

# High Quality Source Code

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Méréstechnika és  
Információs Rendszerek  
Tanszék



**Critical Systems  
Research Group**

# Learning Outcomes

- At the end of the lecture the students are expected to be able to
- (K2) summarise the goals and types of **coding guidelines**,
- (K3) implement **code review** for simpler changes,
- (K3) use **static analysis tools** to find errors.

# Further Topics of the Subject

## I. Software development practices

Steps of the development

Version controlling

Requirements management

Planning and architecture

High quality source code

Testing and test development

## II. Modelling

Why to model, what to model?

Unified Modeling Language

Modelling languages

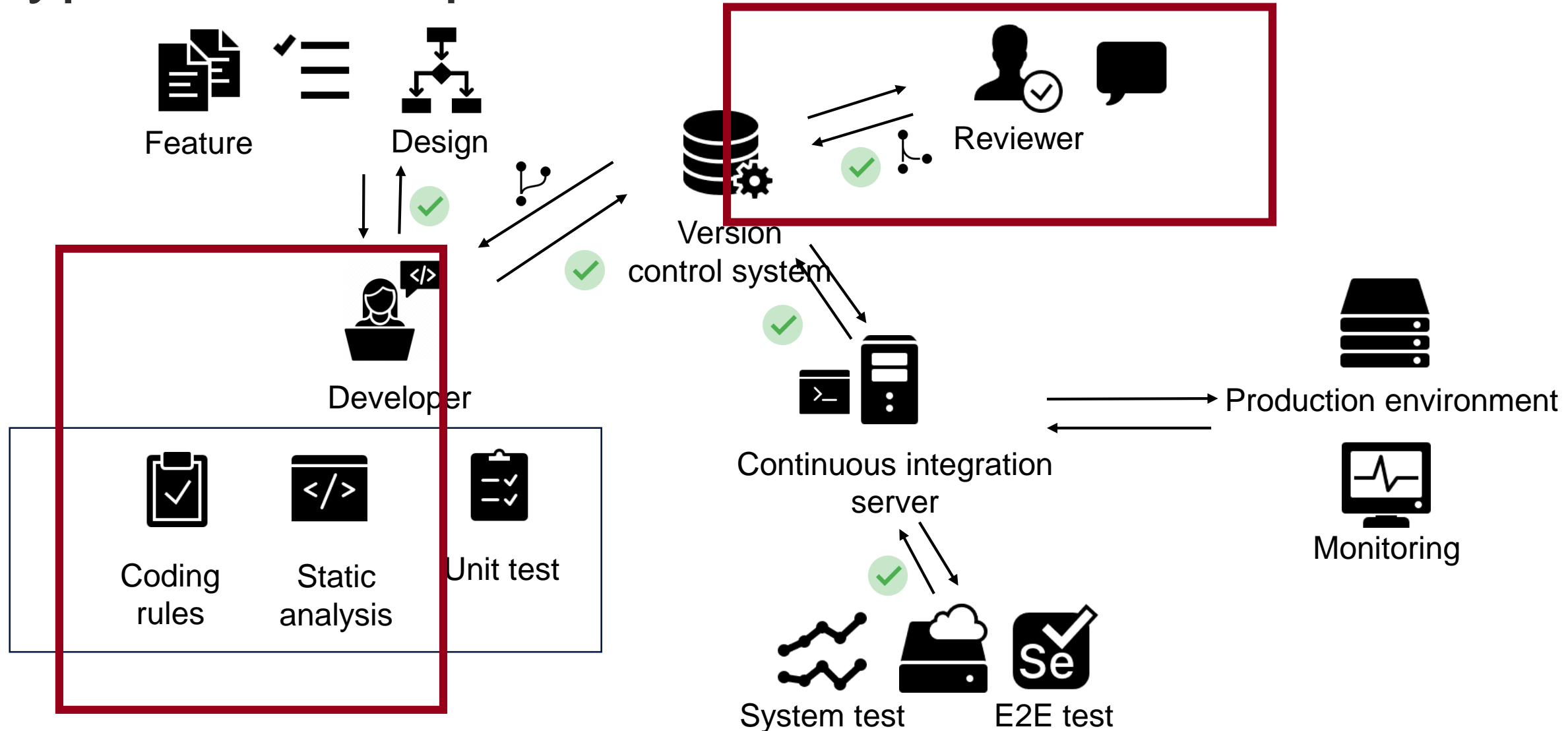
## III. Processes and projects

Methods

Project management

Measurement and analysis

# Typical Development Workflow



Icons: icons8.com

# Motivation – A Counterexample

```
1  public class Class1
2  {
3      public decimal Calculate(decimal amount, int type, int years) {
4          decimal result = 0;
5          decimal disc = (years > 5) ? (decimal)5/100 : (decimal)years/100;
6          if (type == 1) result = amount;
7          else if (type == 2)
8          {
9              result = (amount - (0.1m * amount)) - disc * (amount - (0.1m * amount));
10         }
11         else if (type == 3) { result = (0.7m * amount) - disc * (0.7m * amount); }
12         else if (type == 4) {
13             result = (amount - (0.5m * amount)) - disc * (amount - (0.5m * amount));
14         }
15         return result;
16     }
17 }
```

<http://www.codeproject.com/Articles/1083348/Csharp-BAD-PRACTICES-Learn-how-to-make-a-good-code>



# Classification of the Examination Methods

## Static

- **What:** any products (documentation, model, code)
- **How:** without execution
- **Example:** review, static analysis

## Dynamic

- **What:** executable products (code, model, ...)
- **How:** executing it, running it
- **Example:** simulation, testing, ...

# Properties of Good Source Code

Syntactically  
correct

- Checked by the compiler

High quality

- Readable, reusable, maintainable, ...
- **Coding guidelines** help

Free of errors

- **Static analysis**, testing, ...

Satisfying the  
specification

- **Code review**, testing

# Optimising the Code

- The code is written once but read many times later
  - Reviews, Corrections, Enhancements, Extensions, ...
- It is worth **optimising the code for clarity**
- For the execution it will be optimised during compilation
  - Compilers are much better at it
  - The output of the compiler will be read very rarely



# High Quality Source Code

“Always code as if the guy who ends up maintaining your code will be a violent psychopath who knows where you live.”

John F. Woods

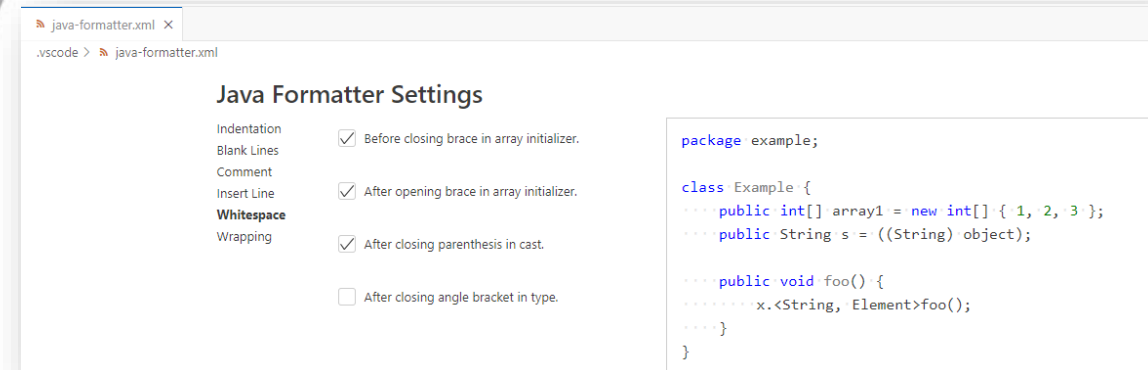
(in September 1991 in a post to the comp.lang.c++ newsgroup where the usage of comma operator was discussed)

“There are two ways to write error-free programs;  
only the third one works.”

Alan J. Perlis

(American mathematician and computer scientist who in 1966 won the A.M. Turing Award)

# Coding Guidelines



# Coding Guidelines: Introduction

- **Ruleset** providing recommendations
  - Style: formatting, naming, structure
  - Programming advices: constructs, architecture
- **Main Categories**
  - Domain specific
    - Automotive, railways, ...
  - Platform specific
    - C, C++, C#, Java, ...
  - Organisation/company specific
    - Google, CERN, ...

# Domain Specific: MISRA C

- Motor Industry Software Reliability Association
- Goal: **safety**, **reliability**, **portability**
- 16 directives + 143 rules
- Tools: SonarQube, Coverity, ...
- **Examples**
  - *RHS of && and || operators shall not contain side effects*
  - *Test against zero should be made explicit for non-Booleans*
  - *Body of if, else, while, do, for shall always be enclosed in braces*



# Outlook: Apple goto fail error

```
static OSStatus
SSLVerifySignedServerKeyExchange(SSLContext *ctx, bool isRsa, SSLBuffer signedParams,
                                uint8_t *signature, UInt16 signatureLen)
{
    OSStatus      err;
    ...

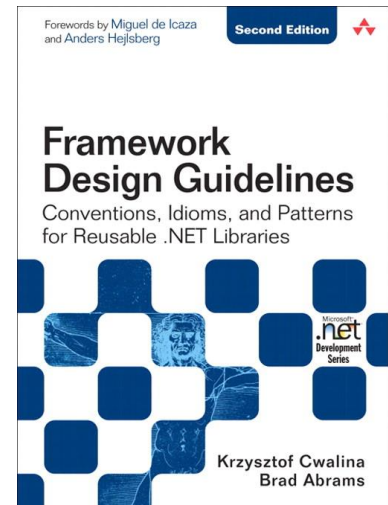
    if ((err = SSLHashSHA1.update(&hashCtx, &serverRandom)) != 0)
        goto fail;
    if ((err = SSLHashSHA1.update(&hashCtx, &signedParams)) != 0)
        goto fail;
    if ((err = SSLHashSHA1.final(&hashCtx, &hashOut)) != 0)
        goto fail;
    ...

fail:
    SSLFreeBuffer(&signedHashes);
    SSLFreeBuffer(&hashCtx);
    return err;
}
```

# Platform Specific: .NET

- Framework Design Guidelines (C#)
  - Goal: **developing frameworks** and **APIs**
- Categories
  - Naming, designing types, designing member variables, extensibility, exceptions, usability, common design patterns
  - „Do”, „Consider”, „Avoid”, „Do not”
- Tools: StyleCop

[https://msdn.microsoft.com/en-us/library/ms229042\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ms229042(v=vs.110).aspx)



# Platform Specific: .NET (Examples)

- ***DO NOT*** provide abstractions unless they are tested by developing several concrete implementations and APIs consuming the abstractions.
- ***CONSIDER*** making base classes abstract even if they don't contain any abstract members. This clearly communicates to the users that the class is designed solely to be inherited from.
- ***DO*** use the same name for constructor parameters and a property if the constructor parameters are used to simply set the property.

[https://msdn.microsoft.com/en-us/library/ms229042\(v=vs.110\).aspx](https://msdn.microsoft.com/en-us/library/ms229042(v=vs.110).aspx)



# Organisation Specific: Google

- Java Style Guide
- Goal: „hard-and-fast” rules, avoiding recommendations
- Categories
  - Source file basics
  - Source file structure
  - Formatting
  - Naming
  - Programming practices
  - Javadoc (documentation)
- Further guides: C++, C#, Python, JavaScript, R, ...

**Google context:** 30k engineers,  
60k commits/day,  
over 2Mrd lines of code,  
codes used for decades

<https://google.github.io/styleguide/javaguide.html>



# Organisation Specific: Google (Examples)

- *Local variable names are written in lowerCamelCase.*
- *The order you choose for the members and initializers of your class can have a great effect on learnability. ... What is important is that each class uses some logical order, which its maintainer could explain if asked.*
- *Within a switch block, each statement group either terminates abruptly (with a break, continue, return or thrown exception), or is marked with a comment to indicate that execution will or might continue into the next statement group.*

<https://google.github.io/styleguide/javaguide.html>

# Coding Guidelines: Enforcing the Rules

- How to **enforce**?

- Standard feature in many IDEs
- External tools
- Tightly integrated into the development process

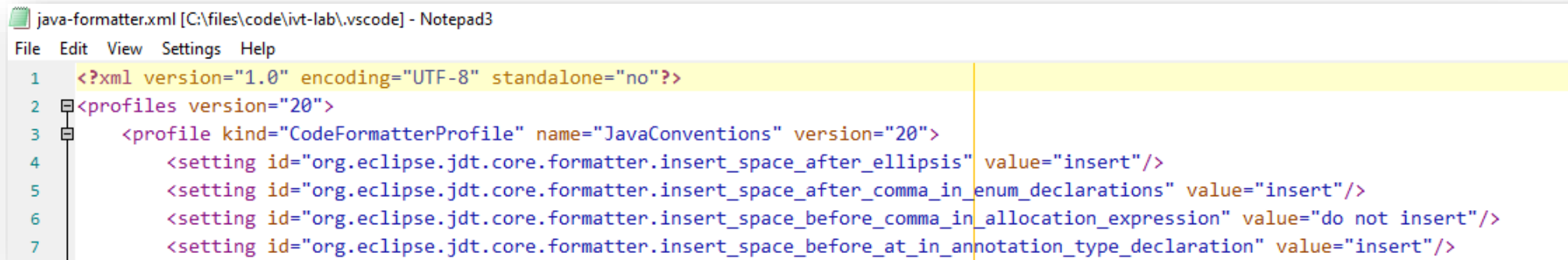
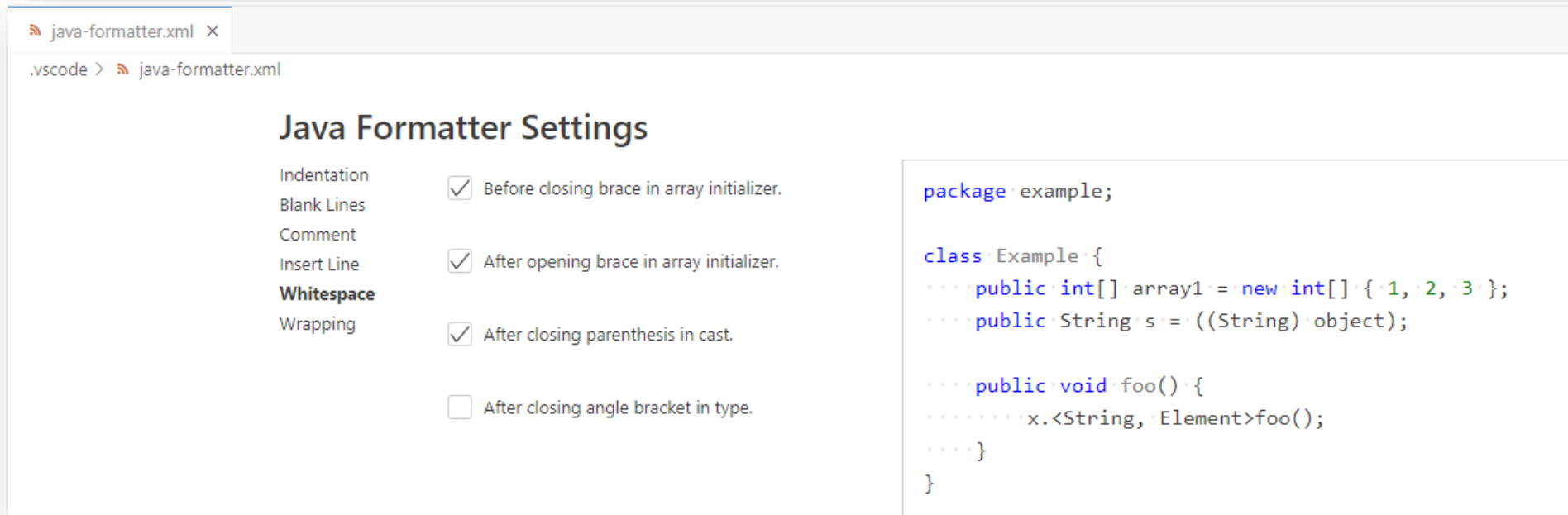
**Goal:** as few rules as possible to remember, to have tool support

- **Important**

- **Always have** a single, common policy
- At least uniform IDE formatting rules
  - Usually saved to a file that can be uploaded into the version control system

**Google:** „Consistency is what enables any engineer to jump into an unfamiliar part of the codebase and get to work fairly quickly.”


# Example: Visual Studio Code Formatter



# Coding guidelines: Which One to Use?

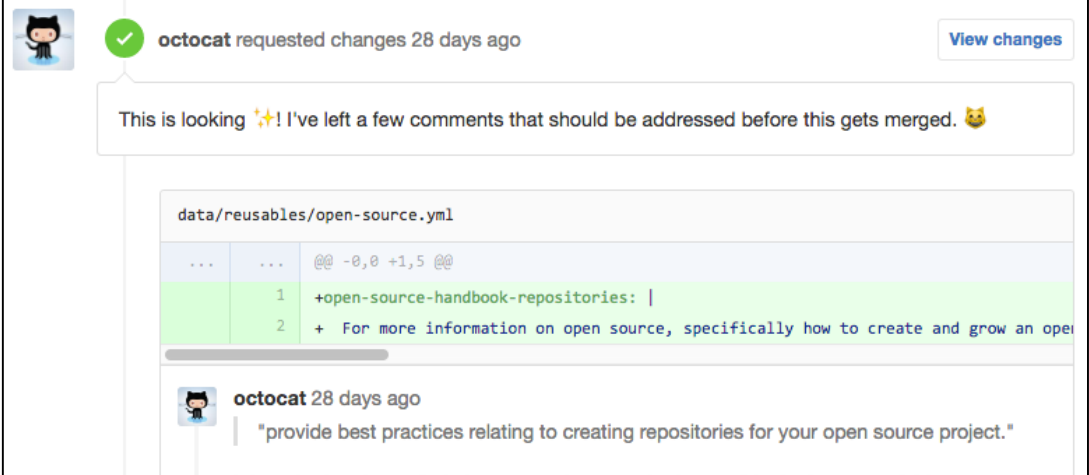
## Which one is the best?

- Mostly **already decided**
  - By the domain / platform / organisation
  - Consistency with the already existing code base
- But sometimes it **can be decided**
  - Often there is no single best option
    - Sometimes they can even be inconsistent with each other
    - Sometimes combinations are also possible
  - But do not reinvent the wheel
    - Makes joining harder for new developers



For a smaller company/project, the good choice is one of the established, popular guidelines

# Code Review



A screenshot of a GitHub pull request interface. At the top, a green checkmark icon is followed by the text "octocat requested changes 28 days ago" and a "View changes" button. Below this, a comment from octocat says: "This is looking ✨! I've left a few comments that should be addressed before this gets merged. 🐱". The comment points to a code diff in the file "data/reusables/open-source.yml". The diff shows two lines being added: line 1 is "+open-source-handbook-repositories: |" and line 2 is "+ For more information on open source, specifically how to create and grow an open". Below the diff, there is a comment from octocat dated "28 days ago" that reads: "provide best practices relating to creating repositories for your open source project."

octocat requested changes 28 days ago [View changes](#)

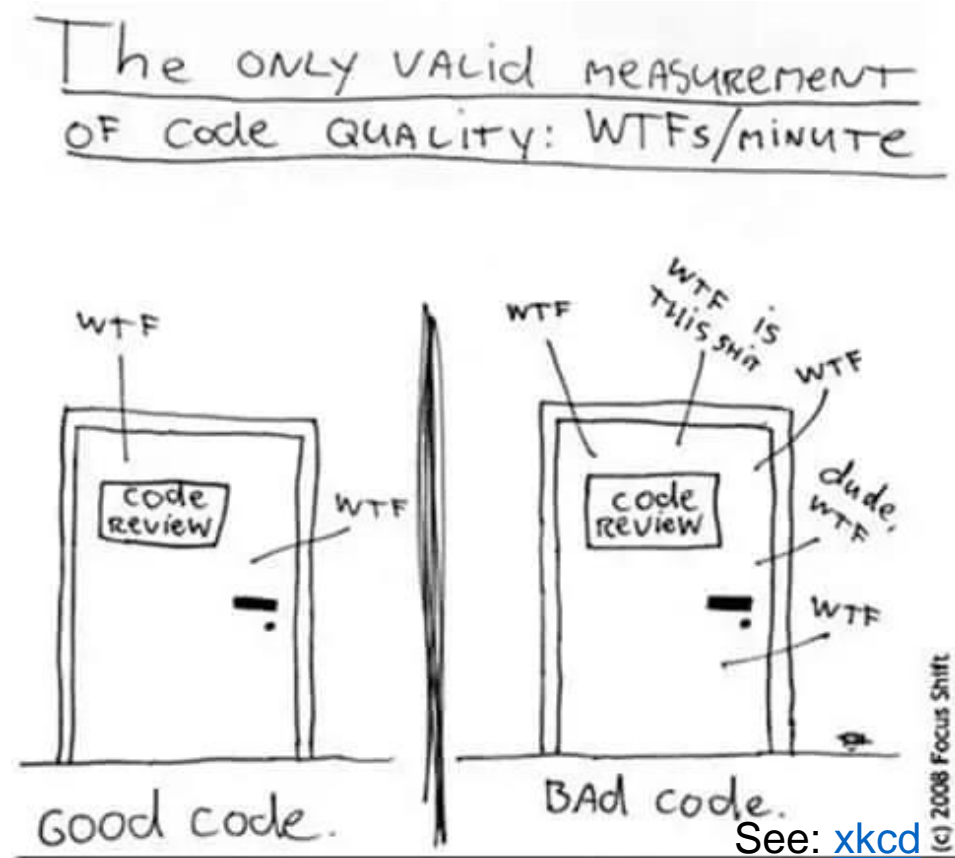
This is looking ✨! I've left a few comments that should be addressed before this gets merged. 🐱

```
data/reusables/open-source.yml
...    ...    @@ -0,0 +1,5 @@
1      +open-source-handbook-repositories: |
2      + For more information on open source, specifically how to create and grow an open
```

octocat 28 days ago  
"provide best practices relating to creating repositories for your open source project."

# Code Review: Introduction

- Manual method, carried out **by humans**
  - Reading, reviewing, analysing the source code
  - Usually based on a structured checklist
- Can be used at any time from ad-hoc request for advice to formal inspection
- (See *Levels of Formality in Review* in the lecture about requirements)





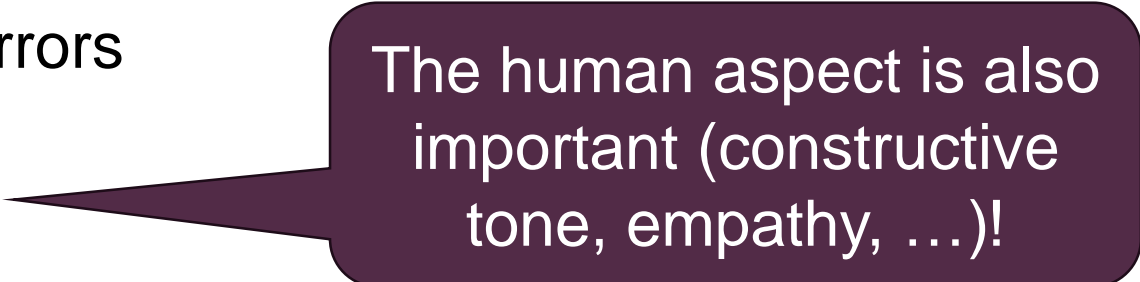
# Types of Code Review

- **Formal inspection**

- Efficient in finding errors
- Time consuming, laborious work

- **Modern, lightweight techniques**

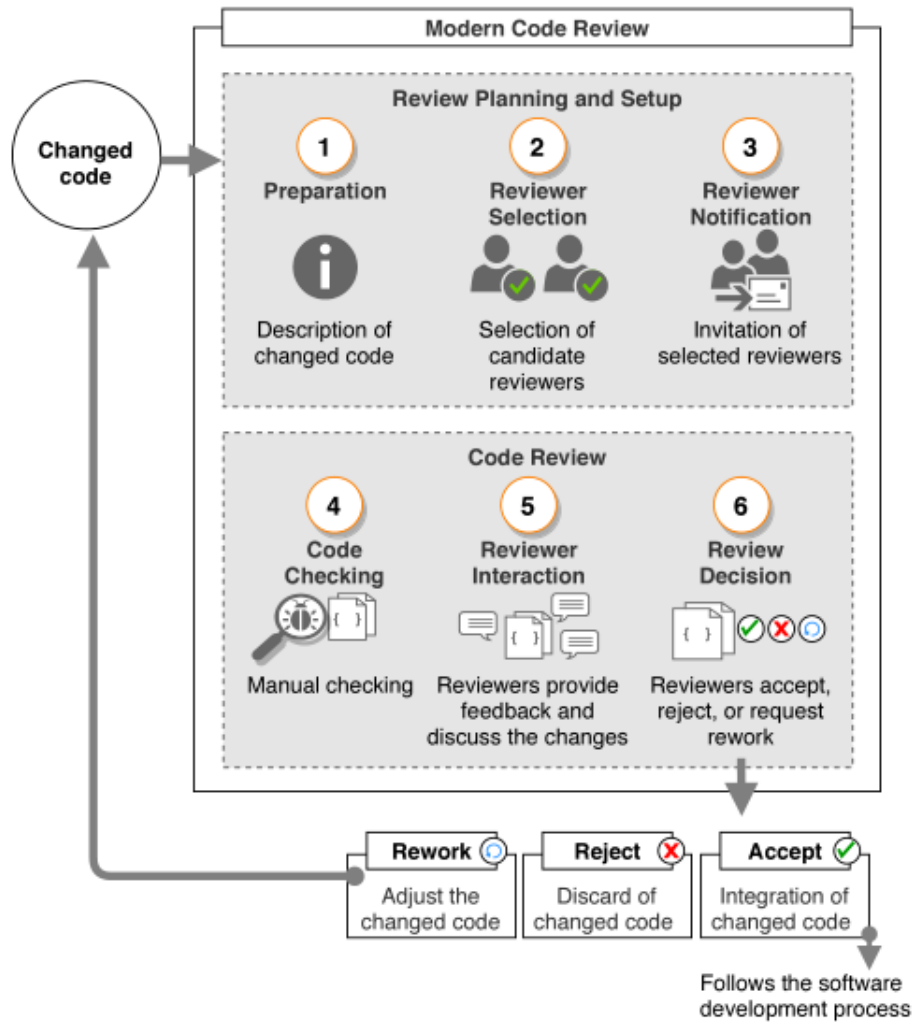
- Less formal, good tool support
- For frequent, smaller changes; fast feedback
- Widely used in the industry (Microsoft, Google, Facebook, ...)
- Further benefits in addition to finding errors
  - Knowledge transfer
  - Team spirit
  - Alternative solutions



The human aspect is also important (constructive tone, empathy, ...)!

<http://dl.acm.org/citation.cfm?id=2486882>

# Process of the Modern Code Review



- Typically only a **few** reviewers (1-3)
- In open source projects feedback in **days**, in in-house teams in **hours** (for the better case)
- Detailed description of change is more likely to get quick response

Source: [A systematic literature review and taxonomy of modern code review](#)

# Using Checklists

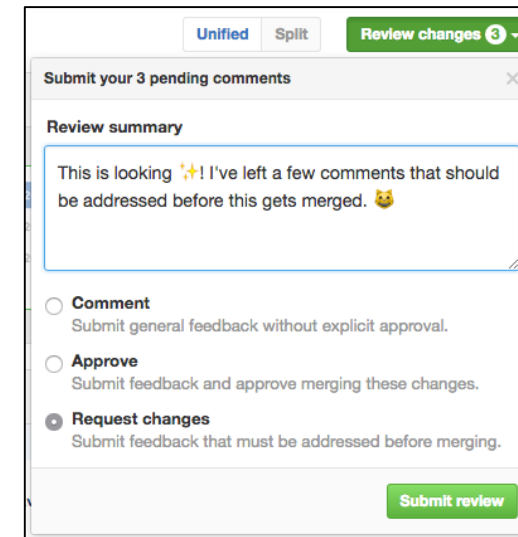
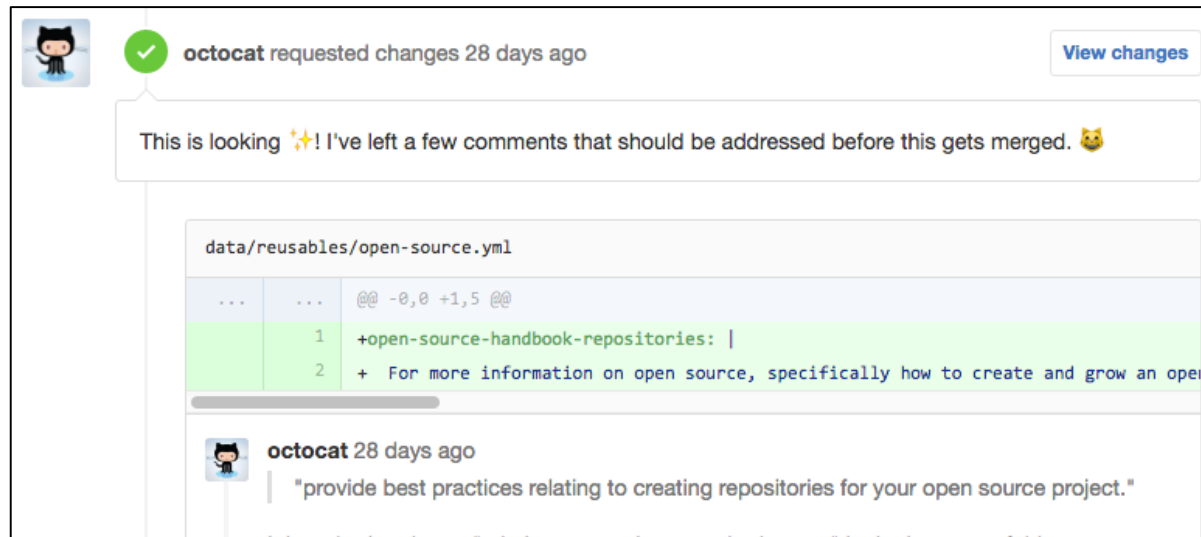
**Checklist:** structured list of criteria

- Categories similar to the ones of coding guidelines
  - Readability and maintainability of code
  - Security, safety, vulnerability
  - Performance
  - Common design patterns, programming practices
- Advices
  - A wide range of *code review checklists* are available online
  - Strive for automation
    - E.g. formatting can also be checked by a tool

It is only worth reviewing code where the basic errors have already been filtered out by the tools

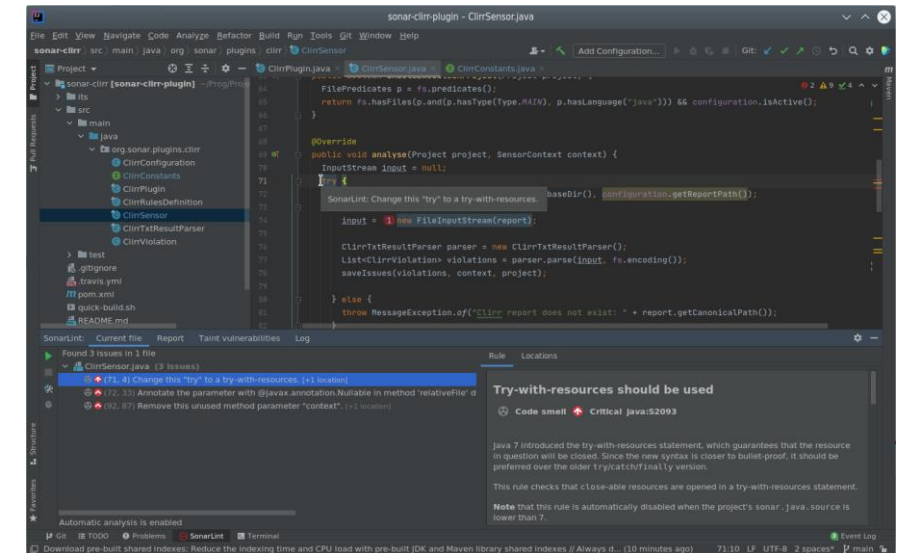
# Code Review – Tools

- **Supporting** code review
  - Attaching comments, dialogs to code snippets
  - Integrated into the development process
- GitHub: pull request reviews (→ **Laboratory**)
  - Comments, acceptance, requesting changes



<https://help.github.com/articles/about-pull-request-reviews/>

# Static Analysis



# Static Analysis – Example

```
1  public class Sample {  
2      public static void main(String[] args) {  
3          String str = null;  
4          try {  
5              Scanner scanner = new Scanner("file.txt");  
6              str = scanner.nextLine();  
7              scanner.close();  
8          } catch (Exception e) {  
9              System.out.println("Error opening file!");  
10         }  
11         str.replace(" ", "");  
12         System.out.println(str);  
13     }  
14 }
```

In case of an exception,  
scanner will not be closed

str can be null

str „immutable“

# Static Analysis: Introduction

- Definition: analysing the program **without executing it**
  - Usually by automatized tools
  - We can also include manual review
- **Based on patterns**
  - Mostly simple static properties, based on error patterns
    - E.g.: unused variable, ignored return value
  - Tools: SpotBugs, ErrorProne, SonarQube, Coverity
- **Based on interpretation (→ MSc)**
  - Dynamic properties
    - E.g.: null pointer reference, over indexing
  - Tools: Infer, PolySpace

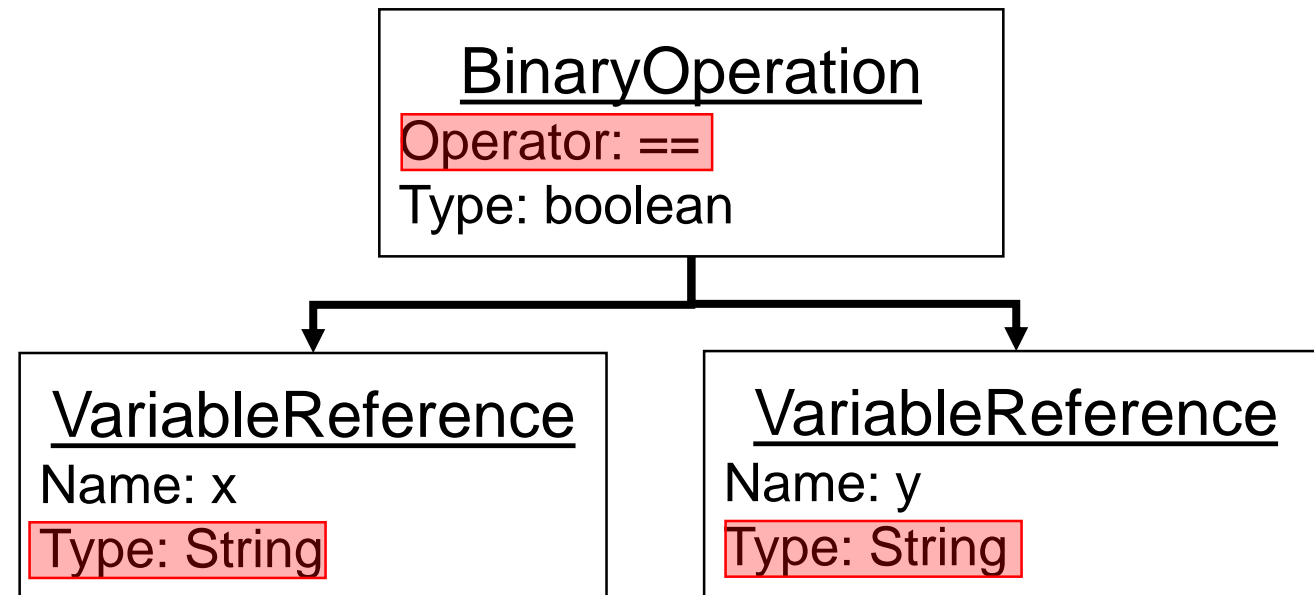


# Example: Searching for Error Patterns

**Method:** building Abstract Syntax Tree, AST

*Example rule:* „Strings and Boxed types should be compared using "equals()"” (Sonar S4973)

```
f(String x, String y) {  
    if (x == y) {  
        ...  
    }  
}
```



See BSc course „Automatized Software Development”

# ErrorProne (Java)



- Internal development at Google
  - Extensible ruleset
  - Gradle, Maven, Eclipse, IntelliJ, ...
- Examples
  - „Reference equality used to compare arrays”
  - „Loop condition is never modified in loop body.”
  - „Comparison of a size  $\geq 0$  is always true, did you intend to check for non-emptiness?”

<https://errorprone.info/>

# SonarLint

Plug-in for development environments (VS Code, VS, Eclipse, IntelliJ...)

Occurrence of  
the error

The screenshot shows an IDE window with a Java file named `GT4500.java`. A SonarLint error is highlighted on line 41, which contains a `switch` statement. The error message is: "Replace this 'switch' statement by 'if' statements to increase readability. sonarlint(java:S1301)". A tooltip provides more context: "Replace this 'switch' statement by 'if' statements to increase readability. sonarlint(java:S1301)". Below the code editor, a panel shows the error details for "GT4500.java 3 of 4 problems". The error description states: "switch statements should have at least 3 'case' clauses (java:S1301)". It categorizes the issue as an "Intentionality Issue" and "Not clear". The "Why is this an issue?" section explains that `switch` statements are useful for many cases, but for one or two cases, `if` statements are more readable. It provides a "Noncompliant code example" and a "Compliant solution".

```
42 case SINGLE:
43     if (wasPrimaryFiredLast) {
44         // try to fire the secondary first
45         if (! secondaryTorpedoStore.isEmpty()) {
46             firingSuccess = secondaryTorpedoStore.fire(numberOfTorpedos:1);
47             wasPrimaryFiredLast = false;
48         }
49     } else {
50         // although primary was fired last time, but the secondary is empty
51         // thus try to fire primary again
52         if (! primaryTorpedoStore.isEmpty()) {
53             firingSuccess = primaryTorpedoStore.fire(numberOfTorpedos:1);
54             wasPrimaryFiredLast = true;
55         }
56     }
57     // if both of the stores are empty, nothing can be done, return fail
58 }
59 }
60 } else {
61     // try to fire the primary first
62     if (! primaryTorpedoStore.isEmpty()) {
63         firingSuccess = primaryTorpedoStore.fire(numberOfTorpedos:1);
64         wasPrimaryFiredLast = true;
65     }
66 }
```

**SonarLint Rule Description**

"switch" statements should have at least 3 "case" clauses (java:S1301)

Intentionality Issue | Not clear | Maintainability | What is clean code?

Why is this an issue?

switch statements are useful when there are many different cases depending on the. For just one or two cases however, the code will be more readable with if statement

**Noncompliant code example**

```
switch (variable) {
    case 0:
        doSomething();
        break;
    default:
        doSomethingElse();
        break;
}
```

**Compliant solution**

```
if (variable == 0) {
    doSomething();
} else {
    doSomethingElse();
}
```

Detailed description of  
the rule with examples

<https://www.sonarlint.org/>

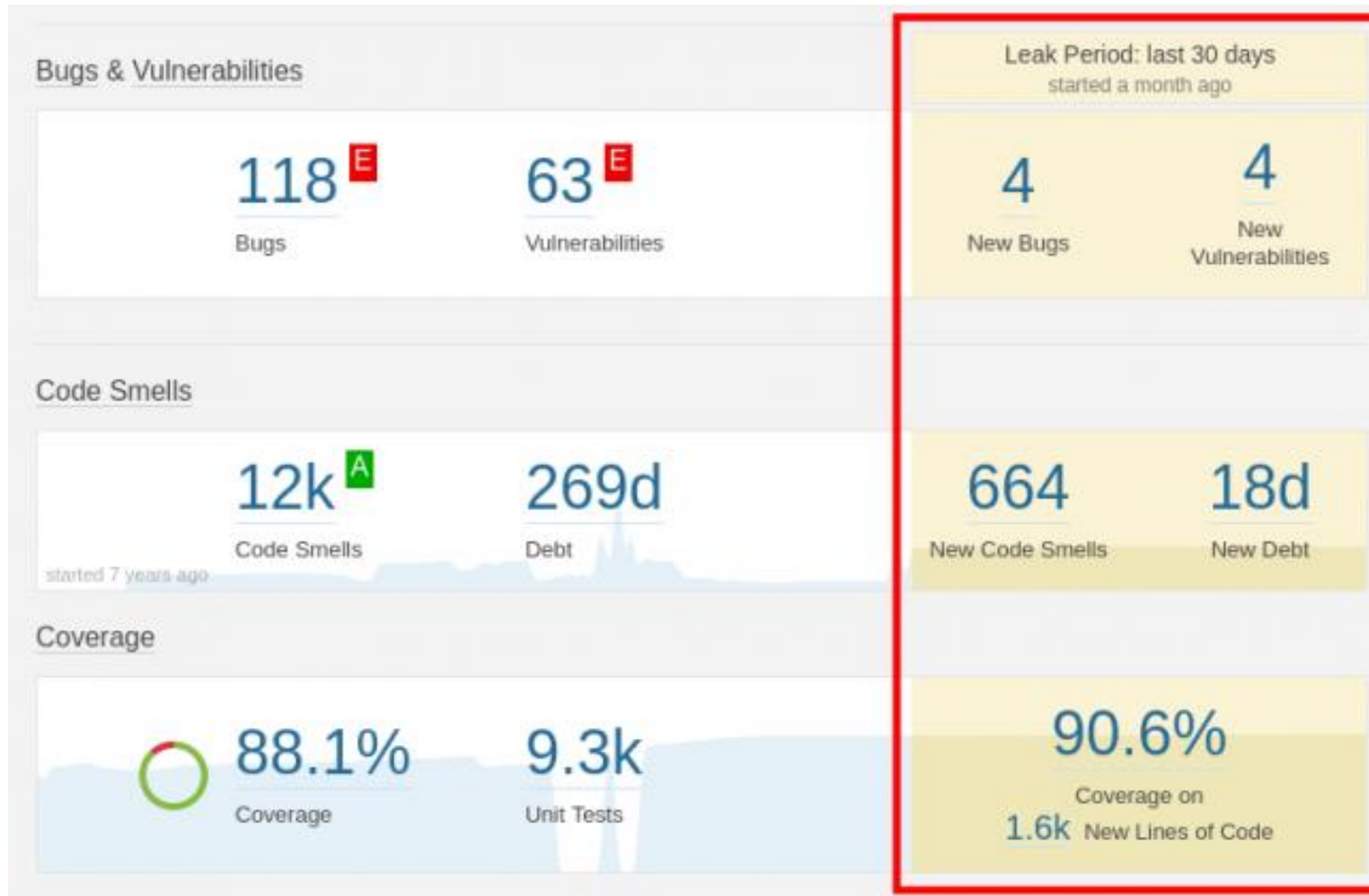
- Code quality management platform
- 20+ languages (Java, JS, Kotlin, C, C++, C#, Python, ...)
- Features
  - Checking coding guidelines, code duplication, test coverage, code complexity, potential errors and vulnerabilities, cost estimation
  - Generating reports and diagrams
  - Can be integrated into external tools
    - E.g.: development environments, continuous integration (CI) tools

(→ Laboratory)

<http://www.sonarcloud.io/>

# SonarCloud: Overview

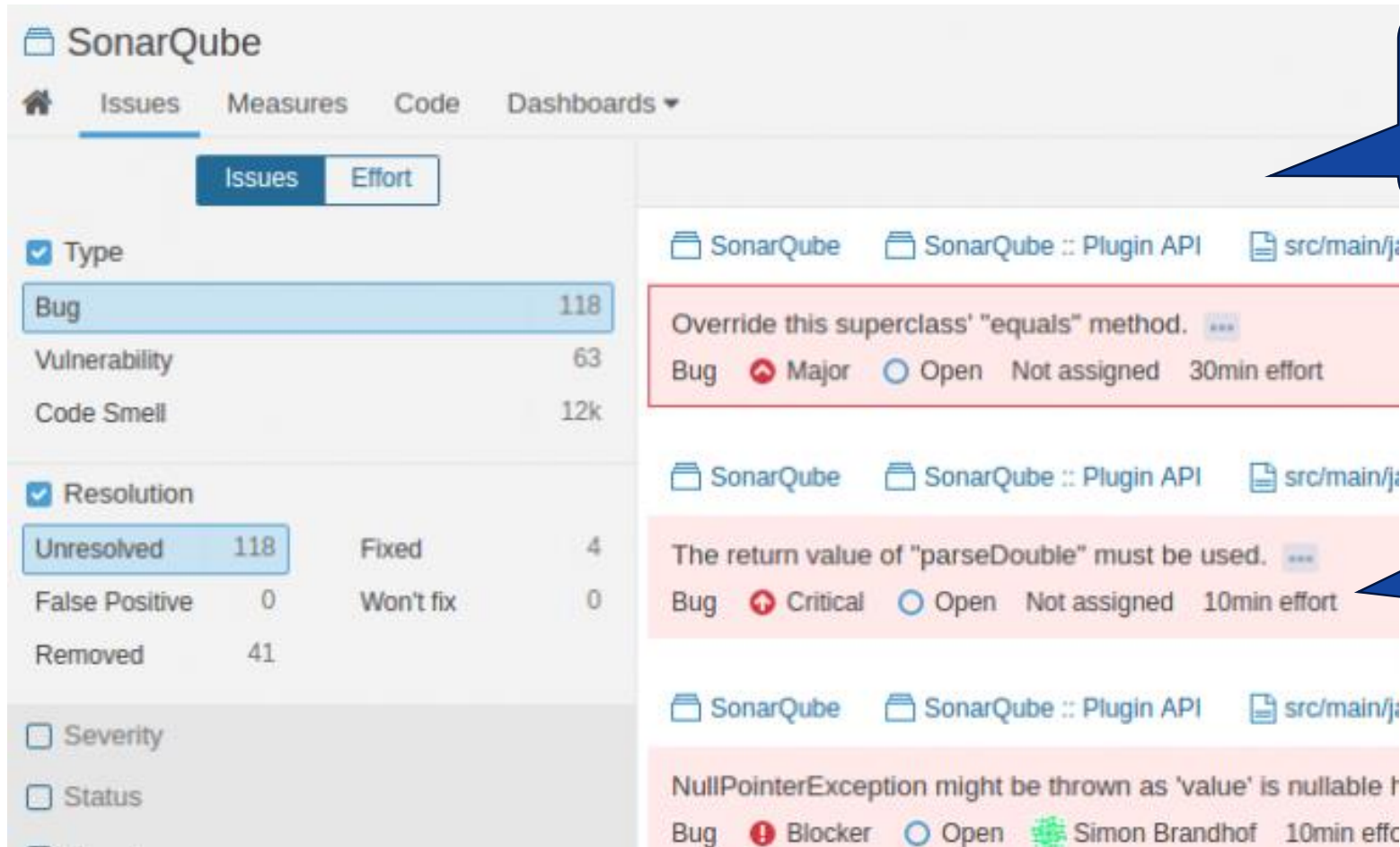
**sonarcloud** 



Historic data and tracking changes

„Technical debt“  
Future cost of correcting poor quality code

# SonarCloud: List of Findings



The screenshot shows the SonarCloud interface for a project named 'SonarQube'. The 'Issues' tab is selected, and the 'Issues' sub-tab is active. The left sidebar shows filters for 'Type' (Bug: 118, Vulnerability: 63, Code Smell: 12k) and 'Resolution' (Unresolved: 118, Fixed: 4, False Positive: 0, Won't fix: 0, Removed: 41). The main area displays a list of issues. The first issue is 'Override this superclass' "equals" method.' with a severity of 'Major' and an estimated effort of '30min'. The second issue is 'The return value of "parseDouble" must be used.' with a severity of 'Critical' and an estimated effort of '10min'. The third issue is 'NullPointerException might be thrown as 'value' is nullable' with a severity of 'Blocker' and an estimated effort of '10min'.

Type	Count
Bug	118
Vulnerability	63
Code Smell	12k

Resolution	Count
Unresolved	118
Fixed	4
False Positive	0
Won't fix	0
Removed	41

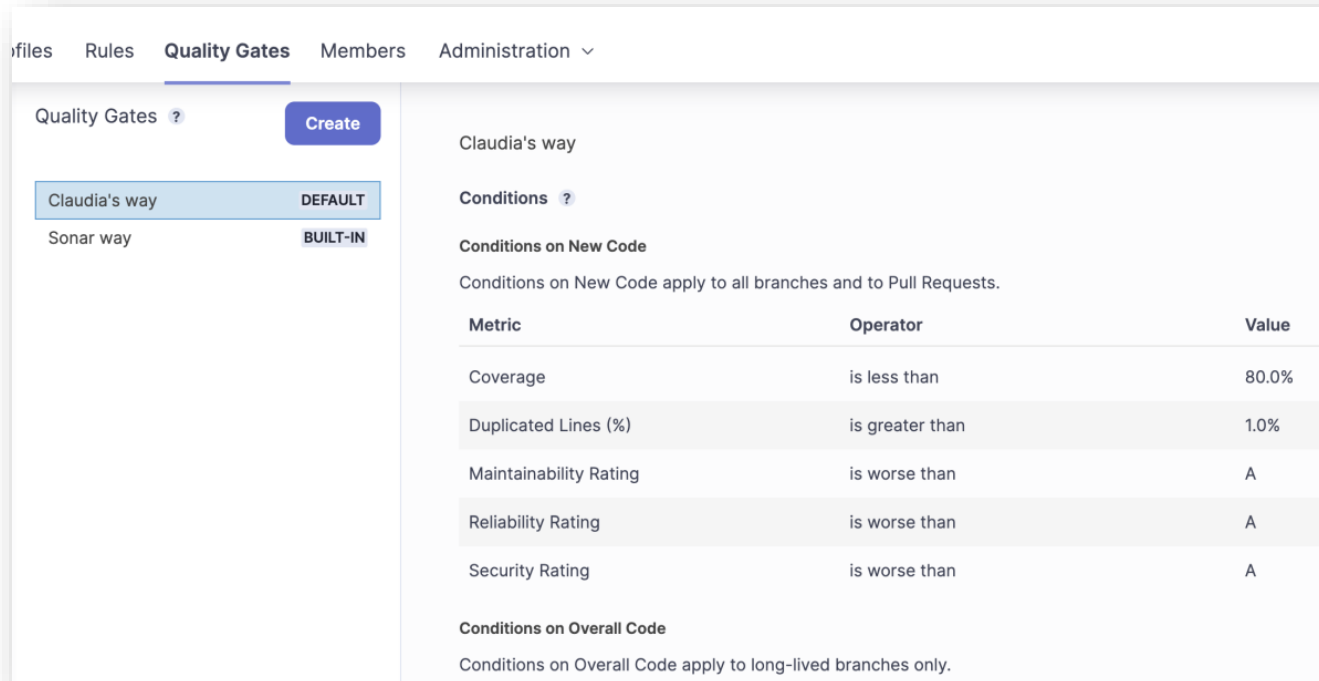
Issue	Severity	Status	Assigned To	Effort
Override this superclass' "equals" method.	Major	Open	Not assigned	30min effort
The return value of "parseDouble" must be used.	Critical	Open	Not assigned	10min effort
NullPointerException might be thrown as 'value' is nullable	Blocker	Open	Simon Brandhof	10min effort

Type (bug / vulnerability / code smell) and severity

Estimated time of repair

# SonarCloud: Quality Gate

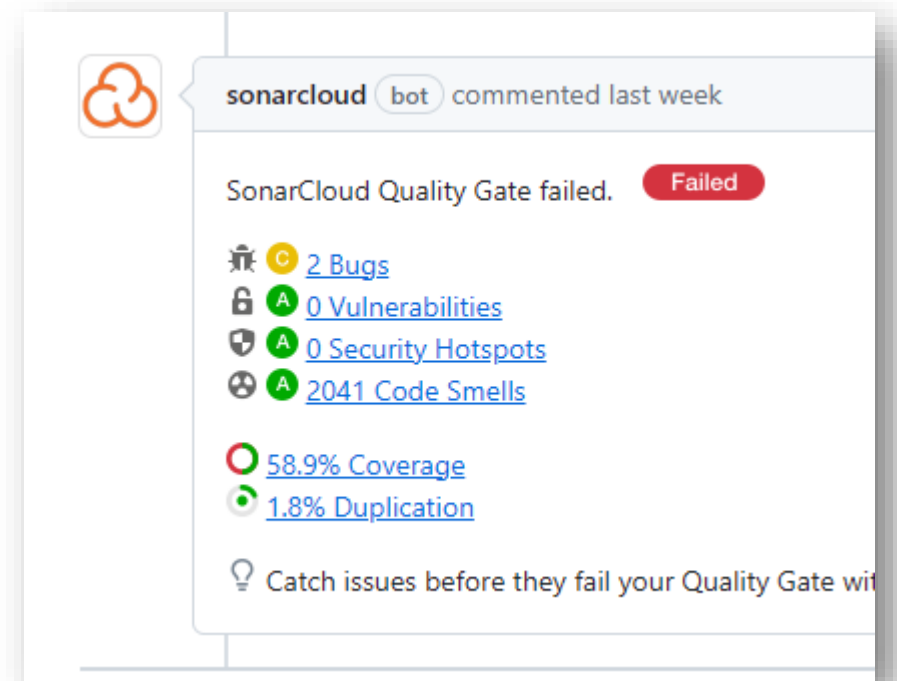
- Required minimum quality characteristics
- Customizable, may block pull requests, ...



The screenshot shows the SonarCloud 'Quality Gates' configuration page. On the left, a sidebar lists 'Quality Gates' with a 'Create' button and two existing gates: 'Claudia's way' (marked as DEFAULT) and 'Sonar way' (marked as BUILT-IN). The main area displays the configuration for 'Claudia's way'. It includes a 'Conditions' section with a table of metrics and their thresholds.

Metric	Operator	Value
Coverage	is less than	80.0%
Duplicated Lines (%)	is greater than	1.0%
Maintainability Rating	is worse than	A
Reliability Rating	is worse than	A
Security Rating	is worse than	A

Below the table, there are sections for 'Conditions on New Code' (applying to all branches and pull requests) and 'Conditions on Overall Code' (applying to long-lived branches only).



The screenshot shows a pull request comment from the 'sonarcloud bot' stating 'SonarCloud Quality Gate failed.' with a red 'Failed' badge. Below the message, a list of issues is displayed with their respective icons and counts:

- 2 Bugs (yellow 'C' icon)
- 0 Vulnerabilities (green 'A' icon)
- 0 Security Hotspots (green 'A' icon)
- 2041 Code Smells (green 'A' icon)
- 58.9% Coverage (green circle icon)
- 1.8% Duplication (green circle icon)

A lightbulb icon at the bottom suggests a tip: 'Catch issues before they fail your Quality Gate with...'

<https://docs.sonarcloud.io/improving/quality-gates/>



# Efficient Usage of Static Analysis

- Let it be **integrated** into the build process
  - Checking before/after commit
  - Generating reports, e-mail notifications, ...
- Use it **from the start** of the project
  - To many issues may discourage developers
- **Configure** the tools
  - Filtering by category and severity
  - Supplement with own rules

# Efficient Usage of Static Analysis

- Use results **with care**

- Both false positive and false negative results may occur

- **False negative**

- Not finding any bugs does not mean their absence

- **False positive**

- Finding a bug does not always mean a real error
- Suppressing a complete rule or a single occurrence
  - Always justify

		tool result	
		error free	erroneous
reality	error free	True Negative (TN)	False Positive (FP)
	Erroneous	False Negative (FN)	True Positive (TP)

# Static Analysis: Summary

- Analysing the software **without executing it**
  - An analysis is possible before the code becomes executable or inputs are available
  - Execution can be costly
- Finding **hard-to-spot** errors
  - Can be interesting also for experienced programmers
- **Automatized** process
  - Integrated into the development process



# Summary

Outlook

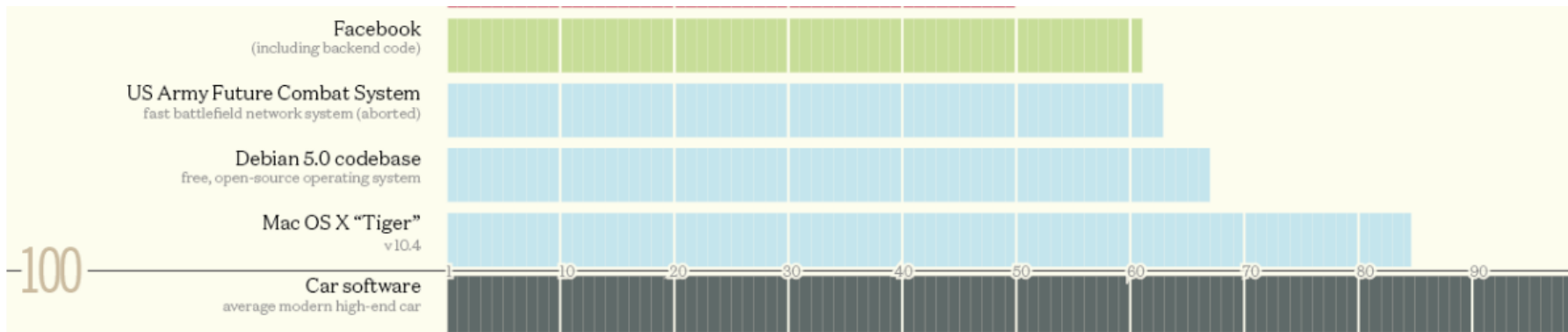
# Is it possible to write error-free code?

- NASA Space Shuttle
  - Over 500 000 line of code [LoC]
    - Over 10 years (development, testing, launching)
  - 0,11 error / 1000 lines after release
    - 0 error during the first missions
  - About 1000 USD / line of codes total cost
    - (USD of the 1980s!)

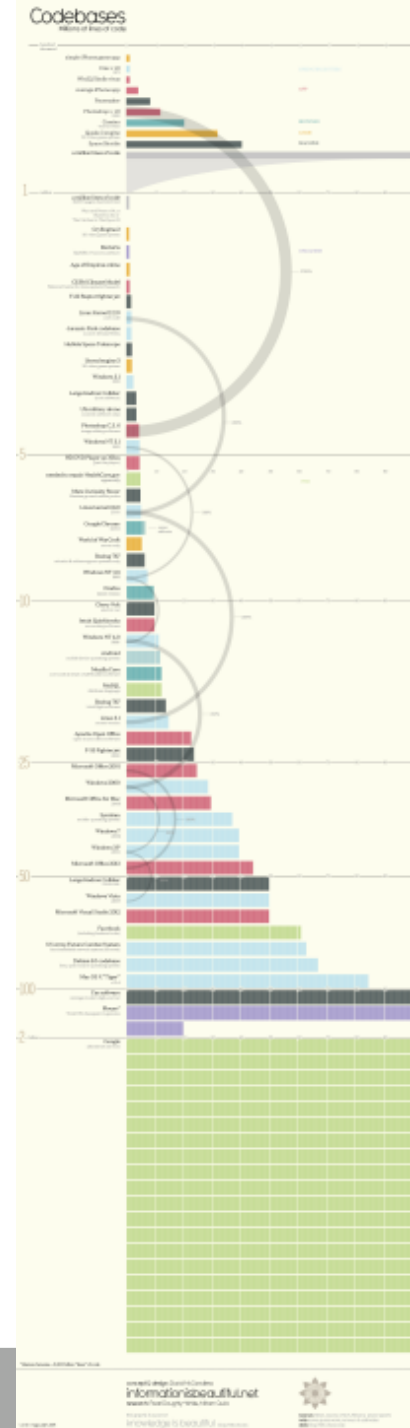


# Size of Code Bases (from 2015)

- (Prog 1 homework: ~2,00 LoC)
- Simpler app: ~20,000 LoC
- F-22 Raptor jet: ~2,000,000 LoC
- Open Office: ~20,000,000 LoC
- Google code base: ~2,000,000,000 LoC



Source: [How Many Millions of Lines of Code Does It Take?](http://www.infoculture.net)



# Summary

## Properties of Good Source Code

Syntactically correct

- Checked by the compiler

High quality

- Readable, reusable, maintainable, ...
- **Coding guidelines** help

Free of errors

- **Static analysis**, testing, ...

Satisfying the specification

- **Code review**, testing

Software Engineering (VIMIAB04)



## Coding Guidelines: Enforcing the Rules

### • How to **enforce**?

- Standard feature in many IDEs
- External tools
- Tightly integrated into the development process

**Goal:** as few rules as possible to remember, to have tool support

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Software Engineering (VIMIAB04)



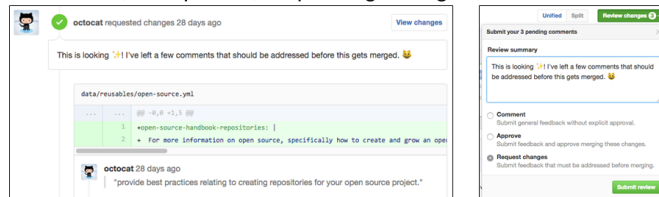
## Code Review – Tools

### • **Supporting** code review

- Attaching comments, dialogs to code snippets
- Integrated into the development process

### • GitHub: pull request reviews (→ **Laboratory**)

- Comments, acceptance, requesting changes



<https://help.github.com/articles/about-pull-request-reviews/>

Software Engineering (VIMIAB04)



## Efficient Usage of Static Analysis

### • Use results **with care**

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		tool result	
		error free	erroneous
reality	error free	True Negative (TN)	False Positive (FP)
	Erroneous	False Negative (FN)	True Positive (TP)

### • **False negative**

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Software Engineering (VIMIAB04)

