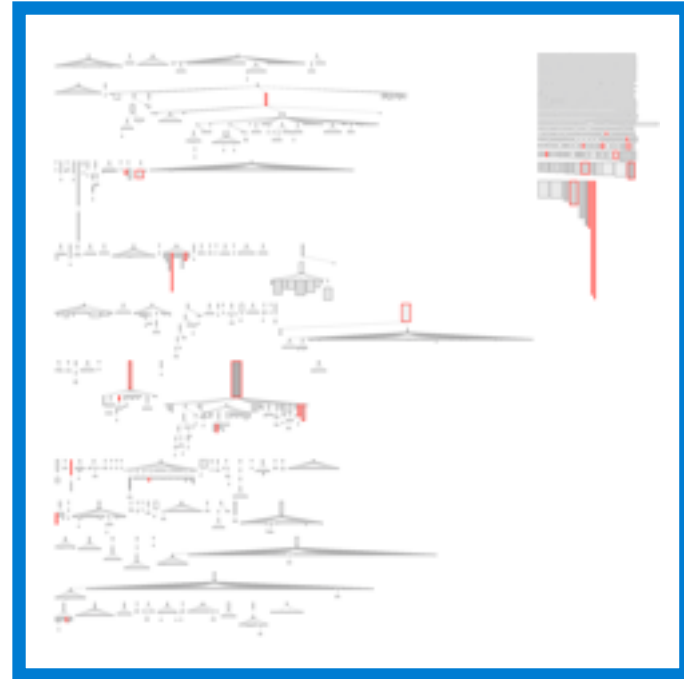






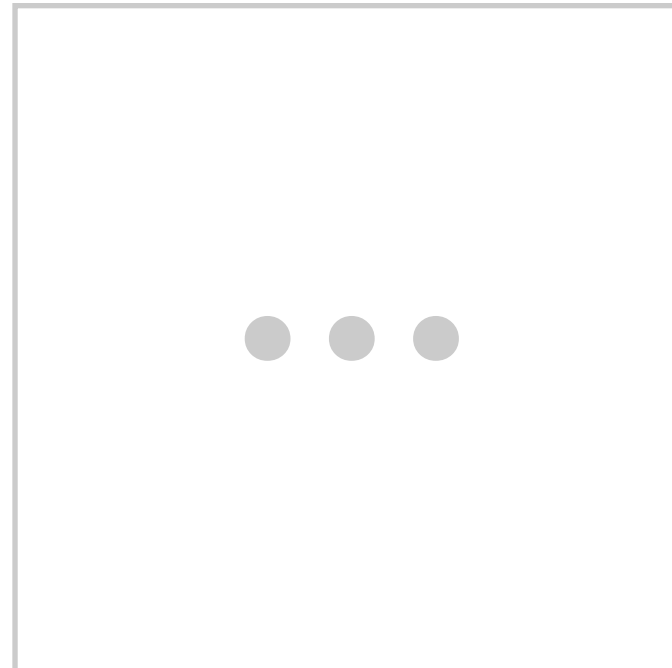
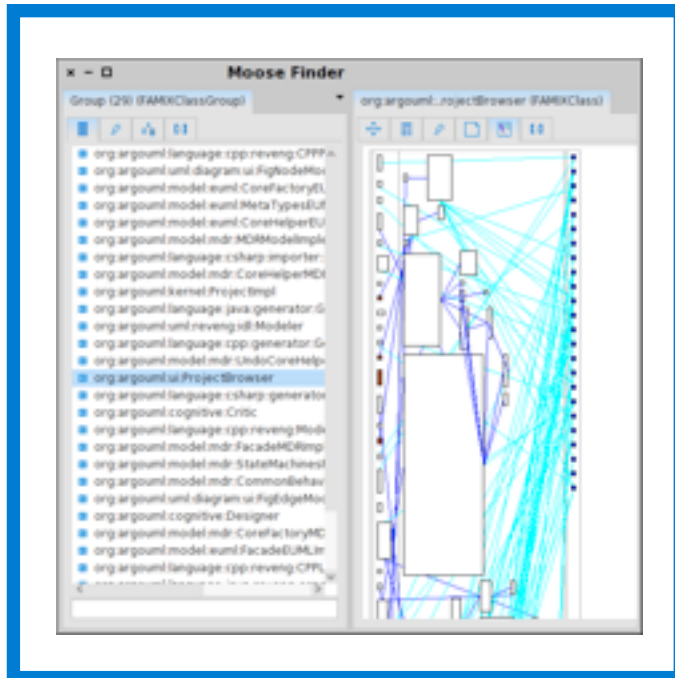
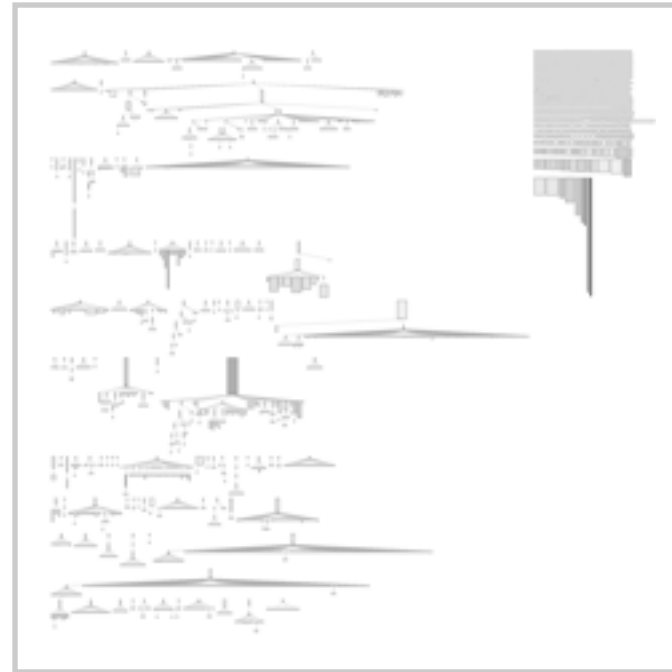
classes select: #isGod

McCabe = 21
LOC = 753,000



classes select: #isGod

McCabe = 21
LOC = 753,000



Moose Finder

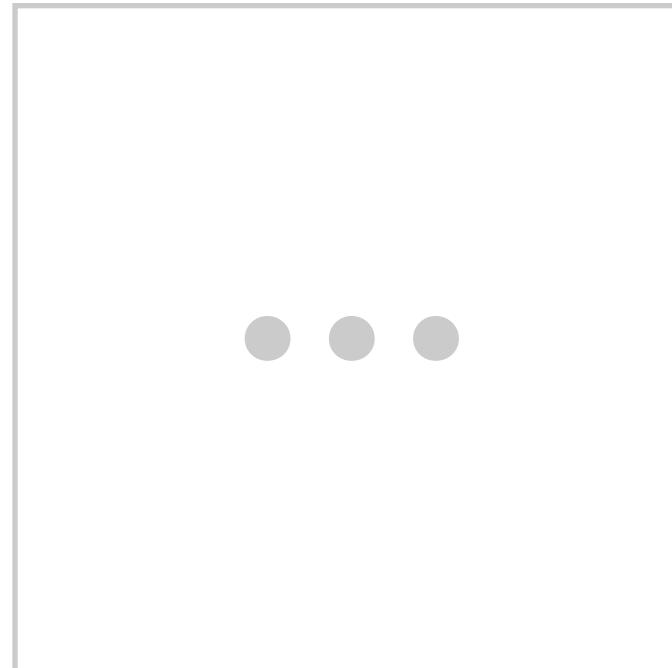
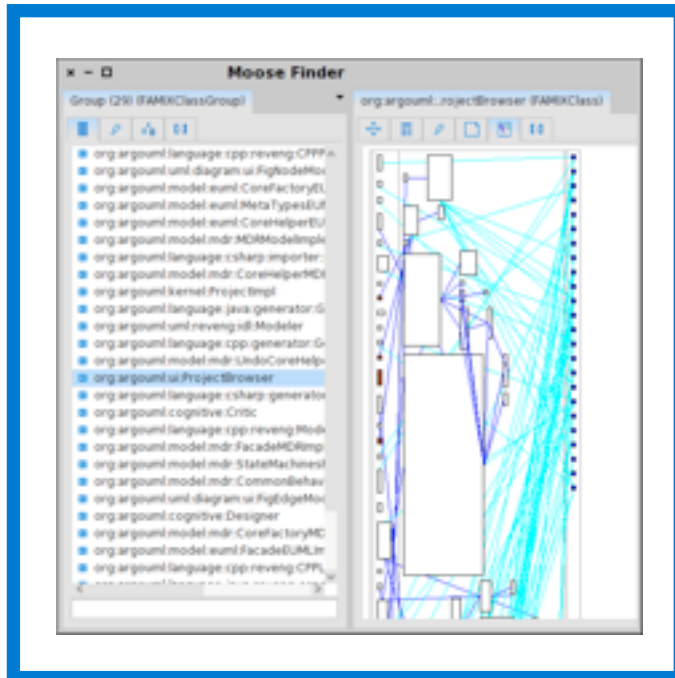
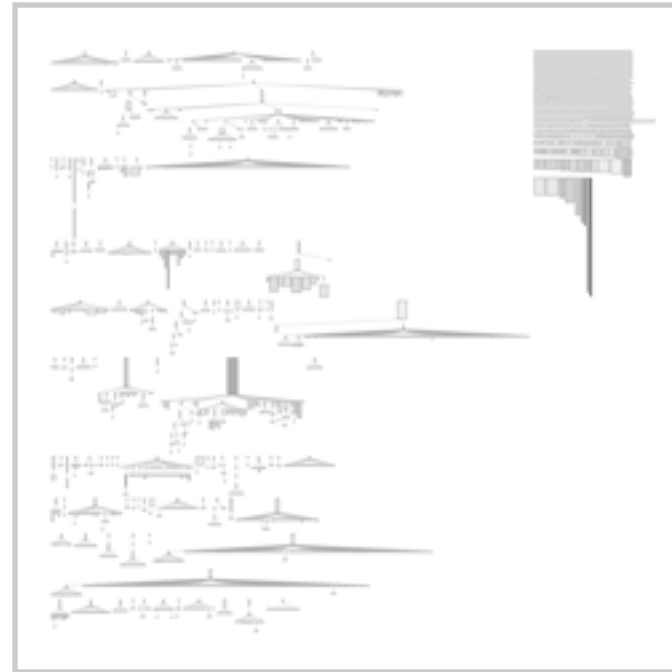
Group (29) (FAMIXClassGroup) ▼ org:argouml:..rojectBrowser (FAMIXClass)

- org:argouml:language:cpp:reveng:CPPP ^
- org:argouml:uml:diagram:ui:FigNodeMoc
- org:argouml:model:euml:CoreFactoryEU
- org:argouml:model:euml:MetaTypesEU
- org:argouml:model:euml:CoreHelperEU
- org:argouml:model:mdr:MDRModelImple
- org:argouml:language:csharp:importer:
- org:argouml:model:mdr:CoreHelperMDI
- org:argouml:kernel:ProjectImpl
- org:argouml:language:java:generator:G
- org:argouml:uml:reveng:idl:Modeler
- org:argouml:language:cpp:generator:G
- org:argouml:model:mdr:UndoCoreHelp
- org:argouml:ui:ProjectBrowser**
- org:argouml:language:csharp:generator
- org:argouml:cognitive:Critic
- org:argouml:language:cpp:reveng:Mode
- org:argouml:model:mdr:FacadeMDRimp
- org:argouml:model:mdr:StateMachinesf
- org:argouml:model:mdr:CommonBehav
- org:argouml:uml:diagram:ui:FigEdgeMoc
- org:argouml:cognitive:Designer
- org:argouml:model:mdr:CoreFactoryMD
- org:argouml:model:euml:FacadeEUMLim
- org:argouml:language:cpp:reveng:CPPL

The right pane displays a dependency graph for the selected class. The graph consists of numerous nodes, represented by small rectangles, connected by a dense network of cyan lines. The nodes are arranged in a hierarchical or layered structure, with some larger nodes in the center and smaller ones around the periphery. The connections represent dependencies between these classes.

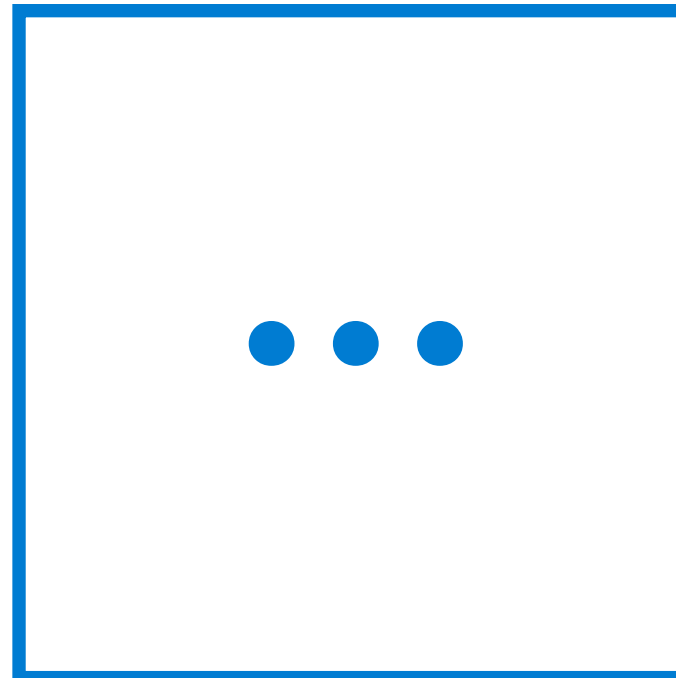
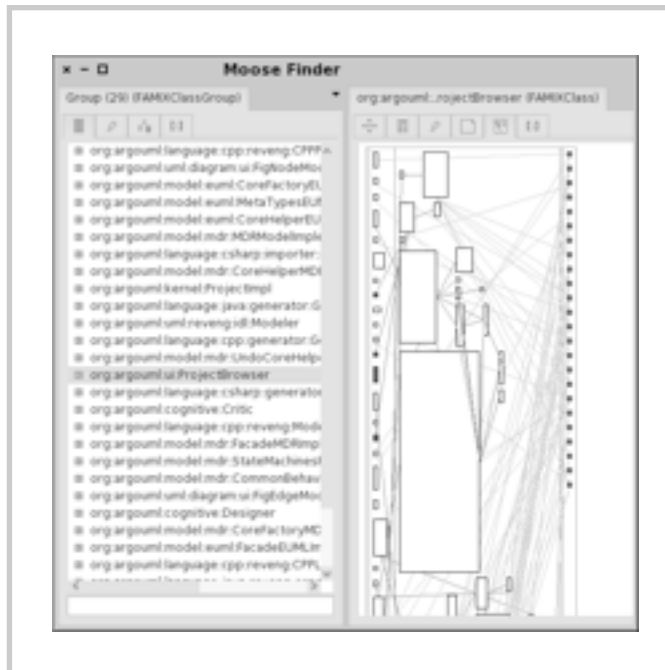
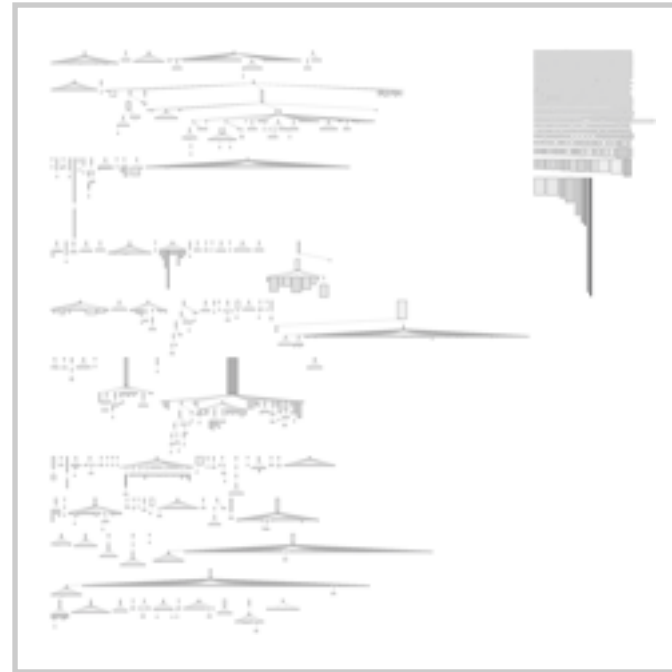
classes select: #isGod

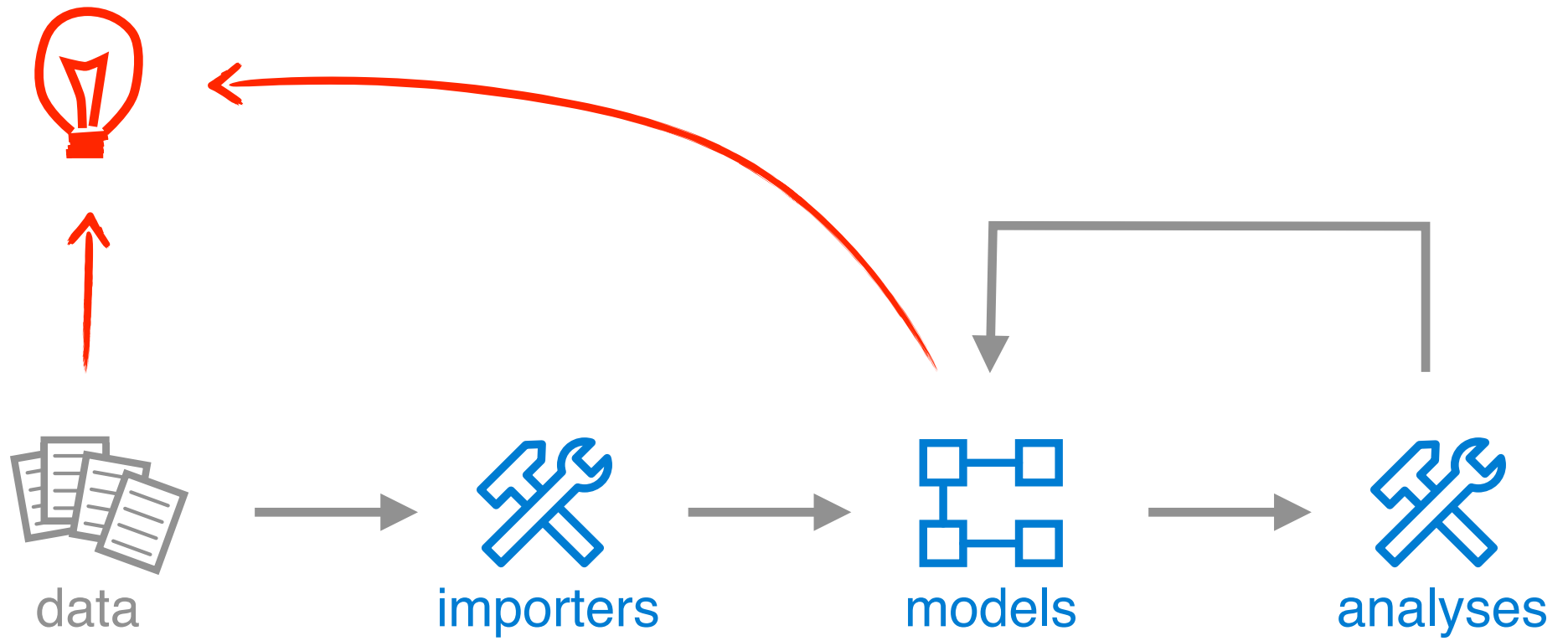
McCabe = 21
LOC = 753,000



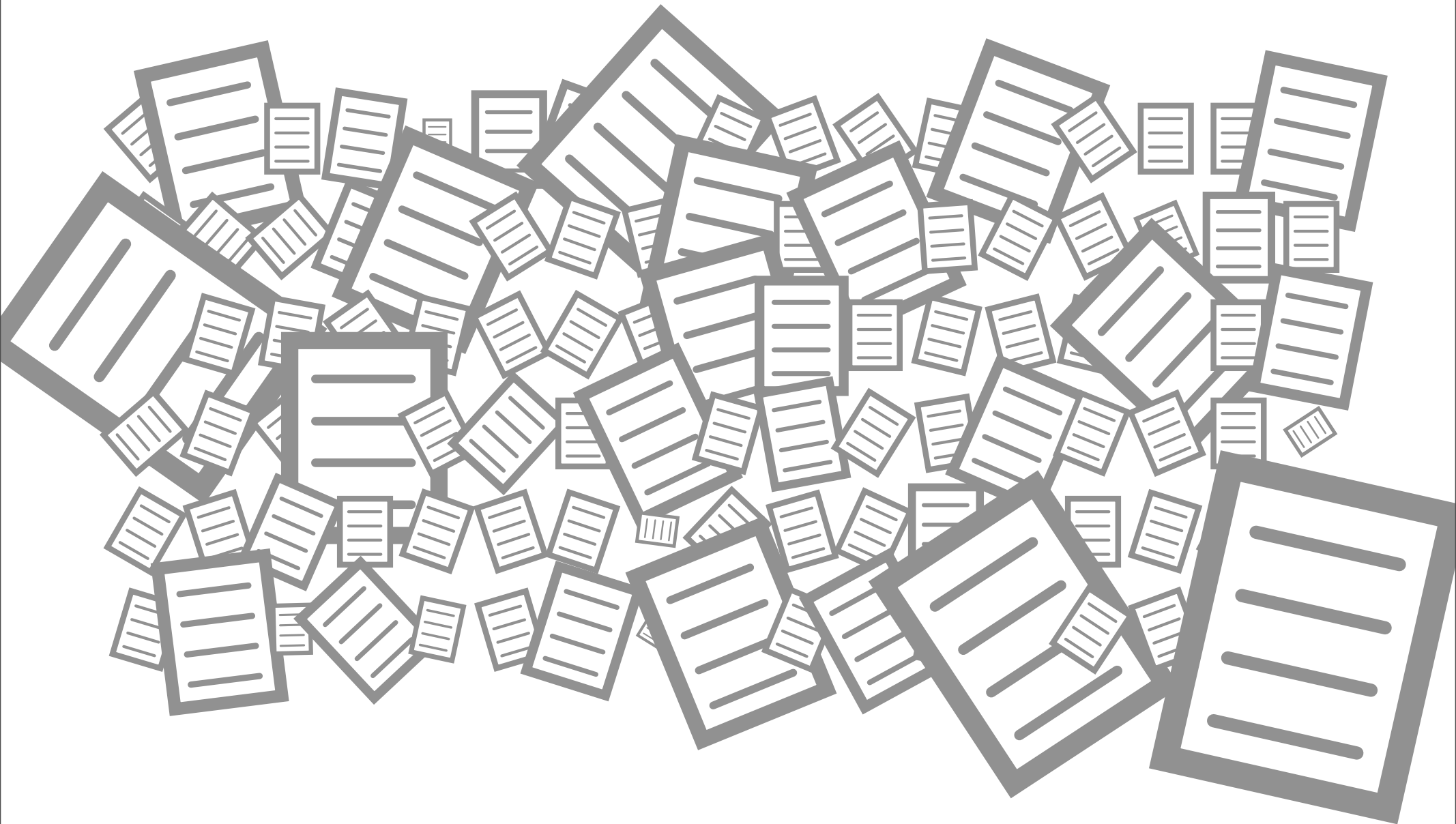
classes select: #isGod

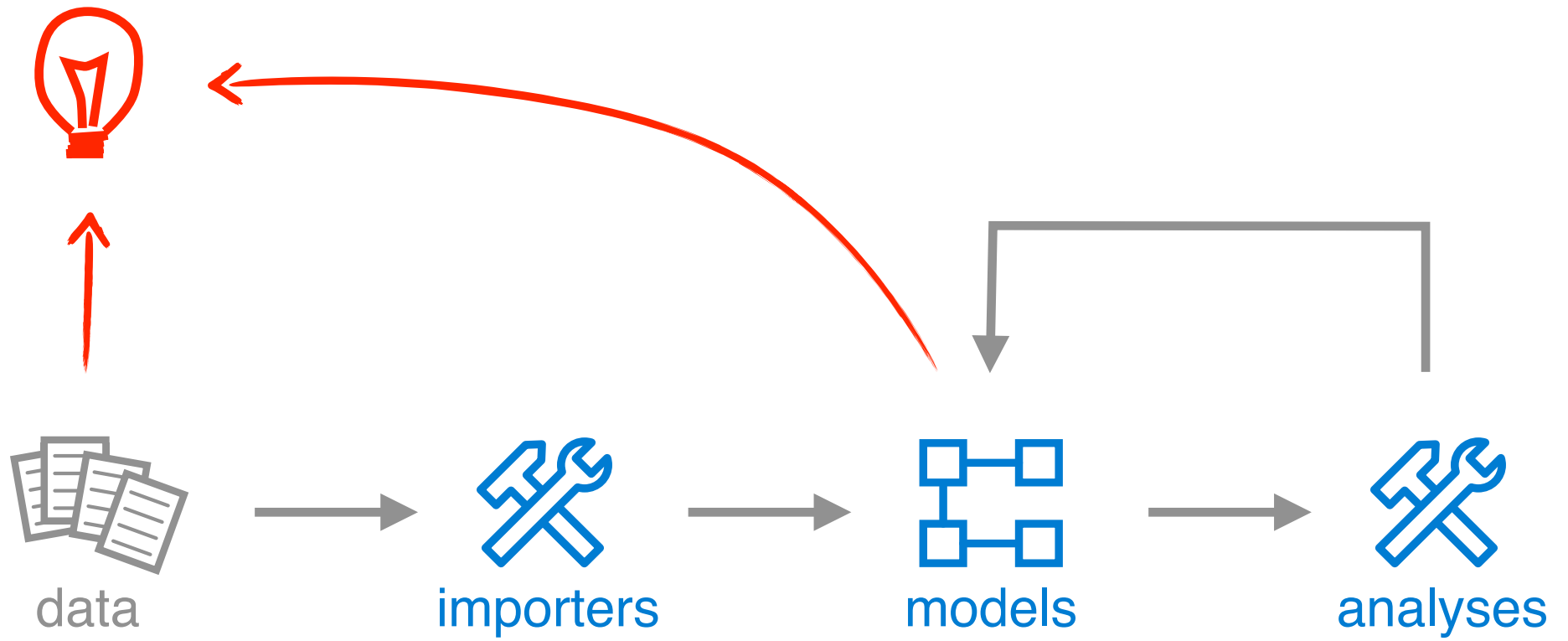
McCabe = 21
LOC = 753,000

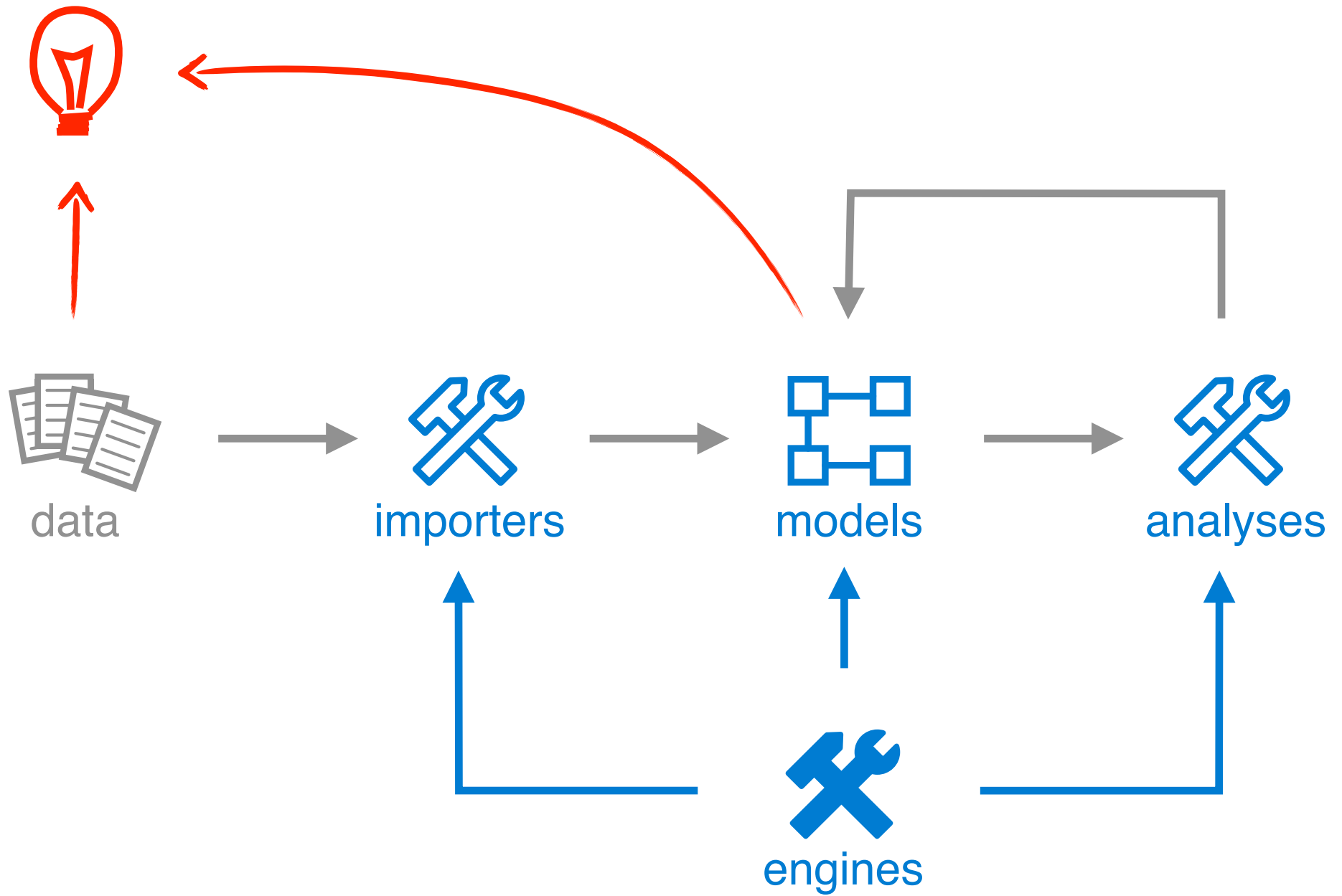


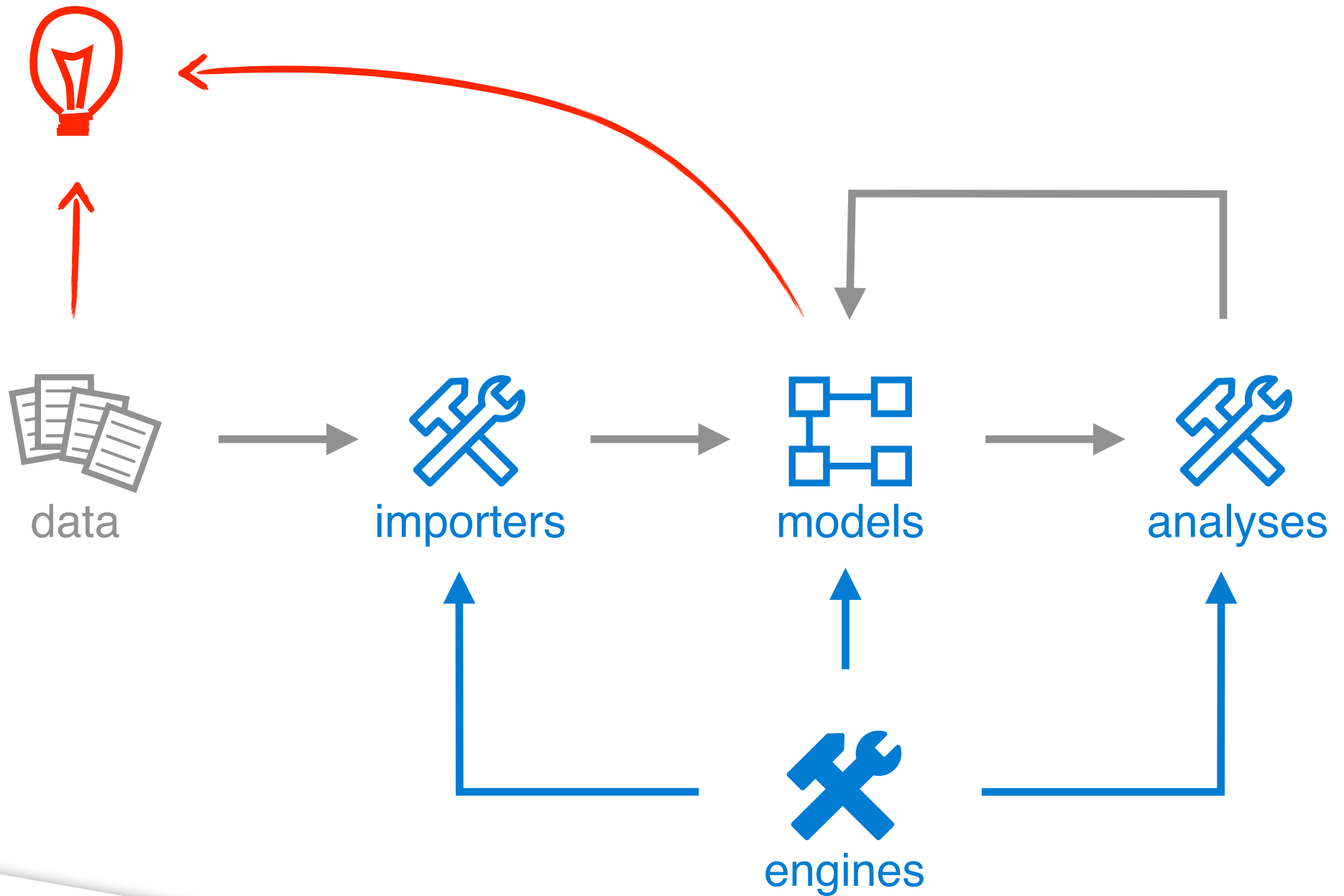




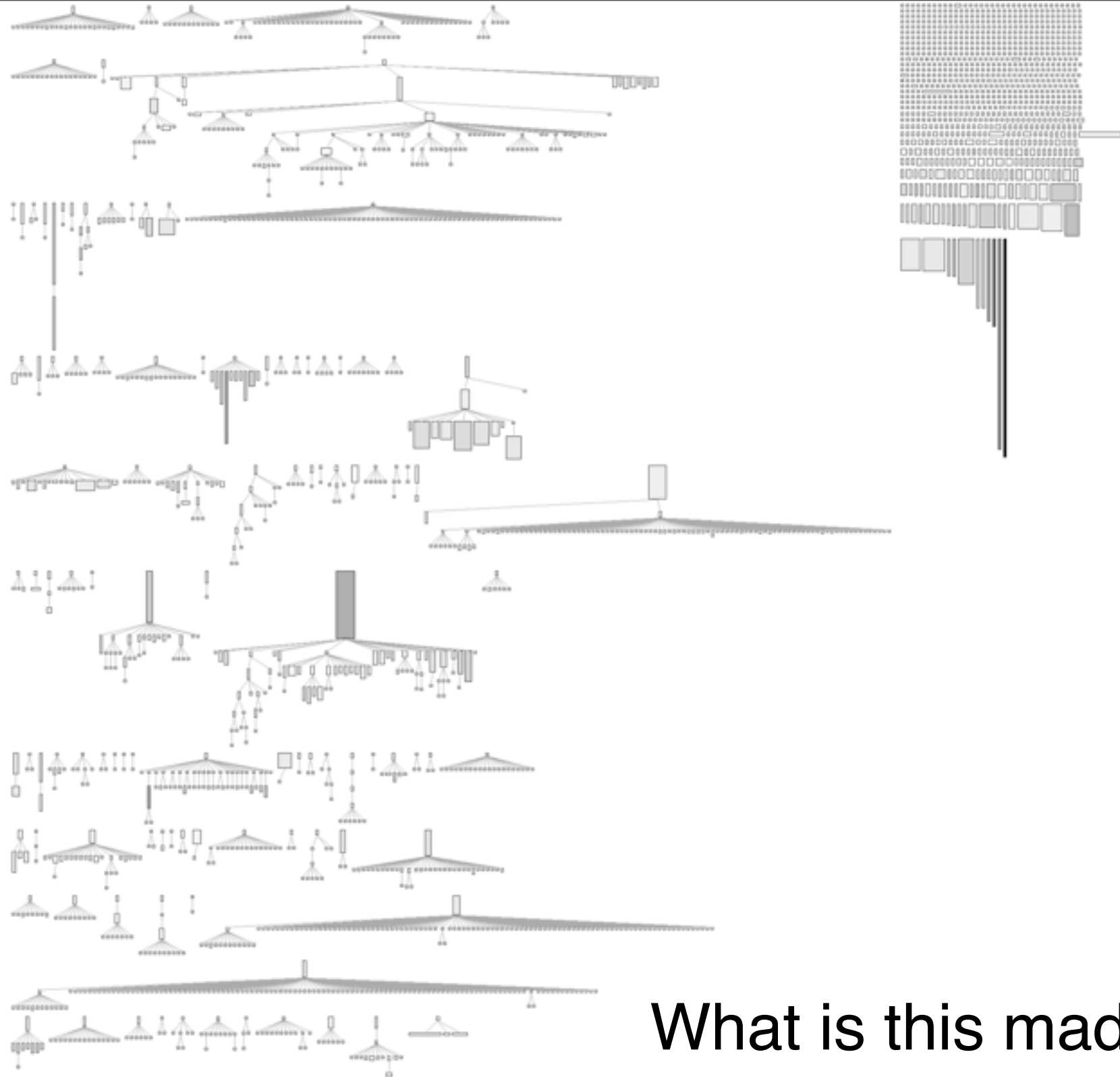








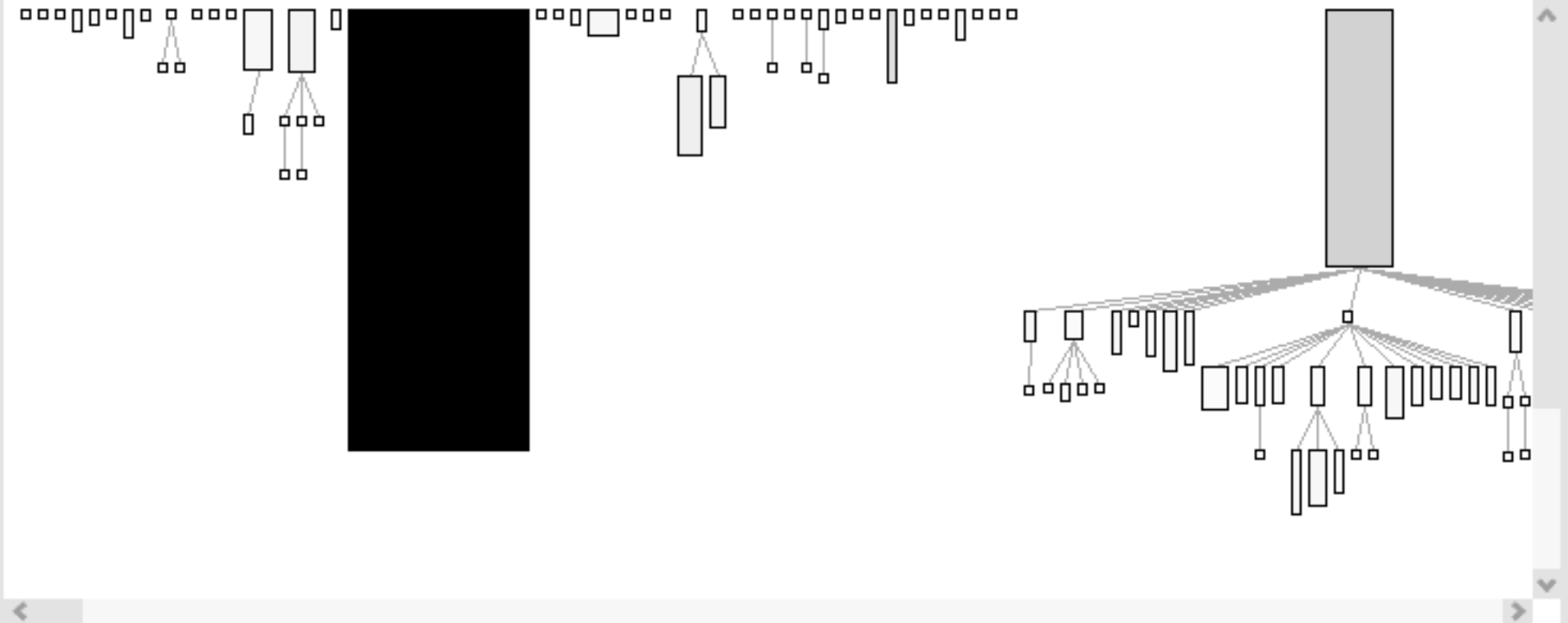
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What is this made of?

Mondrian Easel

Painting



Script

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

Variable	Value
classGroup	All model...Classes)

Glamorous Browser

Namespaces

- ▶ activity2
- ▶ cognitive
- ▶ persistence
- ▶ uml
- ▶ util
- ▶ ui
- ▶ i18n
- ▶ state2
- ▶ core
- ▶ notation
- ▶ pattern

Classes

- MultiTypeFilter
- OffenderXMLHelper
- OldModelMemberFilePersister
- OldZargoFilePersister
- OpenException
- PGMLStackParser
- PersistenceException
- PersistenceManager
- PgmlUtility
- PrivateHandler

Methods

- PGMLStackParser
- addFigEdge
- addFigEdge
- addTranslation
- addTranslations
- attachEdges
- constructFig
- getDiagramSettings
- getFigNode
- getHandler
- getOwner

```
/**
 * This is called when all nodes and edges have been read and placed on the
 * diagram. This method then attaches the edges to the correct node,
 * including the nodes contained within edges allowing edge to edge
 * connections for comment edges, association classes and dependencies.
 *
 * @param d the Diagram
 */
private void attachEdges(Diagram d) {
    for (EdgeData edgeData : figEdges) {
        final FigEdge edge = edgeData.getFigEdge();

        Object modelElement = modelElementsByFigEdge.get(edge);
        if (modelElement != null) {
```

What is this made of?

```

composer tabulator with: [:t |
  t row: [:r | r column: #namespaces;
          column: #classes; column: #methods];
  row: #details.
  t transmit to: #namespaces; andShow: [:a |
    a tree
      title: 'Namespaces';
      display: [:m | m allNamespaces select: #isRoot ];
      children: #childScopes;
      format: #name ].
  t transmit from: #namespaces; to: #classes; andShow: [:a |
    a list
      title: 'Classes';
      display: [:n | n classes ];
      format: #name].
  t transmit from: #classes; to: #methods; andShow: [:a |
    a list
      title: 'Methods';
      display: [:c | c methods ];
      format: #name].
  t transmit from: #methods; to: #details; andShow: [:a |
    a text
      display: #formattedSourceText ]
  ].
composer openOn: model

```



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Moose is a platform for software and data analysis.

It is an open source project since 1996. It is supported by several research groups around the world, and it is increasingly adopted in industrial projects.

[Download 4.6](#)

[The Moose Book](#)



Humane assessment

the missing software engineering method

www.humane-assessment.com

Moose 4.6 beta
9 October 2011
Moose 4.6 is now in beta. Only a few issues are open. Give it a try and provide feedback.

Open Moose engineer position at INRIA Lille
11 September 2011
The RMoD group from INRIA Lille is looking for an engineer to work on Moose. The position is for one...

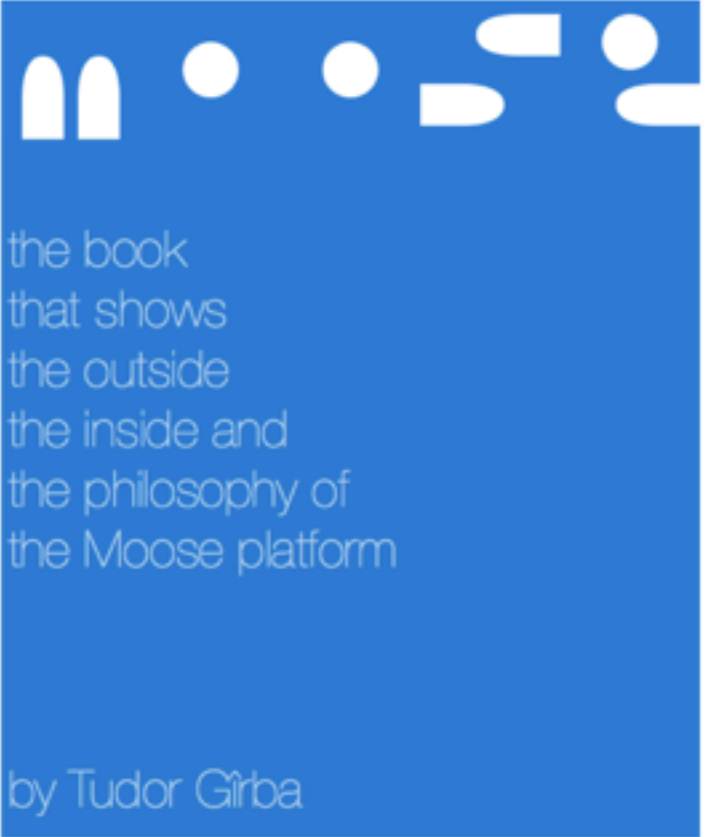
Moose featured at QCon London 2011
3 September 2011
Erik Dörnenburg gave a talk about Software Quality: You Know It when You See It at QCon 2011. He sho...

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Search the book

the
book



Moose version 4

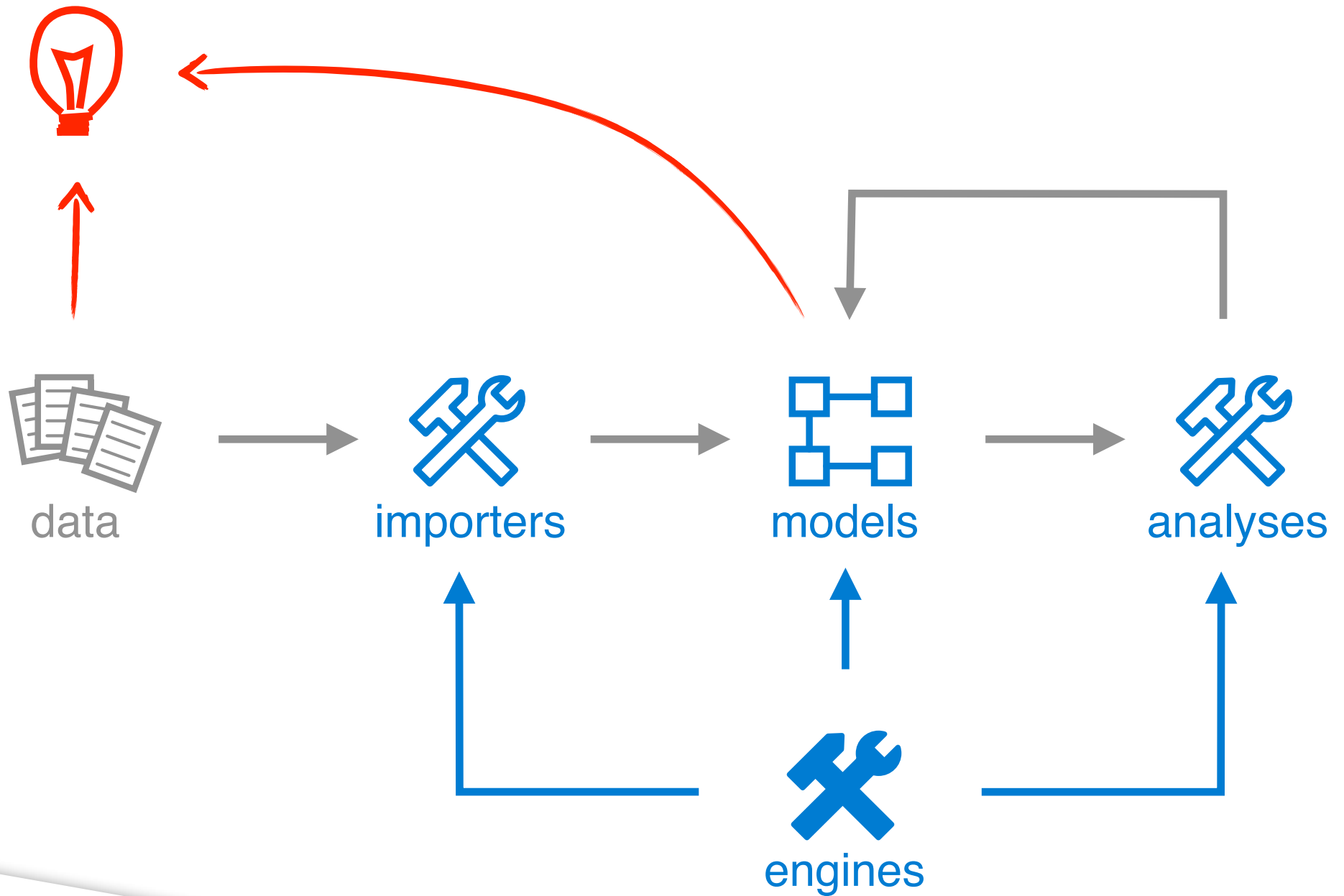
→ [Table of contents](#)

About *This book offers an overview of the [Moose](#) platform for software and data analysis. More specifically it covers version 4.*

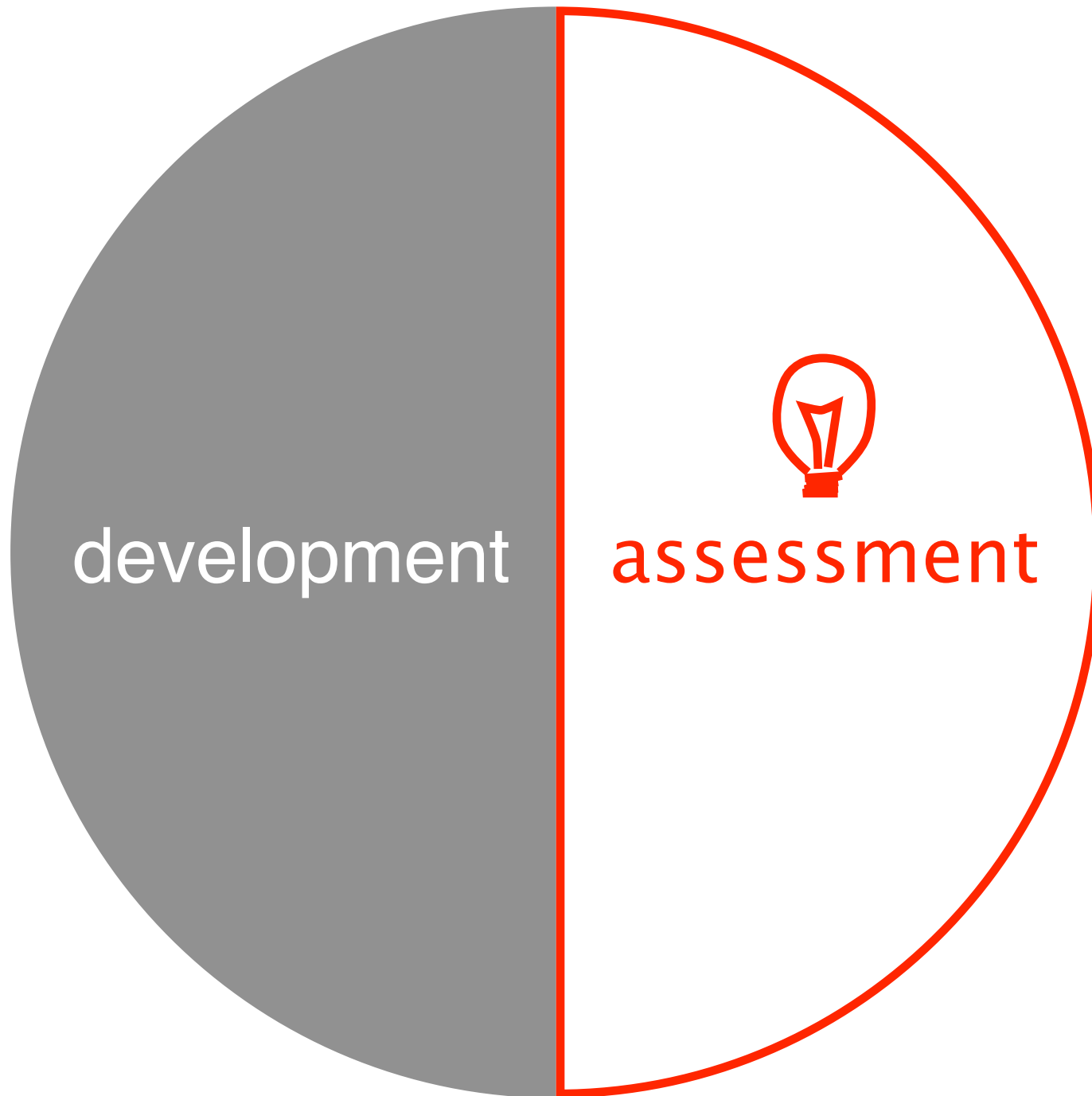
Currently, the book is in a preliminary shape, with a number of parts still under writing.

Feedback is more than appreciated. Please [contact me](#), or leave a comment on this site.

themoosebook.org



moosetechnology.org



development



assessment





development

assessment

explicit

tailored

educated



development

assessment

explicit

tailored

educated

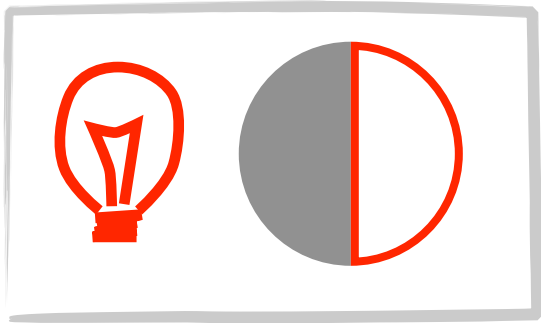
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software assessment

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humane assessment

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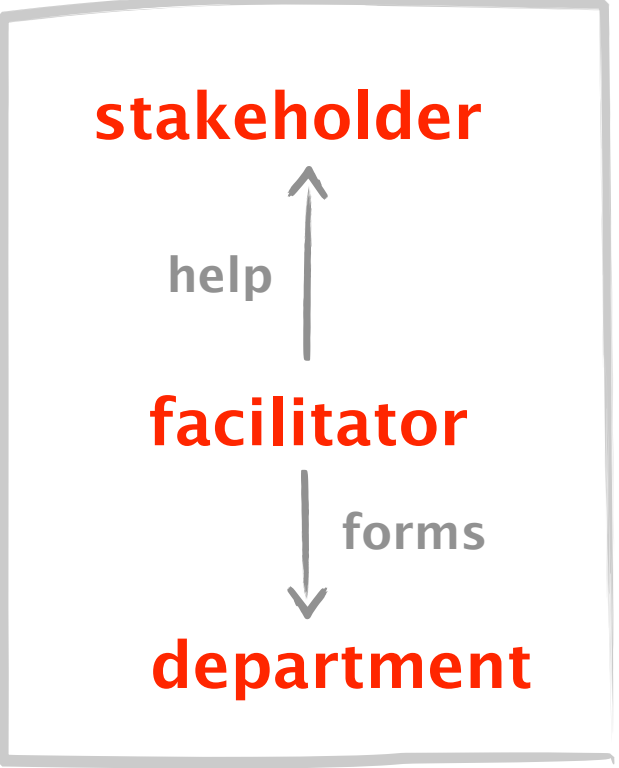
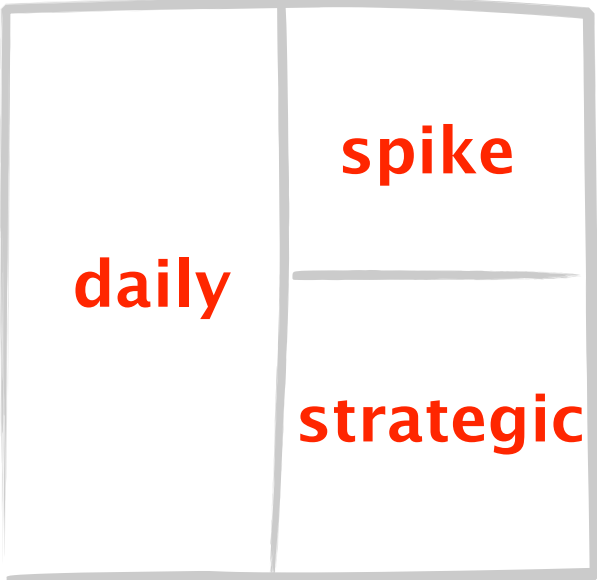
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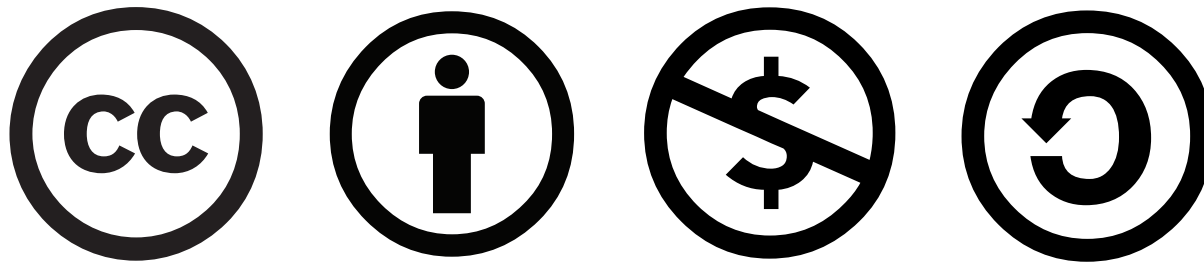
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