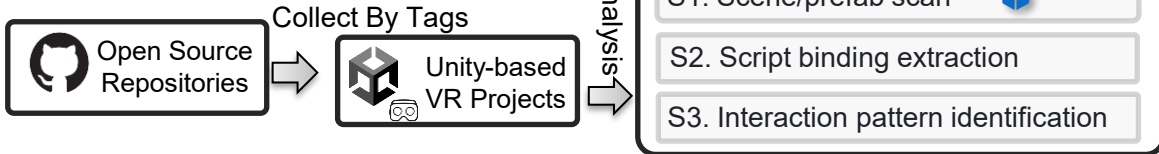
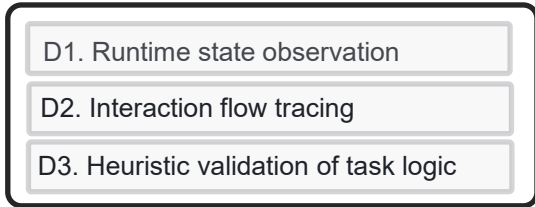


A

Project Collection & Analysis (§ III-A)

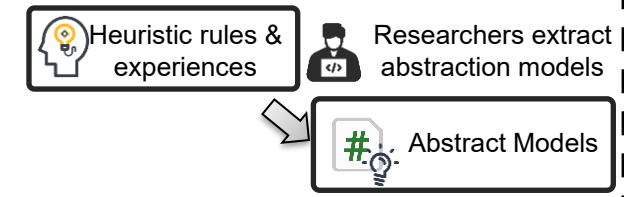


Dynamic Analysis



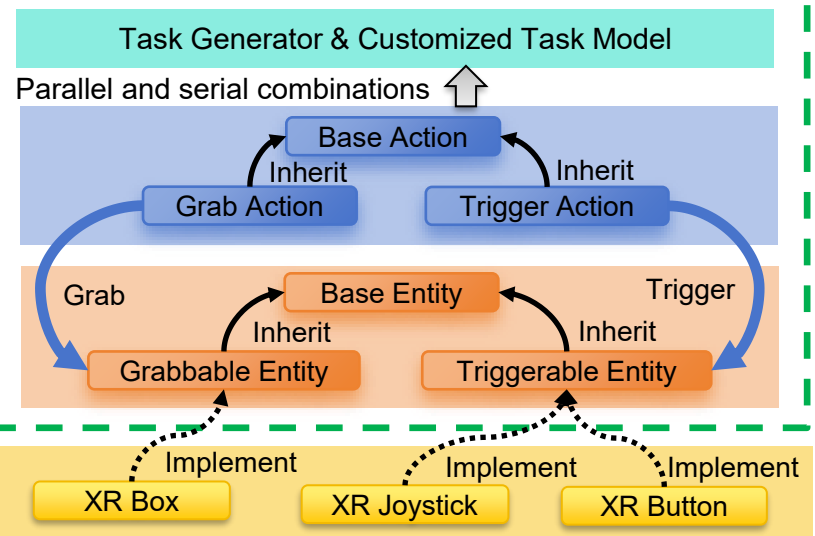
Output heuristic rules & experiences

B Model Abstraction (§ III-B)



C

EAT Framework (§ III-C)



D VRExplorer Testing (§ III-D)

