



Deverywhere: Develop Software Everywhere - A Template-Based Developing Abstraction

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MASTER DISSERTATION

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Preface

Here, you give a brief introduction to your work. What it is (e.g., a Master's thesis in RAMS at NTNU as part of the study program xxx and. . .), when it was carried out (e.g., during the autumn semester of 2021). If the project has been carried out for a company, you should mention this and also describe the cooperation with the company. You may also describe how the idea to the project was brought up.

You should also specify the assumed background of the readers of this report (who are you writing for).

Trondheim, 2012-12-16

(Your signature)

Ola Nordmann

Acknowledgment

I would like to thank the following persons for their great help during ...

If the project has been carried out in cooperation with an external partner (e.g., a company), you should acknowledge the contribution and give thanks to the involved persons.

You should also acknowledge the contributions made by your supervisor(s).

O.N.

(Your initials)

Summary and Conclusions

Here you give a summary of your work and your results. This is like a management summary and should be written in a clear and easy language, without many difficult terms and without abbreviations. Everything you present here must be treated in more detail in the main report. You should not give any references to the report in the summary – just explain what you have done and what you have found out. The Summary and Conclusions should be no more than two pages.

You may assume that you have got three minutes to present to the Rector of NTNU what you have done and what you have found out as part of your thesis. (He is an intelligent person, but does not know much about your field of expertise.)

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Chapter 1

Introduction

In the early days of computing, programmers had to work in offices. Personal computers allowed programmers to work at home as well. Laptops further expanded the working environment, and we often see people programming in coffee shops, terminals, trains, and airplanes. With ubiquitous mobile devices becoming increasingly popular, there is an opportunity to allow programmers to work in even more restrictive environments. While such small devices are unlikely to become the preferred working environment, they can be useful in circumstances where urgent action is required and other equipment is unavailable.

This scenario presents two major obstacles: first, the lack of a convenient keyboard; and second, the small screen space, which limits the amount of code that can be shown simultaneously. Some have advocated the creation of new programming languages for mobile platforms, but the cost of adopting a new language, with its related tools and infrastructure, seems to be too great for the benefit of occasionally programming on a mobile device. This applies to the development of mobile and non-mobile applications alike; professional programmers who develop mobile applications still prefer to use large screens and physical keyboards. Instead, we focus on easy ways to use existing languages, such as Java and Java Script, on mobile devices. Our proposed solution, called **Deverywhere**, addresses both challenges, by using templates to make voice and touch input very effective for programming, and for showing much more code in a limited space. Templates, used in context, allow voice input for creating, editing, and navigation; and allow a compact representation of programs that makes maximum use of the given screen space. Both uses require a high degree of configuration, since programmers have differ-

ent preferences regarding the way they want to voice and see programs. The underlying representation is always the original language, so that each programmer can see a tailored view while seamlessly collaborating on the same code with others.

These ideas are also relevant to programming on laptop and desktop systems, for people with disabilities such as repetitive-stress injuries (RSI) that limit keyboard usage, and partial vision loss, which requires the use of very large fonts. For some programmers, no screen is large enough, and so we expect that these programmers will use the compact representation of code even on large displays.

1.1 Background

In-order to create such IDE we need to investigate several aspects. The first one is what are the features that need to be in such developing environment. The second one is how programmers tend to describe the code that they want to insert. And the third one is how we can create new representation of the code without harm the understanding of it. We need to investigate all those aspects in-order to design a new environment for developing with new approach that uses voice and touch gestures.

Several works have been that related to this problem. Part of works deal more with research and part deal more with application. Susan L. Graham and Andrew Begel from Berkeley university Worked on a project named *SPEED*. In their work they developed an add-on that integrated into Eclipse and allows the programmer to insert lines of Java code using speech. Sihan Li, Tao Xie (North Carolina State University) and Nikolai Tillman (Microsoft Research) worked on TouchDevelop. This project provides simple and clear environment which allows the developer to develop application right on mobile devices using touch gesture. Dennis Strein and Hans Kratz developed appfour, an IDE that runs on mobile devices. The user can compile applications right on the the mobile device and run them.

None of the works that described above provides a comfortable solution for IDE on mobile devices that fully integrable with stationary computers. None of the works addresses the issue of lack of keyboards and small screen. Our work address this issue by providing a comfortable IDE which uses voice, touch and compact representation of the code.

Dictation systems exist today, but their use for programming is extremely limited. Lacking any domain knowledge, they require most of the program to be dictated letter by letter, which is impractical. By building an understanding of program syntax and some semantics into the dictation tool, it is possible to make this process much more efficient.

1.2 Problem Formulation

Programming on mobile devices presents two major obstacles: the lack of a physical keyboard, and the small screen space, which limits the amount of code that can be shown simultaneously. This work addresses both challenges, and offers a method to enable programming on mobile and other devices with limited input and output capabilities, by using templates to make voice and touch input very effective for programming, and showing much more code in a limited space. These ideas are also relevant to programming on laptop and desktop systems, for people with disabilities such as repetitive-stress injuries (RSI) that limit keyboard usage, and partial vision loss, which requires the use of very large fonts. In this work we concentrate on several targets: design a new representation of the code so it will fit on mobile screens and will be readable as well; Create a set of templates that will allow the programmer to program by dictating the code; Allow the user to configure the representation of the code.

1.3 Literature Survey

In the following list we present the main books and articles that treat problems that are similar to what we are studying:

- It is shown in Andrew and Susan [1, Chap. 2] that programmers ran into problems of expressing their thought invoice when they had to dictate a program. This information is very important to us. We designed our experiments based on it
- It is shown in Andrew and Susan [1, Chap. 3] how spoken Java is processed. They developed several tools for analyzing the semantics and syntax of spoken Java. We are interested in studying the Harmonia tool for our research as well and integrate it in our system

- Graham [2] provide all the information about how to use the Harmonia tool and how to integrate in programming tools. It is useful information for future work
- It is shown in Yishai [3, Programming By Voice and Touch] the basic ideas and concepts of our work. Basically this paper is the start-up point of this research

1.4 Objectives

The main objectives are the following:

1. Design the representation of the code in compact mode
2. Design a concept for configuring language features. It needs to be comfortable and intuitive for the user
3. Perform a series of experiments with different volunteers. The purposes of those experiments are to understand how programmers pronounce the code that they want to insert. What are the most negligible actions that programmers take
4. Based on the experiments, define a set of templates that will be used as a tool to identify programmers commands and transform them into lines of code
5. Search and investigate existing programming features. The features that we look for are those who are related to the Java and generally to programming. All those features have a potential to be integrated into the system
6. Build a prototype that proves that developing on mobile devices is possible
7. Provide a solid foundation for future works based on this research

The objectives shall be written as *fundamental objectives* telling what to do and not *means objectives* telling how to do it.

All objectives shall be stated such that we, after having read the thesis, can see whether or not you have met the objective. “To become familiar with ...” is therefore not a suitable objective.

1.5 Limitations

Our study have several limitations. The following is a list that represents limitations that we have in this study:

- This project requires a lot of coding work. Since I'm the only programmer the implementation will be very limited
- The analysis part it very long is difficult. Might require a lot of time of the research
- Not many studies have been done who relate to the field "Developing on Mobile Devices" or "Developing using Voice" are quite rare. Therefore, we don't have a many resources that we can learn from. Most the work we'll have to do on our own
- To implement this system a knowledge in NLP is required. We might need to study this field in-order to use tools from it

1.6 Approach

In this section I provide the scientific approach for each objective (the objectives and the approaches are correlated by the numbers of the times in the list):

1. We will study the most common and major domains of programming features that exist in Java. After we will manage to collect enough programming features (cover enough domains) we will study other languages how those features represented there. We will search in related works for new ideas for representations and will have discusses about new ideas. After all those process will be completed we will design a new compact representation.
2. We need to study the most common programming features and collect them into categories. We need to design methods to configure programming features. After we will have both groups, we will find the relation between members from the second group with elements from the first group.
3. We will build a series of experiments. Every experiment will represent different style of programming, for example, object oriented, algorithmic. There will be two programmers,

one will be the typist and the other will be the speaker. The speaker will ask from the typer to create a program that is already written in Java. The speaker will dictate the program and the speaker will type. After all experiments will be accomplished we will compare the source the and the reference (dictated program). And will analyze the difference between the desired results and the actual results.

4. We will extract all commands that have been pronounced during the experiments. We will group them into sets, for each set we will create a template that represents this group.
5. Schedule a series of team meetings. Every meeting the members of the group will suggest programming features that can be integrated into the system. Every feature will be discussed. All features that have been chosen will be saved in an archive.
6. I will build a text file that contained of a set of commands. Every command is a simulation of a dictation that the programmer pronounced. I will build a limited set of rules that know how to handle the commands and appropriate line will be written on the screen. The command will be in compact mode.

1.7 Structure of the Report

Remark: Write here the structure of the document

Chapter 2

Experiments

2.1 Introduction

This chapter provides information about experiments that have been performed. Every experiment contained of two active participants and two passive participants (passive participants are listeners). One of the active participants was the speaker and the other one was the typer. In every experiment the typer gave to the speaker a programming task where he need to implement a program.

The speaker had to dictate a program and the typer had to type exactly what the speaker dictated. The speaker had to dictate lines of code in such way so the typer could understand what does he means but not too detailed. For example, if the speaker had to dictate the code in Figure 2.1. He would dictate it like this, *"For each element in elements call to to string"*.

The typer need to follow dictations of the speaker and to type the code to the text editor (all four participants could see the screen). The typer typed the code in Java. Every one of the participants could participate and provide suggestion for pronouncing the commands. The typer could delete, edit and navigate in the code with no limitations. No time constrains and no limitations on the amount of lines. All experiments have been recorded.

```
foreach(Element element in elements){
    element.toString();
}
```

Figure 2.1: A simple foreach loop where every item in elements activates it's toString method

2.2 Purpose

2.3 Experiment No.1

- Date: 28/Apr/2014.
- Speaker: Alex Tilkin.
- Typist: Ari Gam.
- Description: Implement a small program that contains an interface called *Lookup*. This interface has one method called *find*. It returns *Object* and receives *String*. a class called *SimpleLookup* that implements the *Lookup*. It has two private members: *Names* that is an array of *Strings*, and *Values* that is an array of *Objects*. The implemented method *find* iterates over all the elements in *Names* and compares every one of them with *Name*. If it finds such element it returns the element. In-addition a method called *processValues* that receives: *String[]* names, and *Lookup* table (the program was presented to the speaker during all the experiment).

The displayed equations are automatically given equation numbers – here (??) since this is the first equation in Chapter 2. Note that you can refer to the equation by referring to the “label” you specified as part of the equation environment.

You can also include equations without numbers:

$$F(t) = \sum_{i=1}^n \binom{n}{i} \sin(i \cdot t)$$

More Advanced Formulas

Long formulas that cannot fit into a single line can be written by using the environment `align` as

$$F(t) = \sum_{i=1}^n \sin(t^{n-1}) - \sum_{i=1}^n \binom{n}{i} \sin(i \cdot t) \quad (2.1)$$

$$+ \int_0^\infty n^{-x} e^{-\lambda x^t} dt \quad (2.2)$$

In some cases, you need to write ordinary letters inside the equations. You should then use the commands

`\textrm` and/or `\mathrm`

The first command returns the normal text font and will be scaled automatically, while the second command will be scaled according to the use.

$$\text{MTTF} = \int_0^\infty R_{\text{avg}}(t) dt$$

Please consult the \LaTeX documentation for further details about mathematics in \LaTeX .

Definitions

If you want to include a definition of a term/concept in the text, I have made the following macro (see in `ramsstyle.sty`):

➤ **Reliability:** The ability of an item to perform a required function under stated environmental and operational conditions and for a stated period of time.

When text is following directly after the definition, it may sometimes be necessary to end the definition text by the command

`\newline`



Figure 2.2: This is the logo of NTNU (rotated 15 degrees).

I have not included this in the definition of the `defin` environment to avoid too much space when there is not a text-block following the definition.

2.4 Including Figures

If you use pdf \LaTeX (as recommended), all the figures must be in pdf, png, or jpg format. We recommend you to use the pdf format. Please place the figure files in the directory **fig**. Figures are included by the command shown for Figure 2.1. Please notice the “path” to the figure file written by a *forward* slash (/). You should not include the format of the figure file (pdg, png, or jpg) – just write the “name” of the figure.

Each figure should include a unique *label* as shown in the command for Figure 2.1. You can then refer to the figure by the *ref* command. Notice that you can scale the size of the figure by the option `scale=k`. You may also define a specific width or height of the figure by replacing the scale options by `width=k` or `height=k`. The factor `k` can here be specified in mm, cm, pc, and many other length measures. You may also give `k` as a fraction of the width of the text or of the height of the text, for example, `width=0.45\textwidth`. If you later change the margins of the text, the figure width will change accordingly. As illustrated in Figure 2.1, you may also rotate the figure – and also do many other things (please check the documentation of the package `graphicx` – it is available on your computer, or you may find it on the Internet).

In \LaTeX all figures are floating objects and will normally be placed at the top of a page. This is the standard option in all scientific reports. If you insist on placing the figure exactly where you declare the figure, you may include the command `[h]` (here) immediately after `\begin{figure}`. If you will force the figure to be located either at the top or bottom of the page, you may alternatively use `[t]` or `[b]`. For more options, check the documentation.

Table 2.1: The degree of newness of technology.

Experience with the operating condition	Level of technology maturity		
	Proven	Limited field history or not used by company/user	New or unproven
Previous experience	1	2	3
No experience by company/user	2	3	4
No industry experience	3	4	4

Large figures may be included as a *sidewaysfigure* as shown in Figure 2.3:¹

2.5 Including Tables

\LaTeX has a lot of different options to include tables. Only one of them is illustrated here.

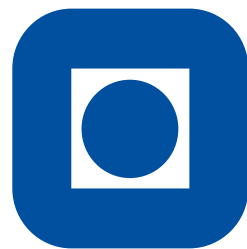
Remark: Notice that figure captions (Figure text) shall be located *below* the figure – and that the caption of tables shall be *above* the table. This is done by placing the `\caption` command beneath the command `\includegraphics` for figures, and above the command `\begin{tabular*}` for tables.

2.6 Copying Figures and Tables

In some cases, it may be relevant to include figures and tables from from other publications in your report. This can be a direct copy or that you retype the table or redraw the figure. In both cases, you should include a reference to the source in the figure or table caption. The caption might then be written as: *Figure/Table xx: The caption text is coming here [?]*.

In other cases, you get the idea from a figure or table in a publication, but modify the figure/table to fit your purpose. If the change is significant, your caption should have the following format: *Figure/Table xx: The caption text is coming here [adapted from ?]*.

¹You can use a similar command for large tables.



NTNU – Trondheim
Norwegian University of
Science and Technology

Figure 2.3: This is the logo of NTNU.

2.7 References to Figures and Tables

Remember that all figures and tables shall be referred to and explained/discussed in the text. If a figure/table is not referred to in the text, it shall be deleted from the report.

2.8 A Word About Font-encoding

When you press a button (or a combination of buttons) on your keyboard, this is represented in your computer according to the *font-encoding* that has been set up. A wide range of font-encodings are available and it may be difficult to choose the “best” one. In the template, I have set up a font-encoding called UTF-8 which is a modern and very comprehensive encoding and is expected to be the standard encoding in the future. Before you start using this template, you should open the Preferences ->Editor dialogue in TeXworks (or TeXShop if you use a Mac) and check that encoding UTF-8 has been specified.

If you use only numbers and letters used in standard English text, it is not very important which encoding you are using, but if you write the Norwegian letters æ, ø, å and accented letters, such as é and ä, you may run into problems if you use different encodings. Please be careful if you cut and paste text from other word-processors or editors into your \LaTeX file!

Warning

If you (accidentally) open your file in another editor and this editor is set up with another font-encoding, your non-standard letters will likely come out wrong. If you do this, and detect the error, be sure *not* to save your file in this editor!!

This is not a specific \LaTeX problem. You will run into the same problem with all editors and word-processors – and it is of special importance if you use computers with different platforms (Windows, OSX, Linux).

2.9 Plagiarism

Plagiarism is defined as “use, without giving reasonable and appropriate credit to or acknowledging the author or source, of another person’s original work, whether such work is made up of

code, formulas, ideas, language, research, strategies, writing or other form”, and is a very serious issue in all academic work. You should adhere to the following rules:

- Give proper references to all the sources you are using as a basis for your work. The references should be give to the original work and not to newer sources that mention the original sources.
- You may copy paragraphs up to 50 words when you include a proper reference. In doing so, you should place the copied text in inverted commas (i.e., “Copied text follows ...”). Another option is to write the copied text as a quotation, for example:

Birnbaum’s measure of reliability importance of component i at time t is equal to the probability that the system is in such a state at time t that component i is critical for the system.

?]

Chapter 3

Summary and Recommendations for Further Work

In this final chapter you should sum up what you have done and which results you have got. You should also discuss your findings, and give recommendations for further work.

3.1 Summary and Conclusions

Here, you present a brief summary of your work and list the main results you have got. You should give comments to each of the objectives in Chapter 1 and state whether or not you have met the objective. If you have not met the objective, you should explain why (e.g., data not available, too difficult).

This section is similar to the Summary and Conclusions in the beginning of your report, but more detailed—referring to the the various sections in the report.

3.2 Discussion

Here, you may discuss your findings, their strengths and limitations.

3.3 Recommendations for Further Work

You should give recommendations to possible extensions to your work. The recommendations should be as specific as possible, preferably with an objective and an indication of a possible approach.

The recommendations may be classified as:

- Short-term
- Medium-term
- Long-term

Appendix A

Acronyms

NLP Natural Language Processing

ASR Automatic Speech Recognition

RAMS Reliability, availability, maintainability, and safety

Appendix B

Additional Information

This is an example of an Appendix. You can write an Appendix in the same way as a chapter, with sections, subsections, and so on.

B.1 Introduction

B.1.1 More Details

Include more appendices as required.

Bibliography

- [1] Andrew, B. and Susan, L. G. (2011). *Spoken Programs*. PhD thesis, Computer Science Division, EECS University of California, Berkeley.
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