# **Code Insights**

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Summer 2017

#### Goals

- What are we trying to build?
- Will it be useful?
- What's the competition?
- What are technical challenges?
- What's the timeline?

#### What are we trying to build?

- Code Metrics tool that analyzes individual's contributions to a codebase.
- Will help identify:
  - For each developer:
    - What's the breakdown of their contributions between:
      - Actual contributions to product that's being shipped
      - Documentation
      - Testing
      - Other metrics to attempt to gauge quality and complexity of code

#### Will it be useful?

"Measuring software productivity by lines of code is like measuring progress on an airplane by how much it weighs."- Bill Gates

- Not trying to answer questions about the codebase, but the team that's developing the codebase.
- Will be useful in bringing about large change to a repository. (Avoid a full rewrite).
  - We want to go from 0% -> >50% test coverage, but [Developer B] has still not written a single test case for his code.

# What's the competition?

- Upsource <a href="https://www.jetbrains.com/upsource/features/codeinsight.html">https://www.jetbrains.com/upsource/features/codeinsight.html</a>
  - Jetbrains makes amazing tools, loved by developers
- Clover <a href="https://confluence.atlassian.com/clover/clover-for-idea-154633611.html">https://confluence.atlassian.com/clover/clover-for-idea-154633611.html</a>
  - Atlassian is a well established and trusted by large companies
- Others <a href="https://en.wikipedia.org/wiki/List\_of\_tools\_for\_static\_code\_analysis#Java">https://en.wikipedia.org/wiki/List\_of\_tools\_for\_static\_code\_analysis#Java</a>
  - None of them use version control to measure individual's contributions.
  - Most of them are not open source.
  - None of them are web-based (ease of usage).

Do this in a general way that so people can use it with

- All languages
- All testing frameworks
- All build systems
- Config file?
- Build system plugin?
- o IDE plugin?

Things should be as simple as possible, **but** complex problems will likely have complex solutions.

- Smarter team members should probably be working on the more complex problems.
- They shouldn't be punished because they're code is simply more complex than everyone else's.
- We're trying to find people who are **writing complex code for simple problems**.
- @Complex documentation tag (something agreed upon by team)?

#### Noise reduction

- We want to incentivize "writing documentation" not "writing a lot of documentation".
- How do we measure "the right amount" of documentation?
- o Point system?
- Comparison to average?
- Preset value?

- Do we care about people trying to cheat the system?
- Heisenberg effect: Cannot measure something without changing it.
  - Management strategy: Make tool publicly available to team. Let people adapt their coding style,
    catch bad practices left over during code reviews.
  - Management strategy: Keep tool private, use it to find critical points of failure in team. Try to improve those points.
- Answer should become clear by simply trying to use the tool internally in different situations.

#### Timeline

Phase 1 (End of June): Be able to answer, **on an individual basis:** 

- Unit Test Coverage (Who wrote most/least)
- Documentation Coverage (Who wrote most/least)
- Cyclomatic Complexity (Who wrote the simplest/most complex code)

Phase 2 (End of July): Start testing internally and tweaking.

Phase 3 (End of August): Start thinking about generalizing.

Phase 4 (Onwards): Start thinking about more ambitious features.