

DALHOUSIE UNIVERSITY

TOPICS IN PROGRAM COMPREHENSION

CSCI 6306

Architecture Extraction

Group : Something

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June 11, 2017



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Abstract

Your abstract.

1 Finding a Software System

We looked at the following software systems and games.

1. **Kodi**: Kodi is an open source software media player and entertainment hub. This is available on atleast seven platforms. This was one of the first softwares we looked at and kept it as a contender

2. **Quake III:** The source code for Quake is challenging and interesting. However, there is almost no documentation for the same and hence we decided not to go ahead with this for now.
3. **GIMP:** GIMP is a cross platform image editor with an excellent community backing it up. We decided to extract the architecture for GIMP. We talk more about GIMP in the further sections.

We also looked at Doom3, SuperTuxKart, Wordpress, TuxRunner and Linux but found GIMP to be the most interesting one to use for this assignment

2 About GIMP

3 Counting the lines of code

3.0.1 Count Lines of Code

Count Lines of Code, abbreviated as CLOC is a software used to count comment lines, blank lines and physical lines of code[?]. We used this software initially when we looked at what software system we need to pick. We can look at figure 1 for the output for GIMP

```

5102 unique files.
1859 files ignored.
[
github.com/AlDanial/cloc v 1.72 T=42.12 s (81.5 files/s, 87718.6 lines/s)

```

Language	files	blank	comment	code
P0 File	446	567383	750322	1378612
C	1409	142802	85749	608029
C/C++ Header	1229	17629	25137	61853
make	153	1698	512	12006
HTML	7	8	0	11229
Racket	55	1077	1443	5946
Python	27	974	832	3739
Perl	12	596	216	3680
m4	8	580	36	3108
Windows Module Definition	10	14	6	2970
Qt	5	0	13	1911
XML	37	75	15	1424
yacc	3	114	73	588
Bourne Shell	7	84	59	422
C++	1	70	25	387
JSON	1	0	0	317
XSLT	4	53	12	207
lex	3	91	63	188
Bourne Again Shell	4	37	1	115
Windows Resource File	1	33	45	111
DTD	4	14	4	57
Markdown	1	16	0	39
DOS Batch	1	4	0	32
INI	1	0	0	29
Lua	2	18	45	24
vim script	1	4	12	12
diff	2	3	11	11
CMake	1	1	0	4
SUM:	3435	733378	864631	2097050

Figure 1: CLOC output for GIMP

4 Directory Structure

5 Entry Point

6 Build Process

7 Control Flow

8 Dependencies

9 Functional Needs

10 Conclusion

11 Some \LaTeX Examples

11.1 Sections

Use section and subsection commands to organize your document. \LaTeX handles all the formatting and numbering automatically. Use `ref` and `label` commands for cross-references.

11.2 Comments

Comments can be added to the margins of the document using the `todo` command, as shown in the example on the right. You can also add inline comments too:

This is an inline comment.

Here's
a com-
ment
in the
mar-
gin!

11.3 Tables and Figures

Use the `table` and `tabular` commands for basic tables — see Table 1, for example. You can upload a figure (JPEG, PNG or PDF) using the files menu. To include it in your document, use the `includegraphics` command as in the code for Figure 2 below.

Figure 2: This is a figure caption.

Item	Quantity
Widgets	42
Gadgets	13

Table 1: An example table.

11.4 Mathematics

L^AT_EX is great at typesetting mathematics. Let X_1, X_2, \dots, X_n be a sequence of independent and identically distributed random variables with $E[X_i] = \mu$ and $\text{Var}[X_i] = \sigma^2 < \infty$, and let

$$S_n = \frac{X_1 + X_2 + \dots + X_n}{n} = \frac{1}{n} \sum_i^n X_i$$

denote their mean. Then as n approaches infinity, the random variables $\sqrt{n}(S_n - \mu)$ converge in distribution to a normal $\mathcal{N}(0, \sigma^2)$.

11.5 Lists

You can make lists with automatic numbering ...

1. Like this,
2. and like this.

...or bullet points ...

- Like this,
- and like this.

We hope you find writeL^AT_EX useful, and please let us know if you have any feedback using the help menu above.