## OS/2 Assessment -Phase II

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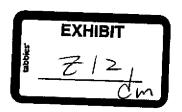
**IBM** Corporation

**Microsoft Corporation** 

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Plaintiff's Exhibit
9020
Comes V. Microsoft

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Objectives

Methodolgy

◆ Data

**♦** Conclusions

**♦** Recommendations

Review OS/2 at code level

Assess IBM vs. Microsoft code quality

♦ Compare relative contribution to product value

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IDEE CARESACHES

Quality criteria

♦ Bottom up code review

♦ Code sampling

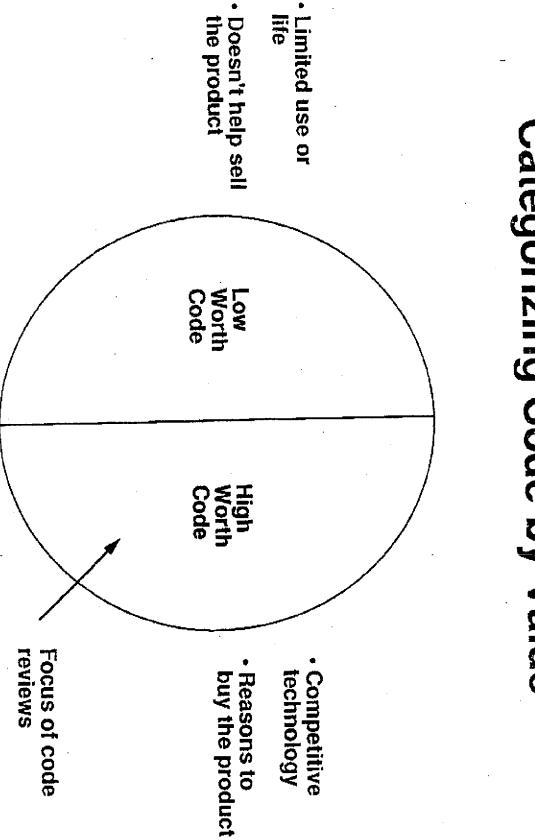
"Important" components (depth)

IDSS taxonomy (breadth)

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# Categorizing Code by Value



0000073400 IBM Ū4

**♦** Architecture

◆ Design

**♦** Implementation

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Meet product goals efficiently in current and subsequent releases

- ◆ Choice of technology
- **♦** Trade offs
- ◆ State of the art
- **♦** Extensibility
- ◆ Scalability

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♦ Factorization

Unique vs common modules

Appropriate layering / primitives

♦ Interface design

**Performance** 

Appropriate abstraction / hiding

Shared data structures / algorithms

Speed vs space

Limits / scalability

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◆ Logical organization

State flags / special cases

Sequencing

**Procedures** 

- ♦ Error handling
- ♦ Memory allocation strategy
- ◆ Data driven versus hard coded logic
- ◆ Synchronization/use of global variables
- ◆ Efficiency

Amount of code for function

Review Data OS/2

♦ Modules in product: 4000+

♦ Modules reviewed: 125+

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Code Reviewed	Efficiency	Logic	Algorithms/ Data Structures
Microsoft Code	·		
Virtual Memory Semaphores IFS GRE BitBlt GRE Drawline Dialog Editor Epson driver HPFS	OK OK OK Great OK OK OK OK	OK OK+ OK+ OK+ OK	OK OK OK Great OK OK Slick Great
IBM Code			
Physical Allocation Scheduler PMFILE Control Panel Help Manager Spooler 4019 Driver SHAPI Swapper GPI	Fat Slow Slow Fat Slow Fat Fat Fat Slow Fat Slow Fat SLow Fat SLow Fat Slow Fat	Tangled OK Monolithic Disorganized Disorganized DIsorganized Hard to follow OK OK OK	Inappropriate Inappropriate Inappropriate OK Inappropriate Inappropriate Inappropriate Inappropriate Inappropriate Inappropriate Inappropriate Appropriate Inappropriate Appropriate Appropriate Appropriate

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♦ Built-in graphics

though problems with follow through

- ◆ Thread/Process model
- ♦ HPFS
- ♦ Exposure of graphics engine for use by device drivers
- ♦ IFS architecture

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Lack of needed architecture

Redundant services

Poor integration - the seams show

- ◆ Low technology in key areas
- ◆ Fat code
- Lack of extensibility
- ♦ Many low value components

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♦ More LOCs per function (up to 2-3X)

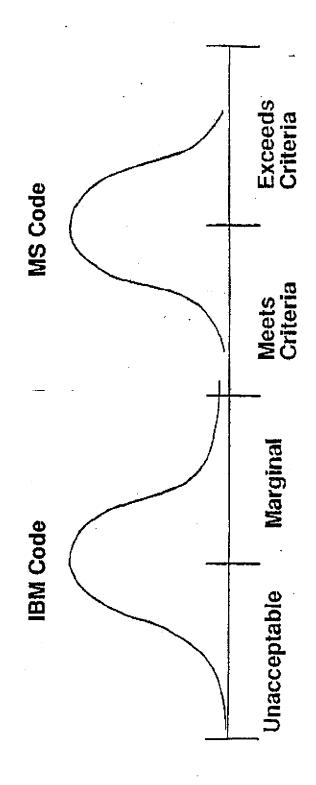
♦ Less direct/poorer structure

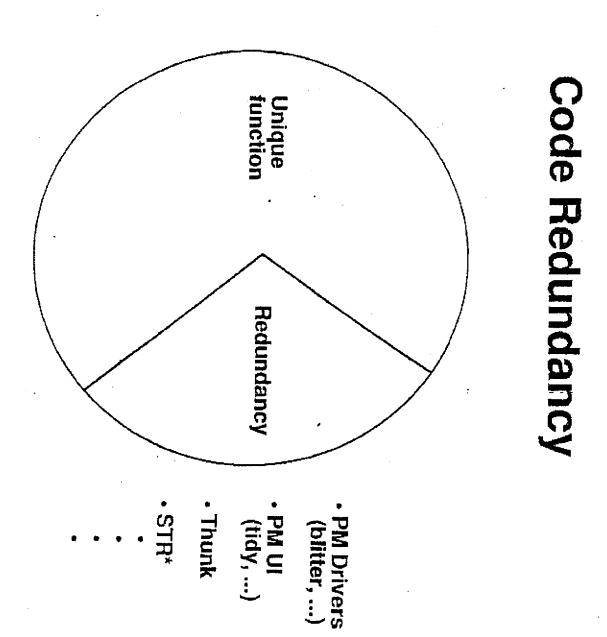
♦ More redundancy

♦ Less efficient in time critical areas

♦ Harder to read/maintain

## IBM vs. MS Code





## Code Value Classification

RAS
PIC Utilities
Monitors
BXS Limited use or life Essential or adds to value PM Services Tasking Memory File Systems

Half or less than half is of value

## Didn't contribute Mai MS.

## Effort vs. Contribution in "Value" Sector

Fat code

Replacement needed

(current contribution close to zero)

♦ Rework needed

(partial contribution)

Unable to correlate LOC and contribution

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IBM 04

♦ System design effort to spring clean the system

Renewed focus on code workmanship and attention to detail

One IBM development site

Streamlined MS/IBM coordination

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