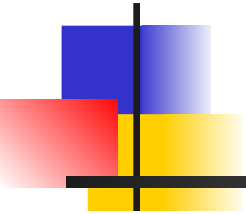


# SOEN 384

## Management, Measurement and Quality Control

[http://users.encs.concordia.ca/~s384\\_2/](http://users.encs.concordia.ca/~s384_2/)



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### Lecture 9:

## **McCabe Cyclomatic Complexity, Essential Complexity**

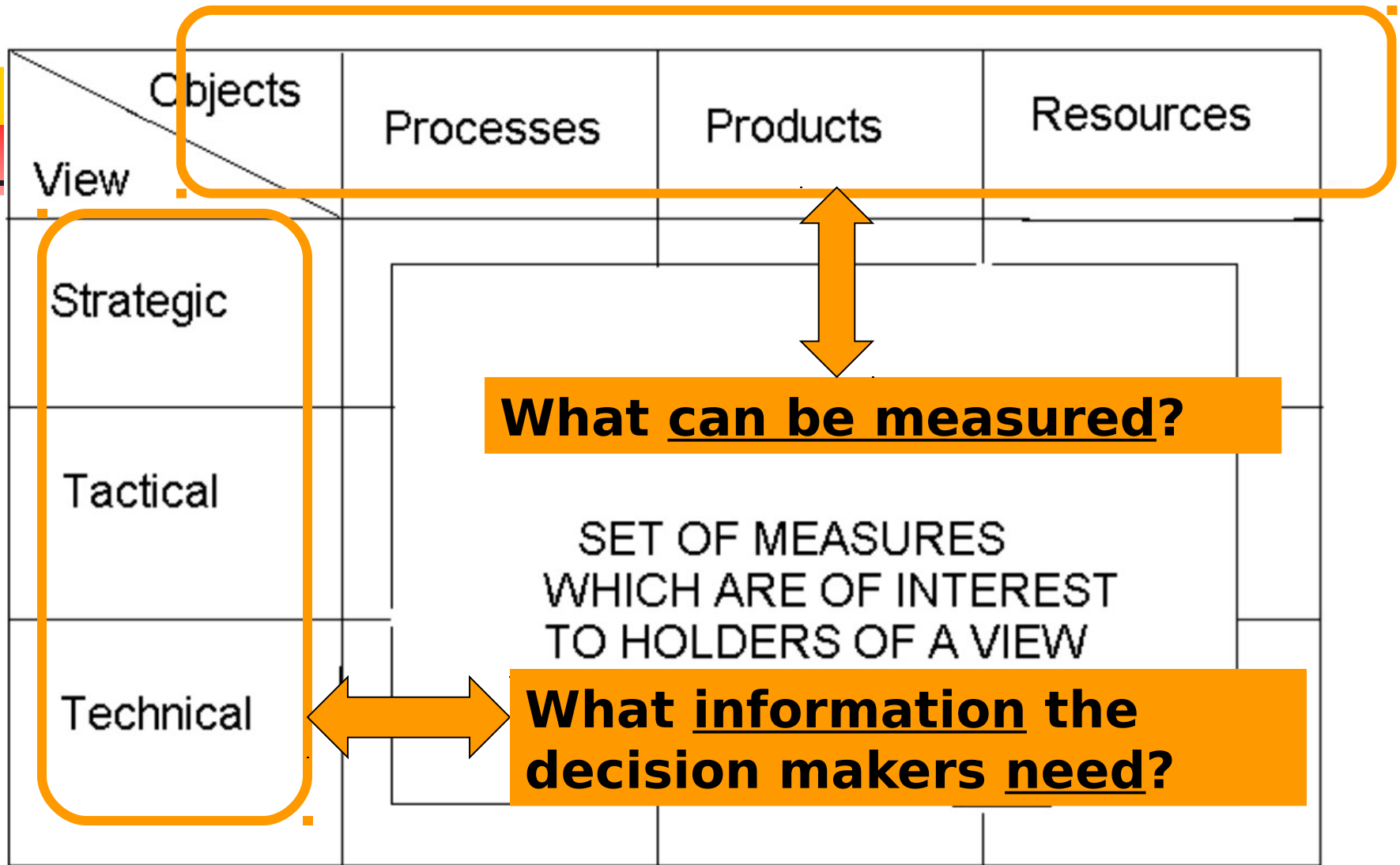


# Agenda

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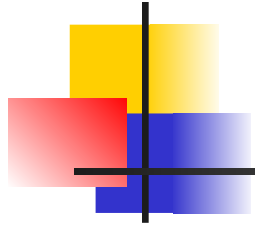
- **Review**
- Quality modeling – OO code quality
- More classical metrics: McCabe metrics
  - Cyclomatic complexity
  - Essential complexity
- Next?

# A goal-based framework for software measurement



# view

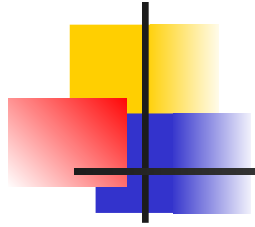
(source: Sylvie Trudel)



- Small Canadian software development organisation
- “**Not to exceed**” estimate business model, guarantees that fixing all defects found by their customer are free of charge.
- **Motivation for a measurement program:** the inaccuracy of initial estimates (half of the projects ended up exceeding estimates)
- Measurement results were used to improve the accuracy of estimation models
- With more accurate estimates, several sound business decisions were made regarding future projects

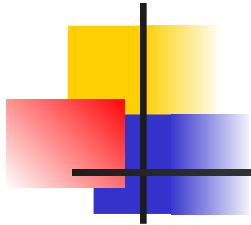
# Simple measurement plan

(source: Sylvie Trudel)



ID	Objectives	Reason
G1	Deliver projects within effort estimates	To reach corporate goal of 30% gross margin.
G2	Deliver defect free versions into production	Ensure product quality and customer satisfaction, minimise rework.

# Simple measurement plan: Questions & Indicators (source: Sylvie Trudel)



Q1	Q2	Q3	Q4
For each project, what is the difference between actual effort and planned effort?	What project proportion has an overrun > 5%?	What are the differences between the planned effort and the initial Scrum detailed estimate?	How many defects do we have per year and per release?
$\frac{\text{Actual effort} - (\text{planned effort} + \text{CRs})}{(\text{planned effort} + \text{CRs})} * 100$	$\frac{(\text{Number of projects of overrun} > +5\%) * 100}{\text{total number of projects}}$	Planned effort – Scrum initial effort	Number of defects per release and total
G1	G1	G1	G2
<ul style="list-style-type: none"> <li>+ Verify that the process was applied, especially on CRs.</li> <li>- Verify any encountered issue.</li> </ul>	When > 15%, adjust estimation model	<ul style="list-style-type: none"> <li>+ Re-estimate either plan or Scrum.</li> <li>+ If appropriate, advise customer of an estimate change prior to beginning project.</li> </ul>	When > 1, do a retrospective.

# Simple measurement plan:

<i>ID</i>	<b>M1</b>	<b>M2</b>	<b>M3</b>	<b>M4</b>
<i>Measures</i>	Actual effort	Planned effort	Total effort for all CRs	Scrum initial effort
<i>Scope</i>	Per project	Per project	Per project	Per project
<i>U of M</i>	Hours	Hours	Hours	Hours
<i>Precision</i>	1 hr	1 hr	1 hr	1 hr
<i>Measured by</i>	Employees	PM	PM	Employees
<i>Data source</i>	Anatime	Project plan	CR files	Scrum Works
<i>Data collection procedure</i>	Timesheet must be entered every day	Project < 50 hrs = manual only  Project > 50 hrs = FSM	As soon as a CR is approved, enter it in the CR Follow-up table in the project plan.	As soon as Scrum initial effort is completed, the PM copies the effort value in the project portfolio file.

SOEN3047-14. Measurement program



# Simple measurement plan:

## Goal 2

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- See “Quality-Management-SylvieTrudel.xls” file





# Absolutely necessary project measurements (short list)

- **Product size**

- SLOC. Distinguish between new and reused or automatically generated code.
- Function points (FPA, COSMIC)

- **Number of defects.**

- **Quality.**

- OO code quality, Defect density, reliability, performance, security, safety, maintainability, ...

- **Effort.**

- Person-Month. Basic monitoring parameter to assure that you stay within budget

- **Schedule and time.**

- budget adherence, earned value, etc. Iteration completion must be lined up with defined quality criteria to avoid poor quality being detected too late

- **Project progress.**

- evaluate how results (such as implemented and tested requirements or closed work packages) relate to the effort spent and elapsed time.

SOEN384-F14-L9: McCabe

metrics



# Agenda

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- Review
- **Quality modeling - OO code quality**
- More classical metrics: McCabe metrics
  - Cyclomatic complexity
  - Essential complexity
- Next?



# SWEBOK

## Quality definition

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- **“Quality is defined in terms of pertinent attributes of the specific project and any associated product(s), perhaps in both quantitative and qualitative terms. “**
  - quality characteristics will have been determined in the specification of detailed software requirements
  - Thresholds for adherence to quality are set for each indicator

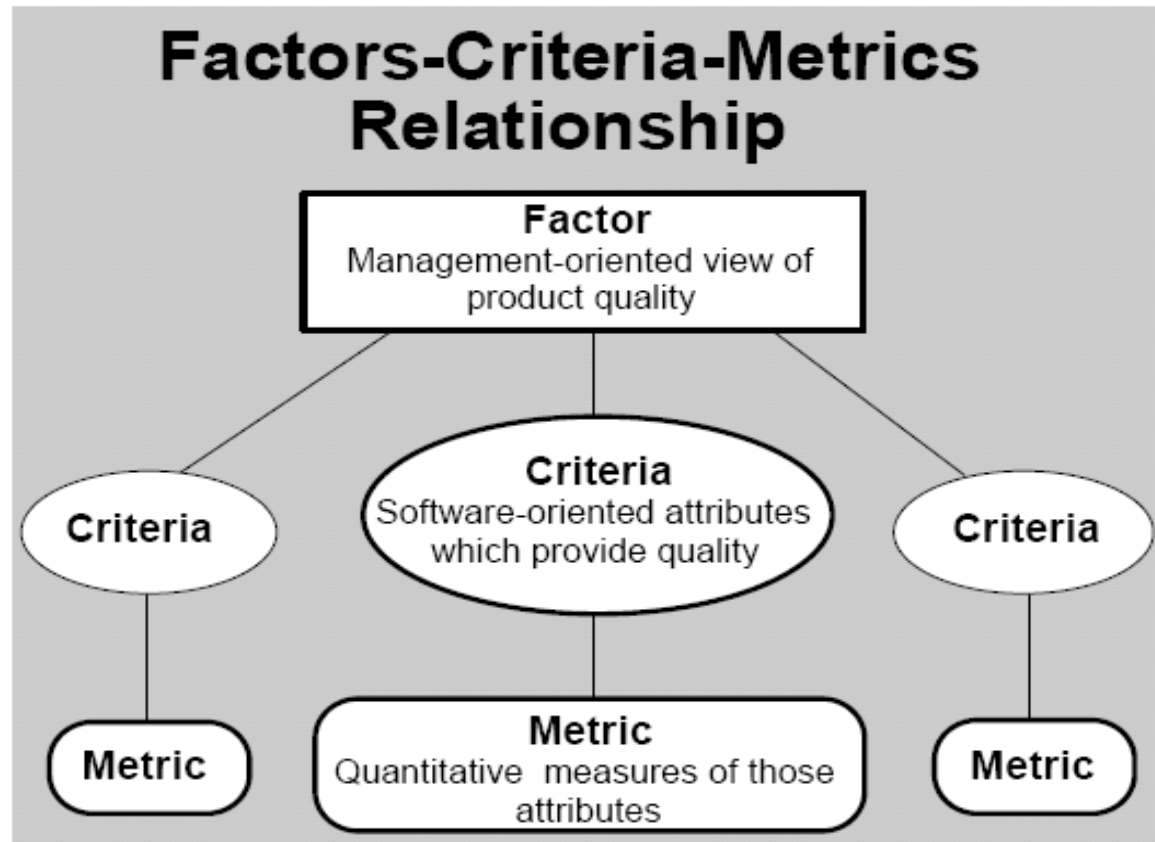


# How to Model Quality?

- Choose **FACTORS**: a set of quality attributes important for a given product from an external point of view
- decide on their decomposition into quantifiable **CRITERIA** from the internal point of view
- agree on specific **MEASURES** for the criteria and specific relationships between them

# Factor – Criteria – Metrics

## Software Quality **hierarchical model**

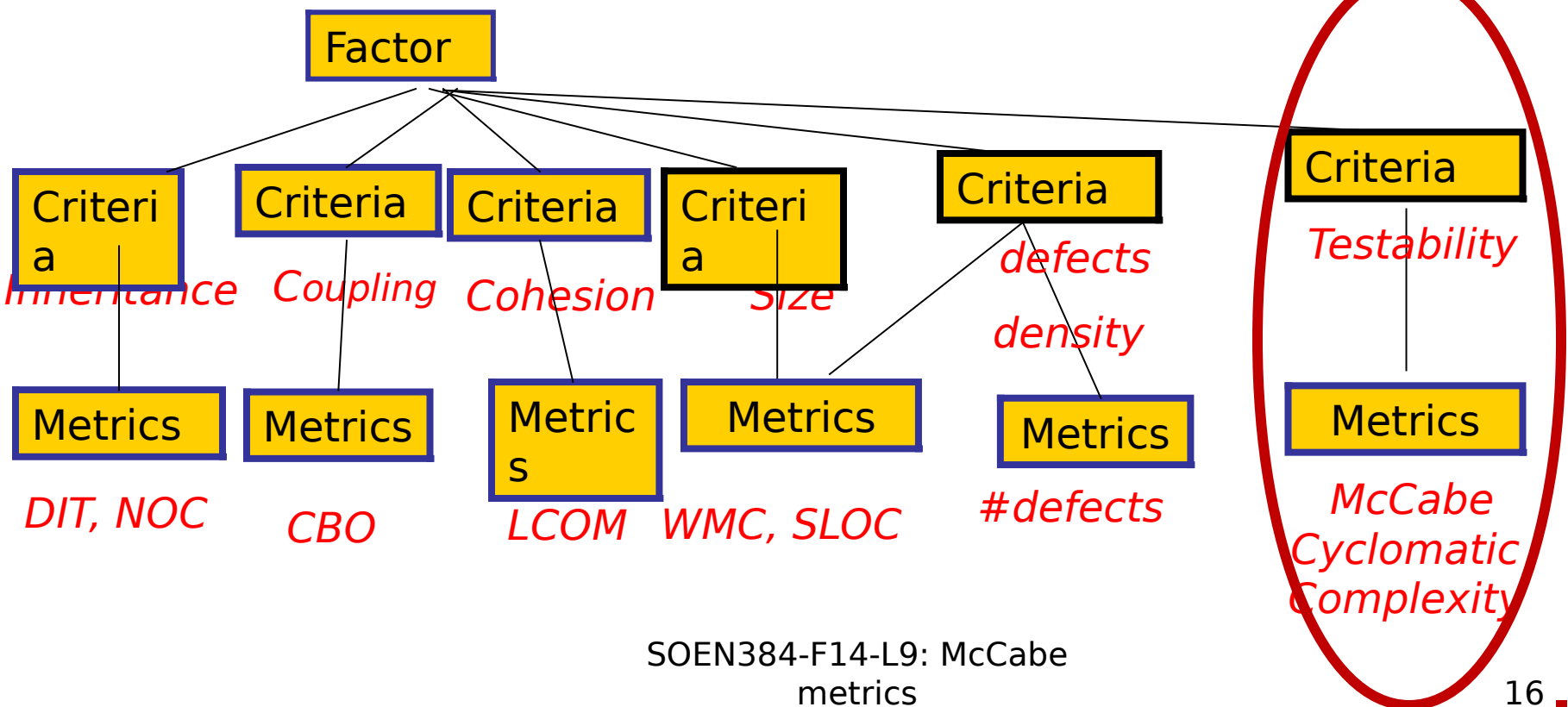


**Figure 1: This hierarchical model has been the process to define program-specific metrics for the past 20 years.**

SOEN384-F14-L9: McCabe  
metrics

# Sample OO Quality Model

*OO Quality at class level*





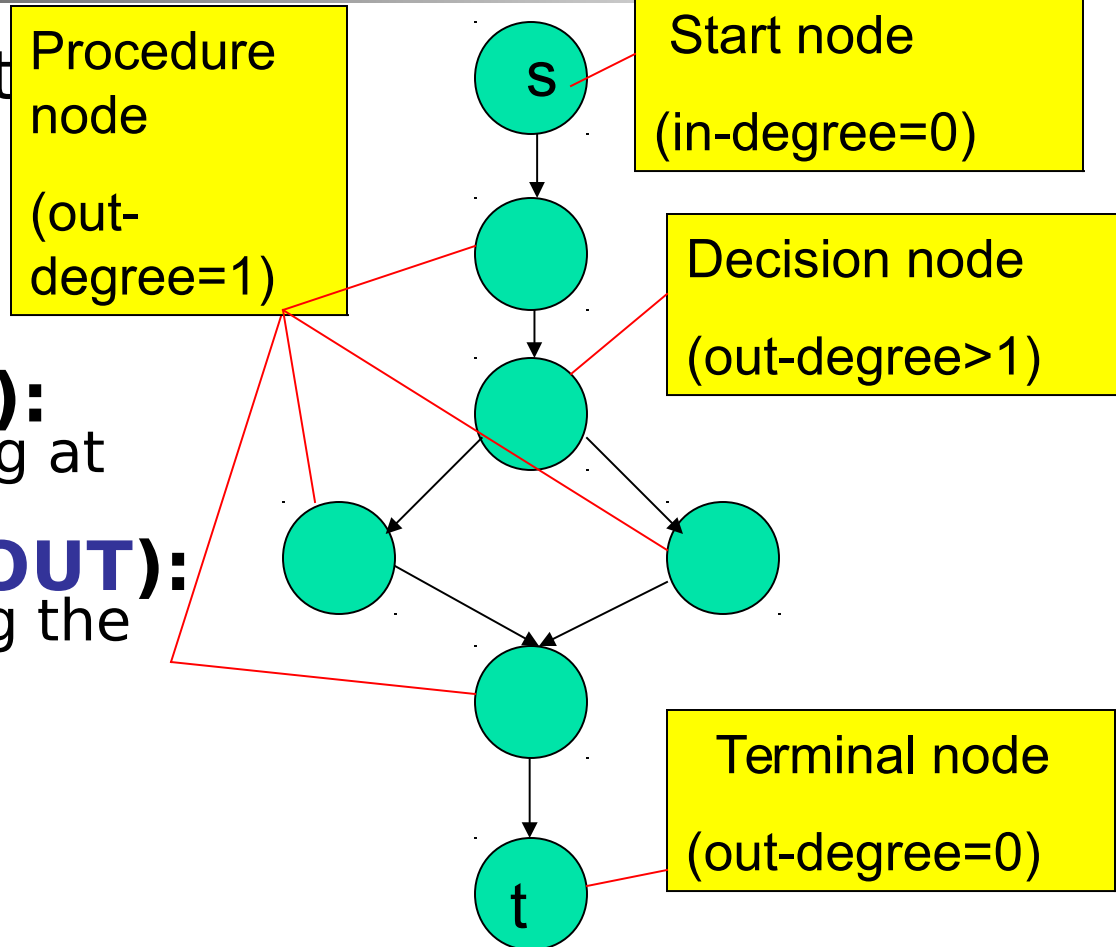
# Agenda

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- Review
- Quality modeling – OO code quality
- **More classical metrics: McCabe metrics**
  - Cyclomatic complexity
  - Essential complexity
- Next?

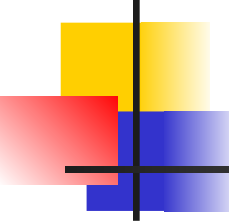
# Find a graph: Control-Flow Graph (Flowgraph)

- Quadruple (E, N, s, t)
  - **N** : set of nodes
  - **s**: Start node
  - **t**: Terminal node
  - **E** : set of edges
- **In-degree (FAN-IN)**: number of edges arriving at node
- **Out-degree (FAN-OUT)**: number of edges leaving the node
- **Path: sequence of consecutive edges**

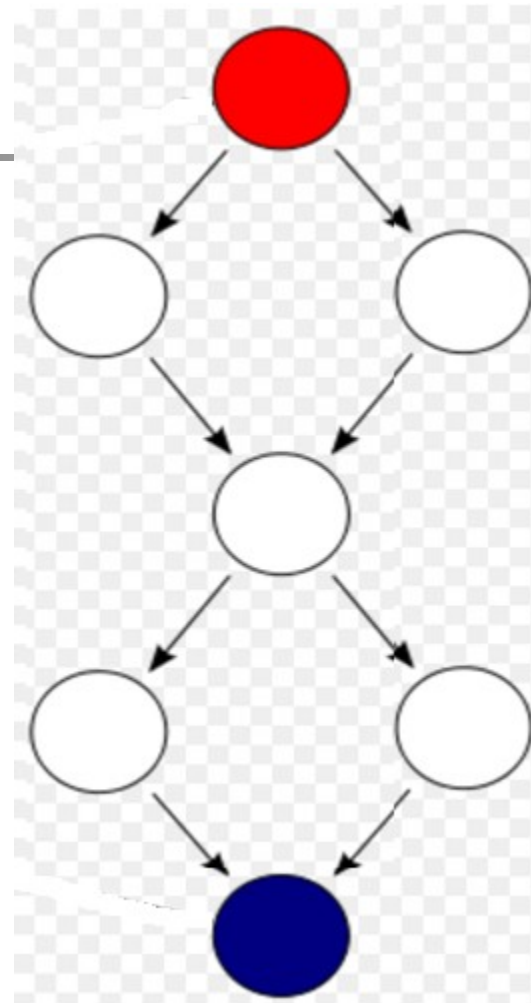




# CFG Example



```
if( c1() )  
    f1();  
else  
    f2();  
  
if( c2() )  
    f3();  
else  
    f4();
```



# McCabe's Cyclomatic Complexity

— If  $G$  is the control flowgraph of program  $P$  and  $G$  has  $e$  edges and  $n$  nodes

$$v(P) = e - n + 2$$

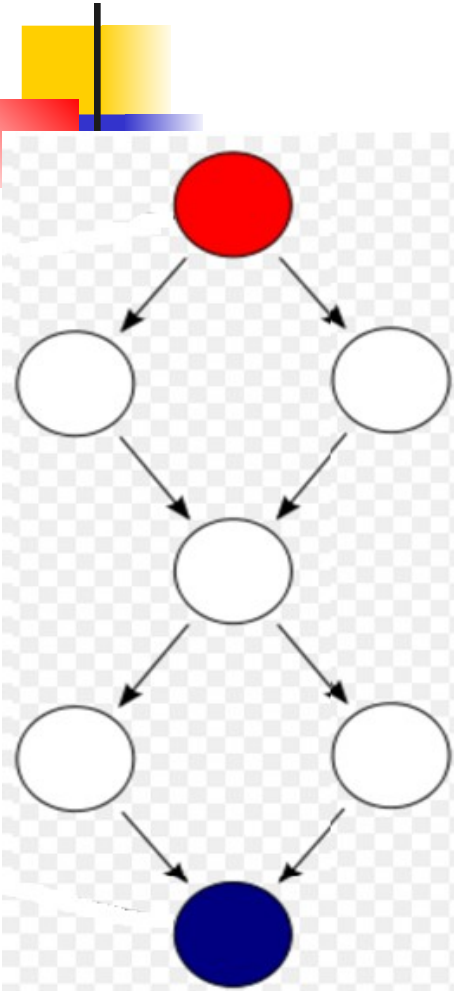
$v(P)$  is the number of linearly independent paths in  $G$

here,  $e = 16$ ,  $n=13$ , and  $v(P) = 5$

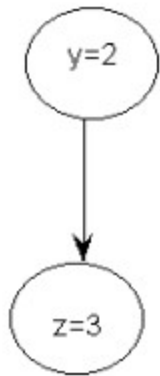
More simply, if  $d$  is the number of decision nodes in  $G$  then

$$v(P) = d + 1$$

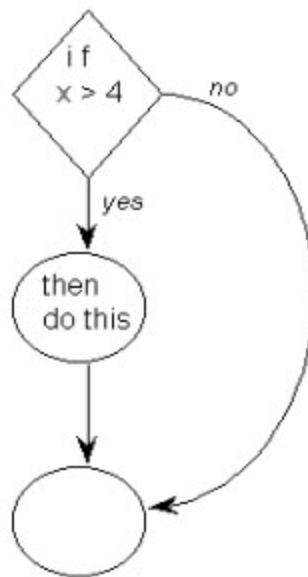
McCabe proposed:  $v(P) < 10$  for each module  $P$



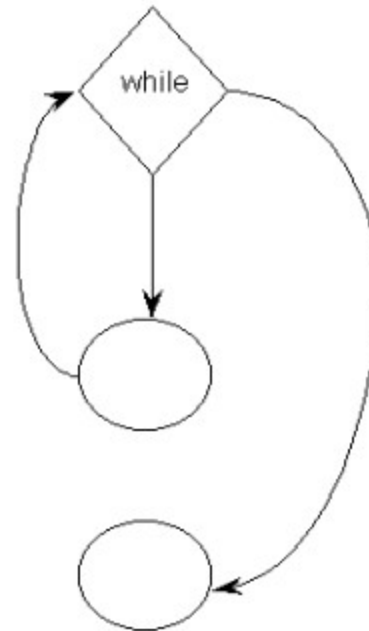
# McCabe cyclomatic complexity of the basic constructs



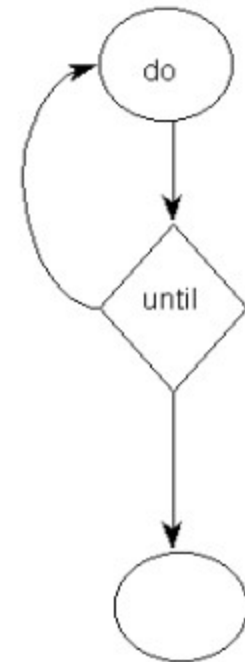
sequence:  
 $1-2+2=1$



if / then:  
 $3-3+2=2$



while loop:  
 $3-3+2=2$



until loop:  
 $3-3+2=2$



# Example ■ In class

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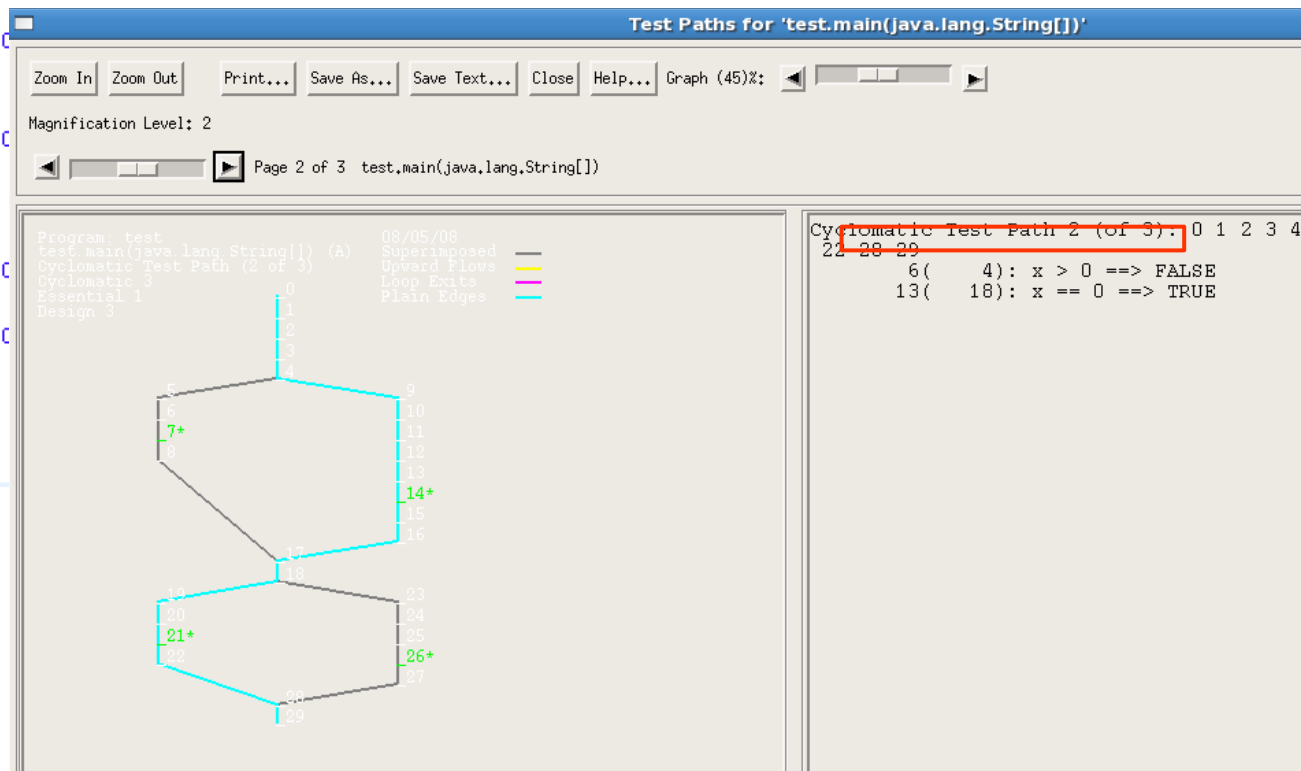
```
if (x>0)
    System.out.println("x>0 true branch");
else{
    x=2;
    System.out.println("x>0 false branch");
}
```

```
if (x==0)
    System.out.println("x=0 true branch");
else
    System.out.println("x=0 false branch");
}
```

# Infeasible Paths: McCabe Example

test.java

```
public class test {  
  
    public static void main(String[] args) {  
        int x=0;  
  
        if (x>0)  
            System.out.println("x>0");  
        else{  
            x=2;  
            System.out.println("x>0");  
        }  
  
        if (x==0)  
            System.out.println("x=0");  
        else  
            System.out.println("x=0");  
    }  
}
```





# McCabe interpretation:

## Cyclomatic Complexity

Cyclomatic Complexity	Risk Evaluation
1-10	a simple program, without much risk
11-20	more complex, moderate risk
21-50	complex, high risk program
greater than 50	untestable program (very high risk)

The screenshot shows the Cyclomatic Flow Graph software interface. The main window displays a complex flow graph with numerous nodes and edges. A legend in the top right corner identifies line styles: Superimposed (dashed), Upward Flows (dotted), Loop Exits (solid), and Plain Edges (solid). The bottom right corner shows a zoomed-in view of a specific part of the graph, highlighting nodes 7 and 21 in green.

## III. RESULTS



# Agenda

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- McCabe cyclomatic complexity metric
- Does McCabe cyclomatic complexity measure **COMPLEXITY?**
- McCabe essential complexity metric





# McCabe measurement validation as a measure of the attribute

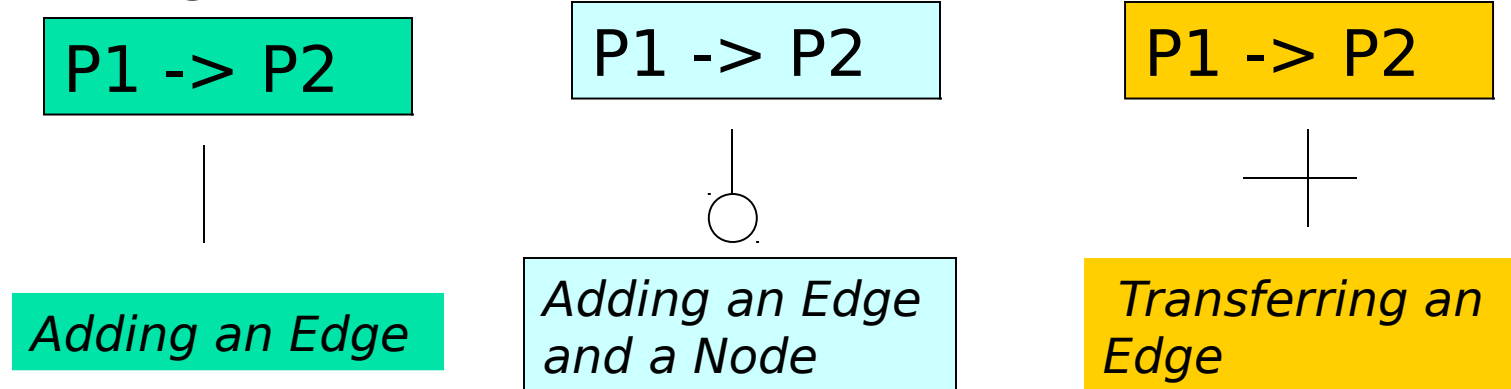
- ## complexity
- Complexity elementary changes (P1, P2 are flowgraphs):
    - **e1:** if P2 results from P1 by inserting an edge, then P2 is more complex than P1.
    - **e2:** if P2 results from P1 by inserting an edge and a node, then P1 and P2 are of equivalent “complexity”
    - **e3:** if P2 results from P1 by transferring an edge from one arbitrary location to another location, then P1 and P2 are of equivalent “complexity”



## McCabe Example (Cont.)

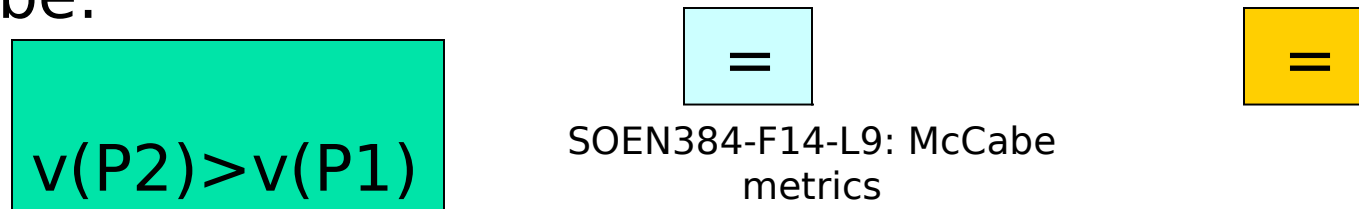
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The McCabe measure is internally validated on the ordinal scale as a complexity attribute measure if the following holds:



---

McCabe:



# McCabe Cyclomatic Complexity:

## is it measuring complexity?

- Complexity's Elementary Changes : **e1, e2, e3** were validated successfully
  - **Enough?**
- **e4:** if P2 results from P1 by nesting P3, and P4 results from P1 by sequencing P3, then P2 is more complex than P4.
  - **Validate e4 (in class)**
- **Conclusions?**
  - **McCabe is NOT a valid measure of complexity attribute.**
  - **McCabe = # of linearly independent paths**
  - **indicates the min# of test cases to cover linearly independent paths**



# Agenda

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- McCabe cyclomatic complexity metric
- Does McCabe cyclomatic complexity measure COMPLEXITY?
- McCabe essential complexity metric



# Control-Flow Graph (CFG) Structure

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## **Bohm and Jacobini, 1966:**

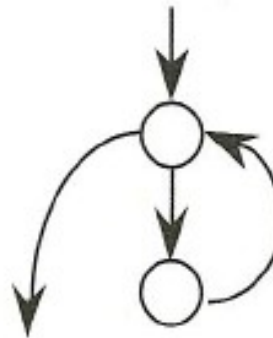
every algorithm may be implemented using just the constructs sequence, selection, iteration.



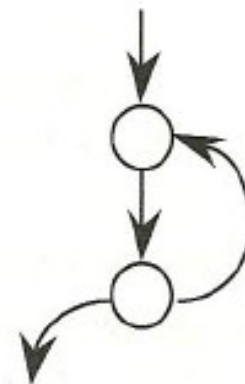
Sequence



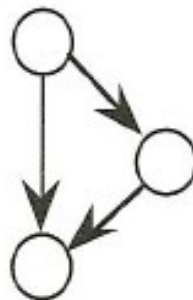
Pre-test Loop



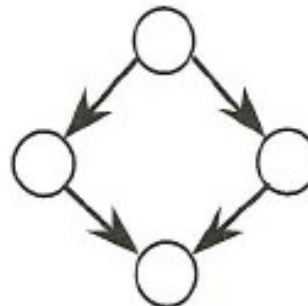
Post-test Loop



If-Then



If-Then-Else



Case

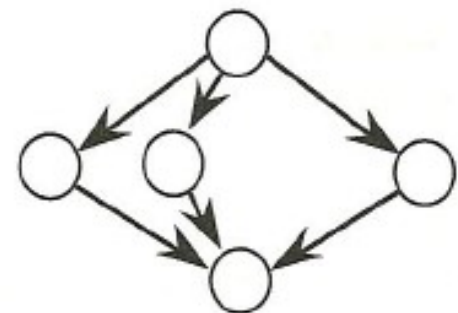


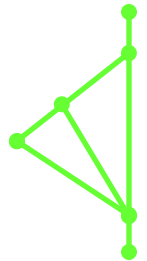
Figure 9.8 Structured programming constructs.

# Conditional Logic and CFG

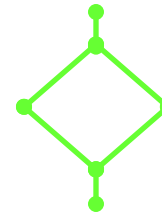
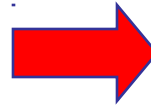
Expanded Form

Compressed Form

```
if ((a == 1) && (b == 1))  
    printf("true\n");
```

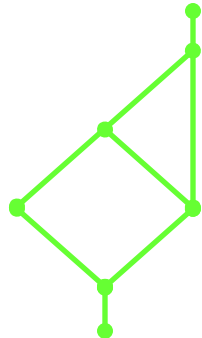


$v(G) = 3$   
 $ev(G) = 3$

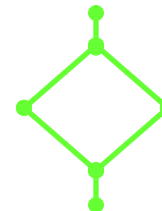
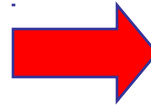


$v(G) = 2$   
 $ev(G) = 1$

```
if ((a == 1) && (b == 1))  
    printf("true\n");  
else  
    printf("false\n");
```

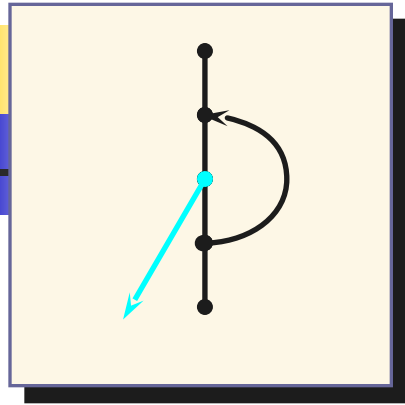


$v(G) = 3$   
 $ev(G) = 3$

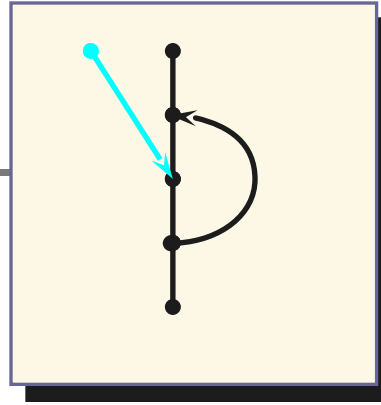


$v(G) = 2$   
 $ev(G) = 1$

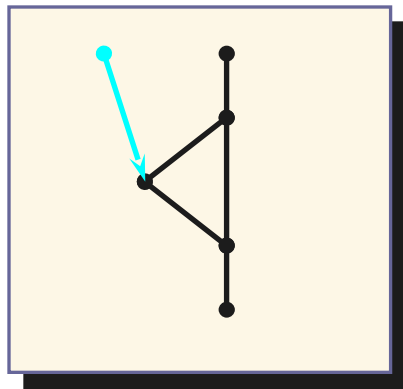
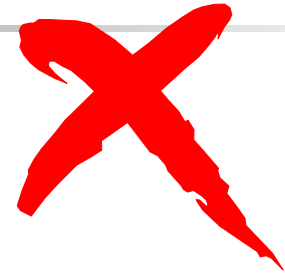
# Unstructured Logic



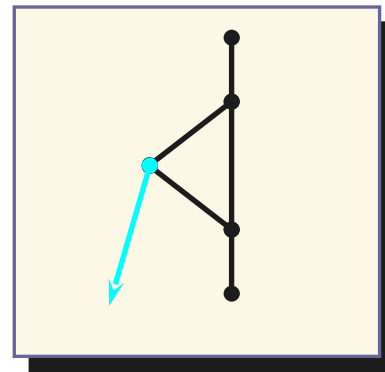
Branching out of a loop



Branching in to a loop



Branching into a decision



Branching out of a decision



# Essential Complexity,

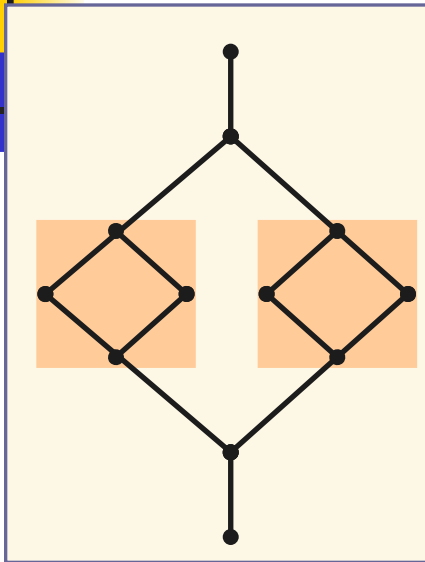


## $EV(G)$

- Definition: Essential Complexity,  $ev$ , is a measure of the degree to which a module,  $G$ , contains unstructured constructs.
- Calculation:  $ev(G)$  is equal to the Cyclomatic Complexity of a reduced flowgraph,  $v(G')$ , where reduction is completed by removing all structured constructs. The remaining flowgraph is a view of the impact of unstructured code.
- Advantages
  - Quantifies the degree of structuredness
  - Reveals the quality of the code
  - Predicts the maintenance effort
  - Helps the modularization process

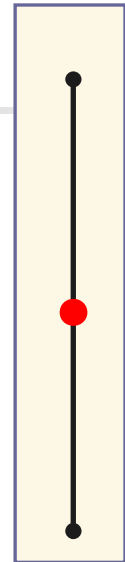
# Calculating Essential Complexity: Flow Graph Reduction

Original Graph



Cyclomatic Complexity = 4

Reduced Graph



Essential complexity = 1

BEST value:  $EV(G) = 1$

<Completely structured>

## McCabe's Essential Complexity $EV(G)$

Remove structured code constructs, then  
calculate the Cyclomatic Complexity of reduced graph

BEST value:  $EV(G) = 1$

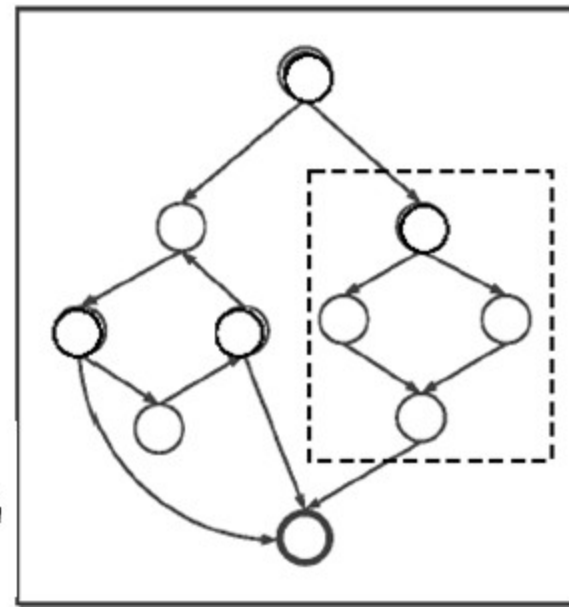
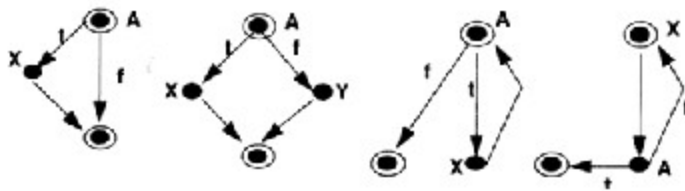
<Completely structured>

# McCabe essential complexity

**Essential complexity** of a program with flow graph  $G$  is given by:

$$ev(G) = v(G) - m$$

$m$  is the number of subflowgraphs of  $G$  :

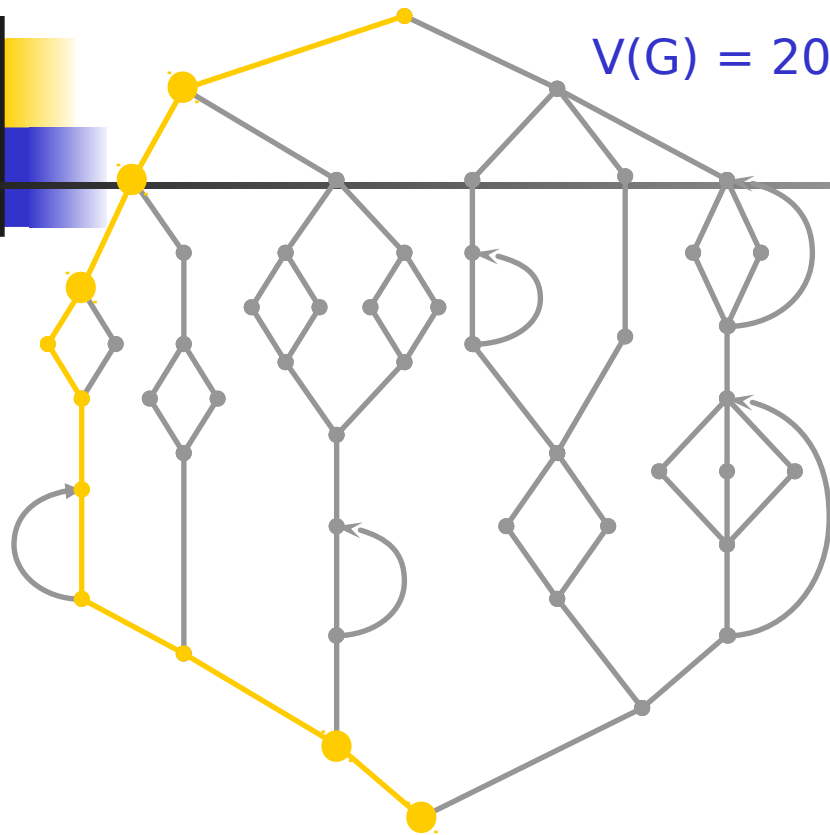


Example:

$$v(G) = 5$$

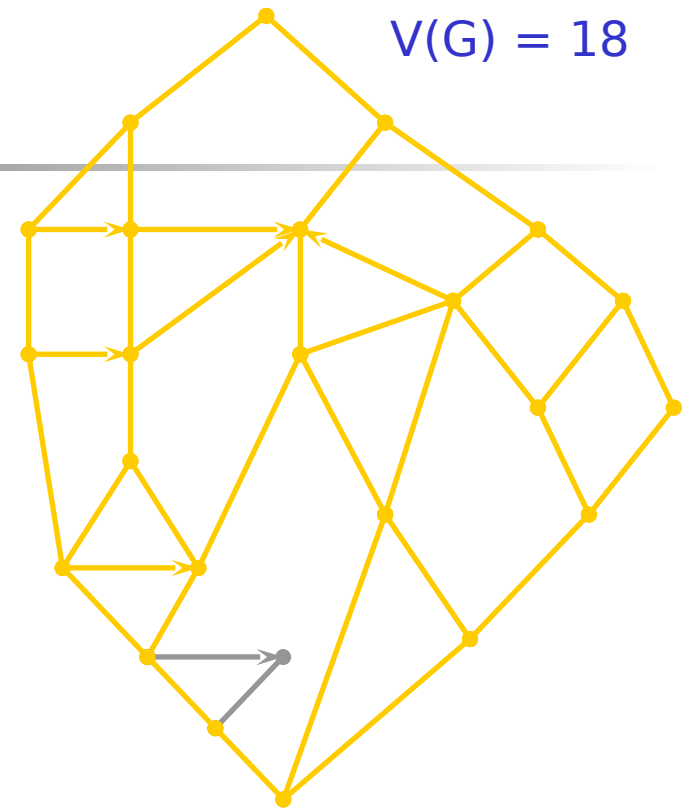
$$ev(G) = 5 - 1 = 4$$

# Essential Complexity



Function A

$$EV(G) = 1$$



Function B

$$EV(G) = 17$$

Reduced graphs superimposed on original graphs)



# Questions?

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■ ...



# Next?

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- Assignment 1 due on **October 8**
- Next lecture: functional size measurement of requirement