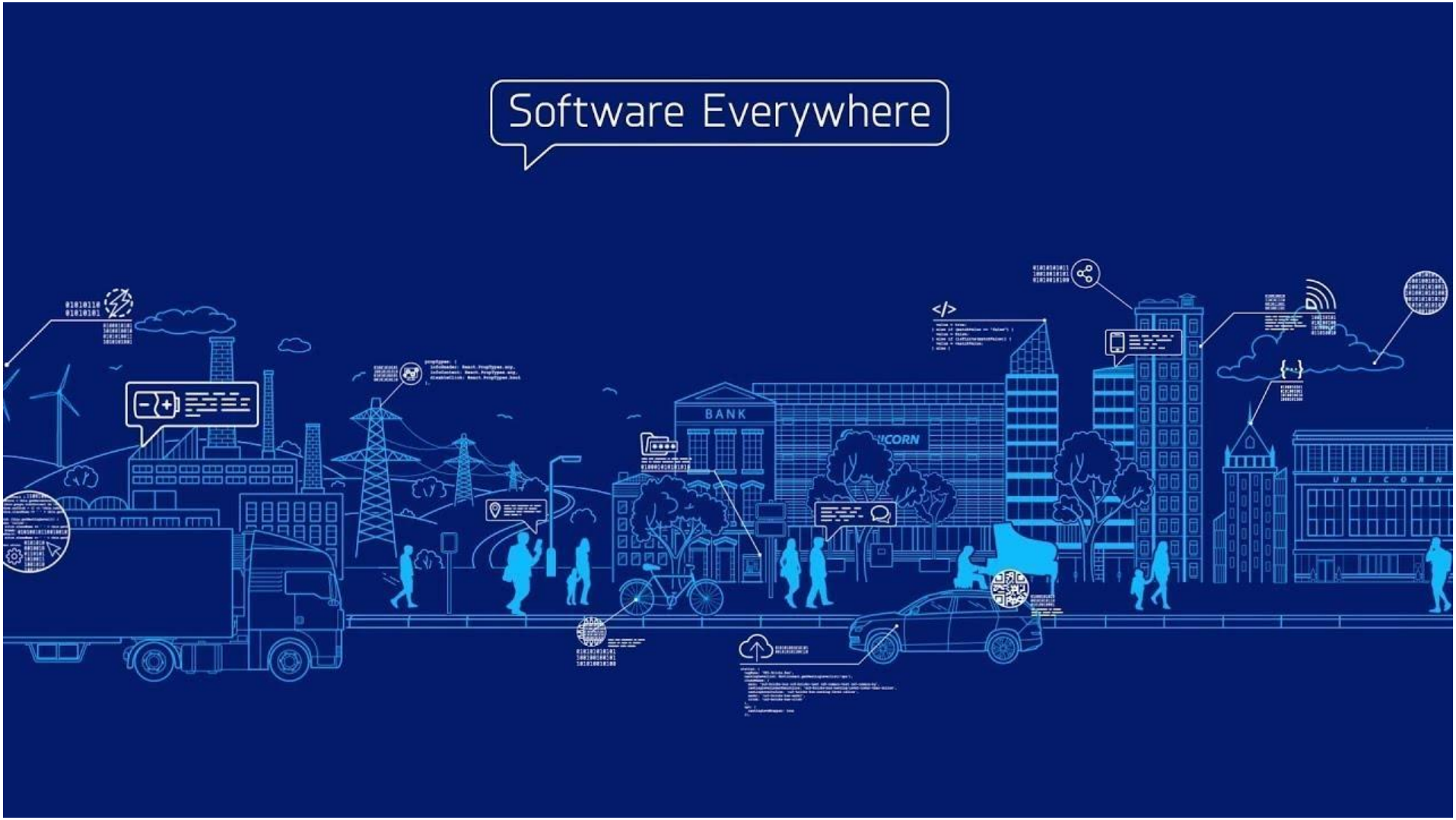
HEINZ NIXDORF INSTITUT
UNIVERSITÄT PADERBORN

Thesis Proposal

Software Engineering

- G. S. Varma


Software Everywhere
BANK

- “ $1.1 Trillion in Assets Affected by Software Bugs in **2016** “
  - Software Fail Watch Annual Report, Tricentis

Static Code Analysis

- It helps in prevention of bugs.
- It examines code without execution.

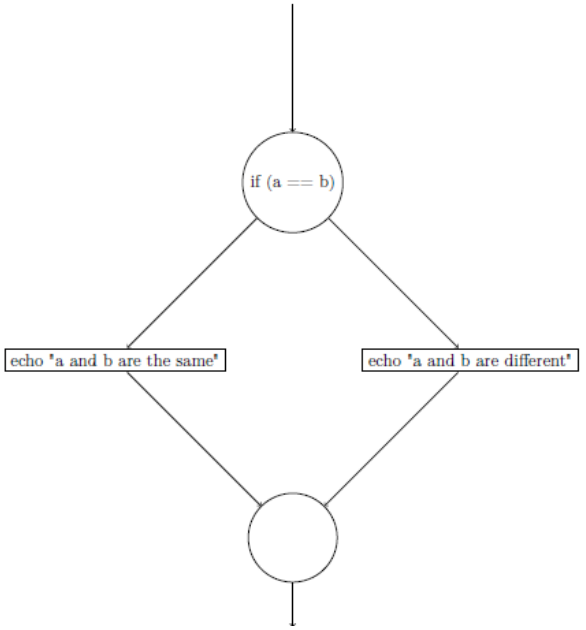
- Detects Vulnerabilities :

  - Injections
  - Cross Site Scripting (XSS)
  - Buffer Overflow, and Dead Code etc

Static Code Analysis

- There are different techniques followed for analysing source code.
- Example: Data Flow Analysis
- Source code ➡ Basic blocks

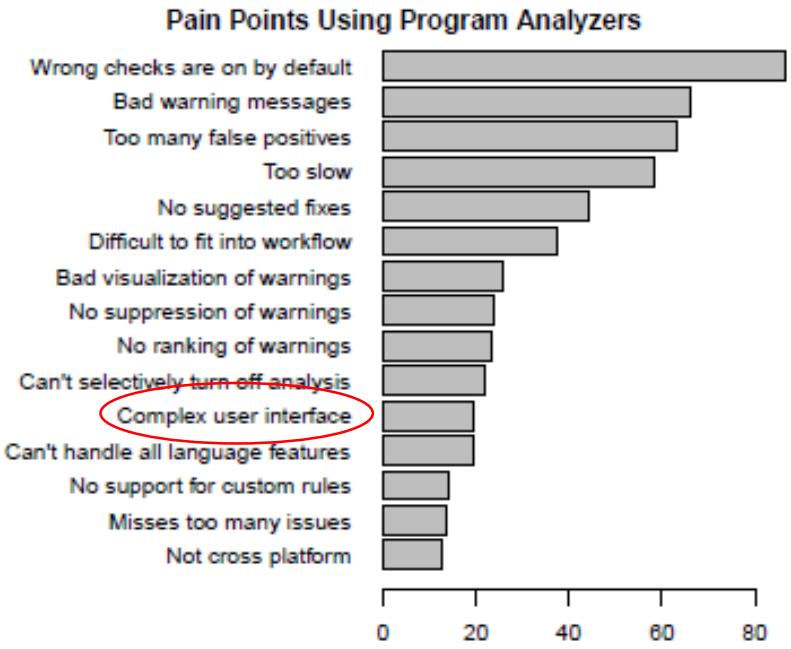
```
$a = 0;
$b = 1;
If ($a == $b)
{ # start of block
echo "a and b are the same";
} # end of block
else { # start of block
echo "a and b are different";
} # end of block
```



Static Code Analysis

- Tools :
  - IDE Notifications,
  - IDE tools,
  - Dedicated tools,
  - Linters
  - CLI tools.

- Research Papers:
  - Maria et. al.
  - Johnson et. al.



- Found: developers facing issues in using tools
- Most importantly, USABILITY issue.

SARIF

- Static Analysis Results Interchange Format (SARIF)
- Standard representation of bug warnings in a JSON format

Multiple Tools

- Developers seem to use multiple static analysis tools each having own coverage.
- Research trends:
  - Using multiple static analysis tools in order to prioritise the bug warning alerts
  - Using results of three different static analysis tools for a programming language, Java and merges them together in order to show warnings to the developer

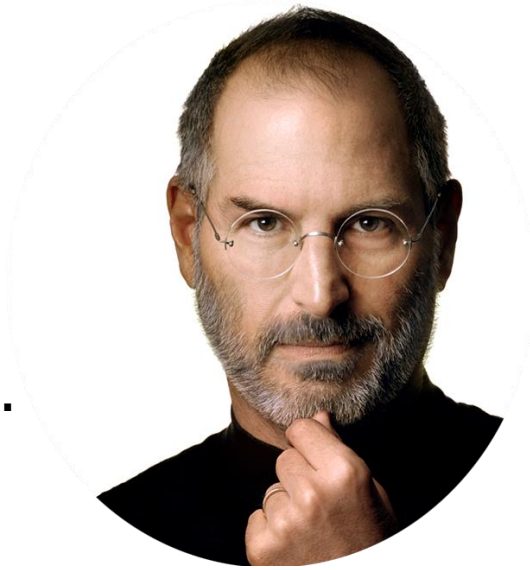
But USABILITY is not addressed…

Multiple Tools

- **SARIF** scope - different analysis tools results can be integarted
- Need for addressing Usability issue

“You can't connect the dots looking forward;

you can only connect them looking backwards.



So you have to trust that the dots will somehow connect in your future.”

— Steve Jobs

Thesis Topic

Integration of Multiple Static Analysis Tools in a Single Interface

Thesis Work Plan

- Problem Statement
- Research Questions
- What Current Tools do?
- Our Approaches
- Evaluation
- Time Plan

Problem Statement

- How to integrate the results of multiple static analysis tools

  in a unified user interface?

Research Questions

1. How to display results of the same codebase from different analysis tools?
2. What feedback works to know that the bug fixing is on-going?
3. How to carry traceability of bug fixing?

Thesis Work Plan

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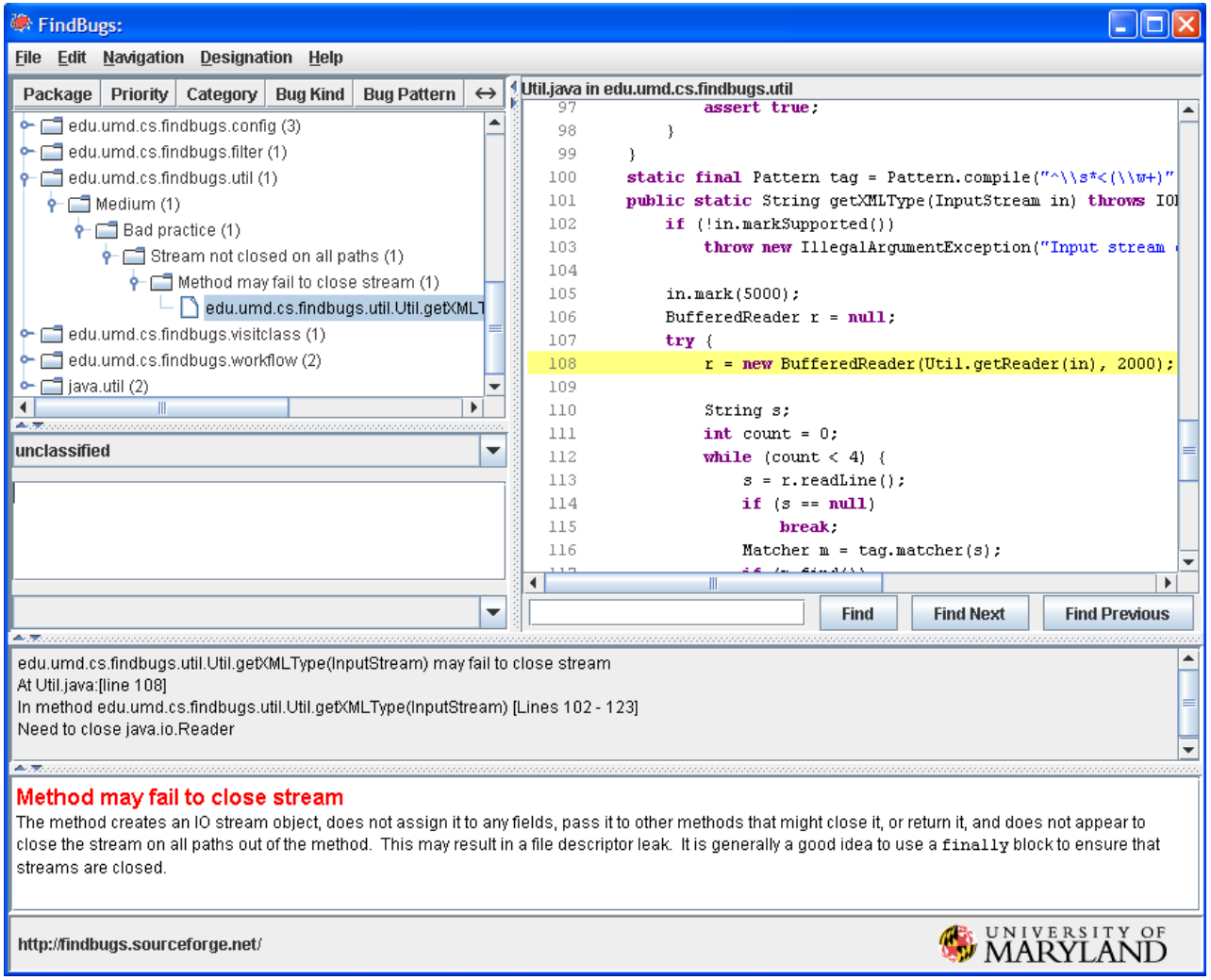
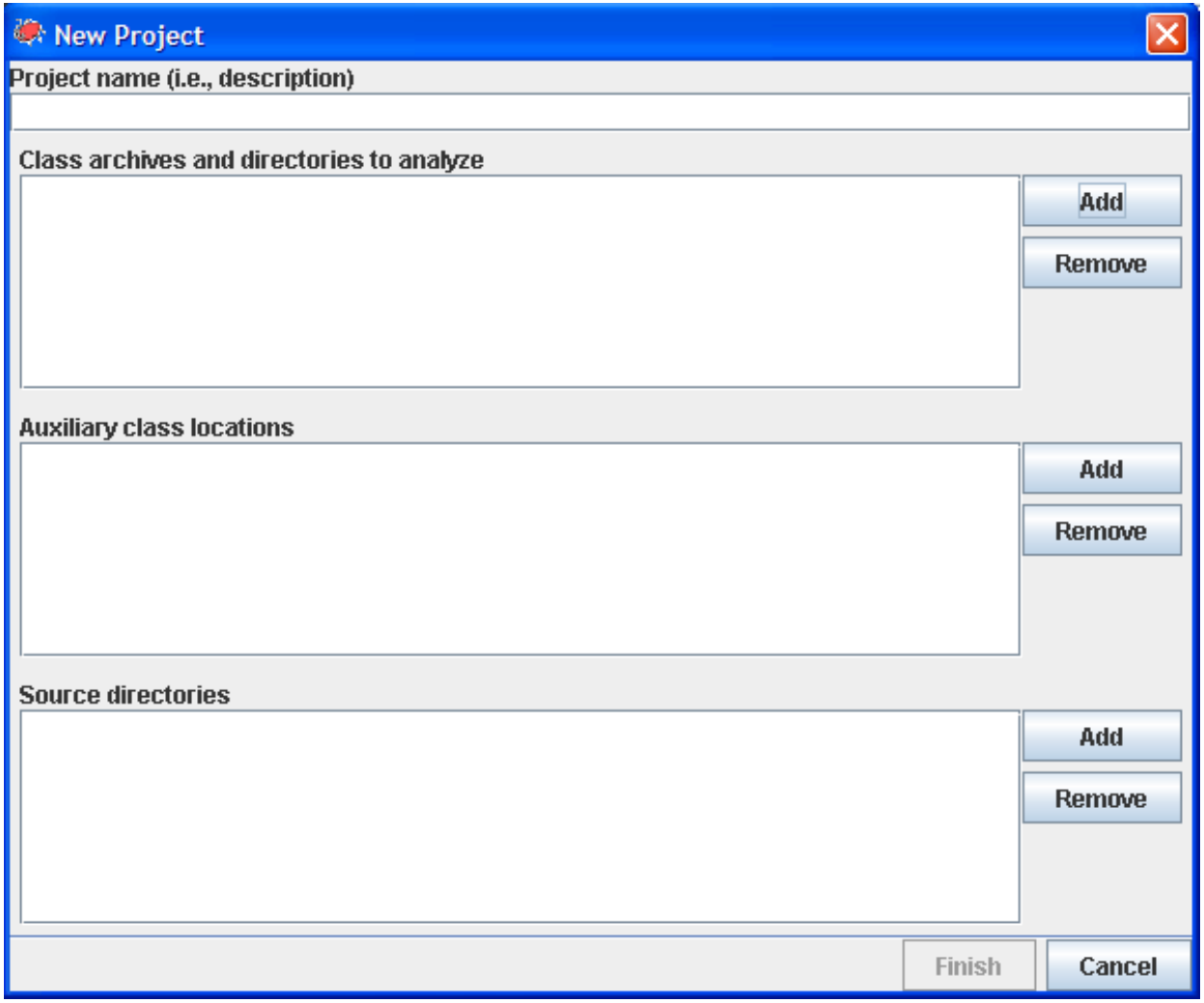
What Current Tools do? - RQ 1

- FindBugs



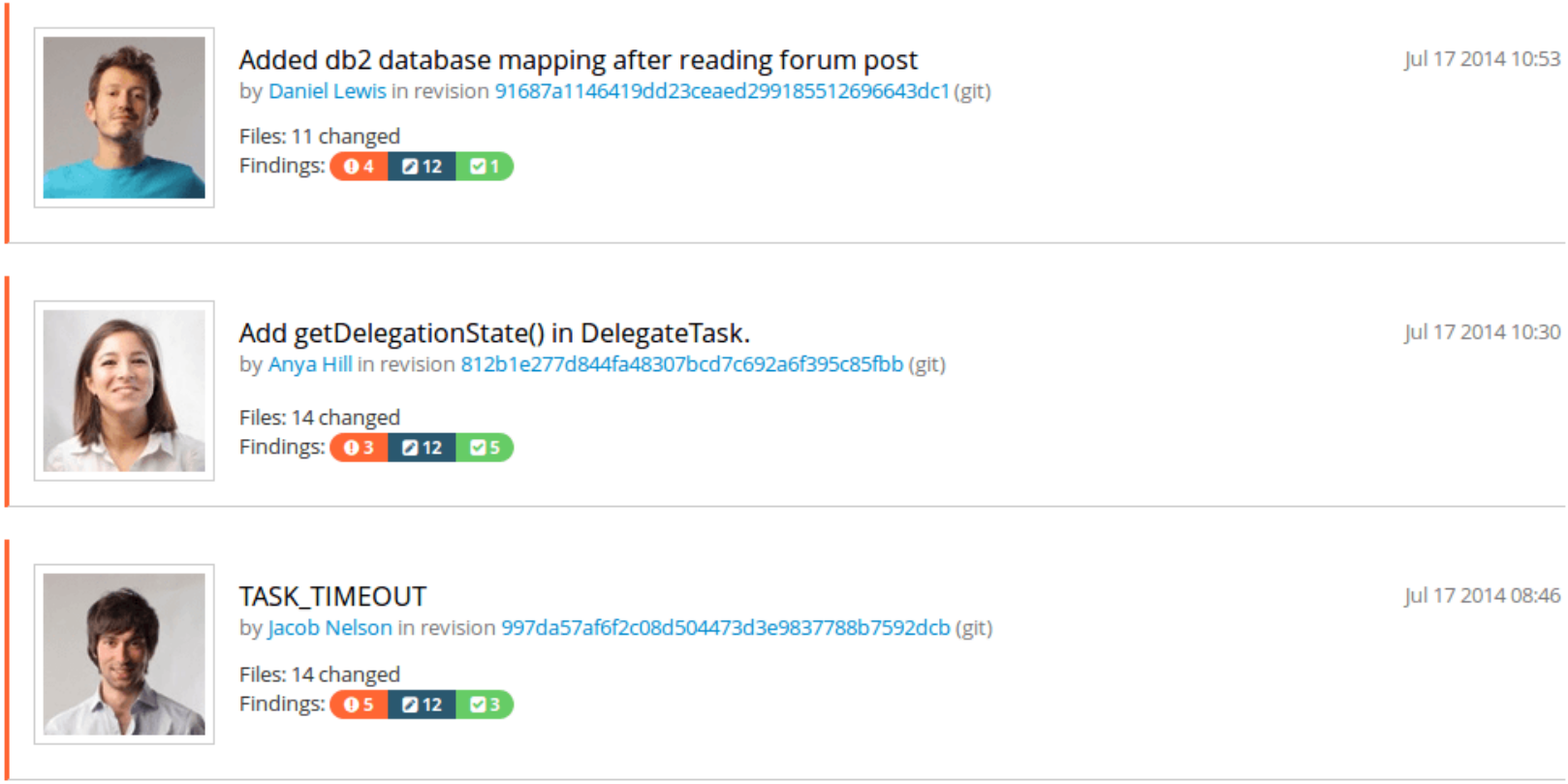
What Current Tools do? - RQ 2

- FindBugs



What Current Tools do? - RQ 3

- TeamScale



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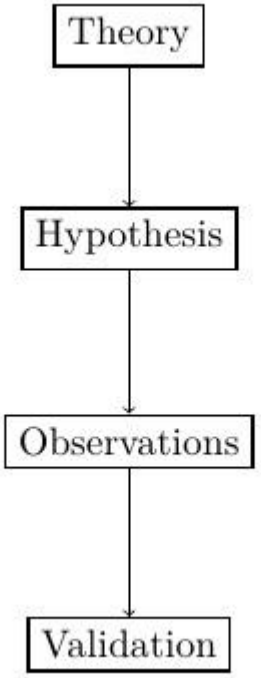
Our Approaches

- Research different techniques that tackle the respective research question in other domains of software engineering.
- Adapt those techniques and design own techniques for the domain of static analysis.
- Design prototypes with a wireframe tool of those techniques to improve the usability of integrating analysis tools.
- Design user studies that evaluate the efficiency of those techniques, with professional code developers.
- Run the user studies and report on their results.
- Loop 2 to 5

Our Approaches

- Research Methodology - Deductive inference
- Software Engineering disciplines:
  - Complex datasets
  - Compiler reporting
  - Continuous integration
  - Refactoring tools
  - Issue tracker
  - Stack Overflow
  - Gamification
  - Usability Engineering



Our Approaches

- Complex datasets:

  - Dix et. al. - more complex grouping and linking of datasets in the context of a user interface of Spreadsheets application.

    Design lesson : extensibility of columns 

  - Gaur et. al.

    - linear search problem in indexing as it takes more time for large volumes of data. So, different parameters are introduced to decrease computation time.

    Example: Searching for toy 

Our Approaches

- Compiler reporting

Horning et. al

- error logging with statistics

- stating what kind of bugs are not found along with bugs found

Our Approaches

- Refactoring tools

Dustinca

- barrier of discoverability
- introduced a smart tag for code can be refactored.
- 'on-board' phase _ **Gamification**

Hayashi et. al. - task level commits in order to maintain edit history

Our Approaches

- Issue tracker

Baysal et. al. :

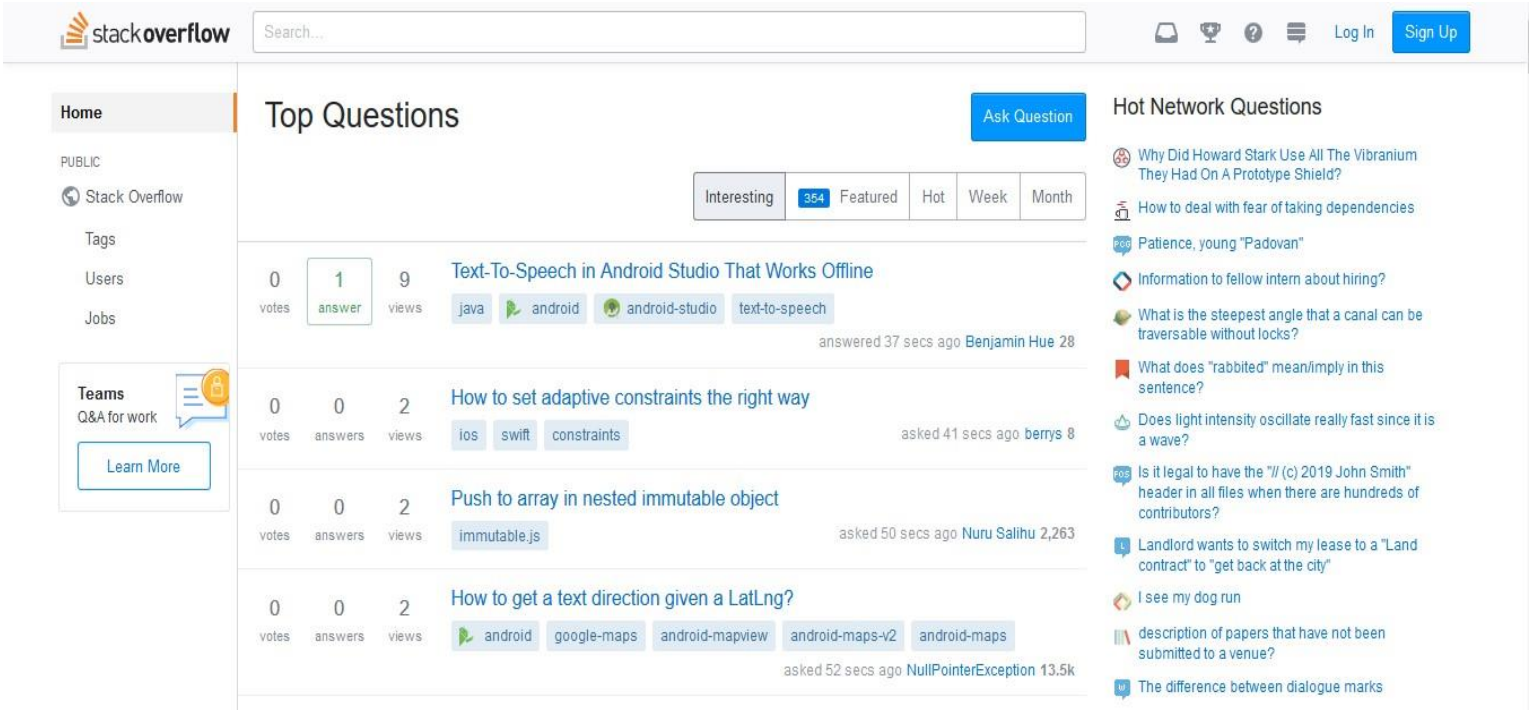
  - Information overload
  - Expressiveness

Ideal to describe the priory as per team decision instead of personal choice.

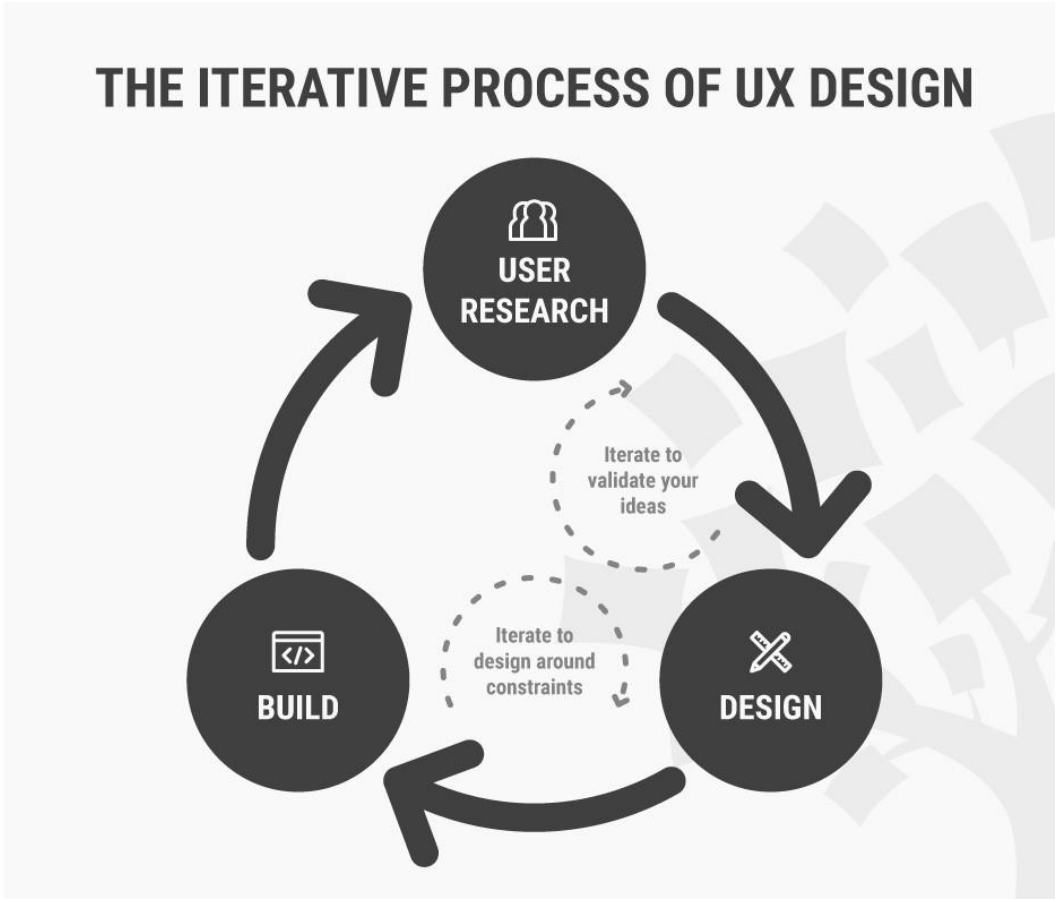
Our Approaches

- Stack Overflow

- Wang et. al. : 10934198 questions on a 'User Interface' topic
- Treude et. al. : 72.30 % questions have between 2 and 4 tags

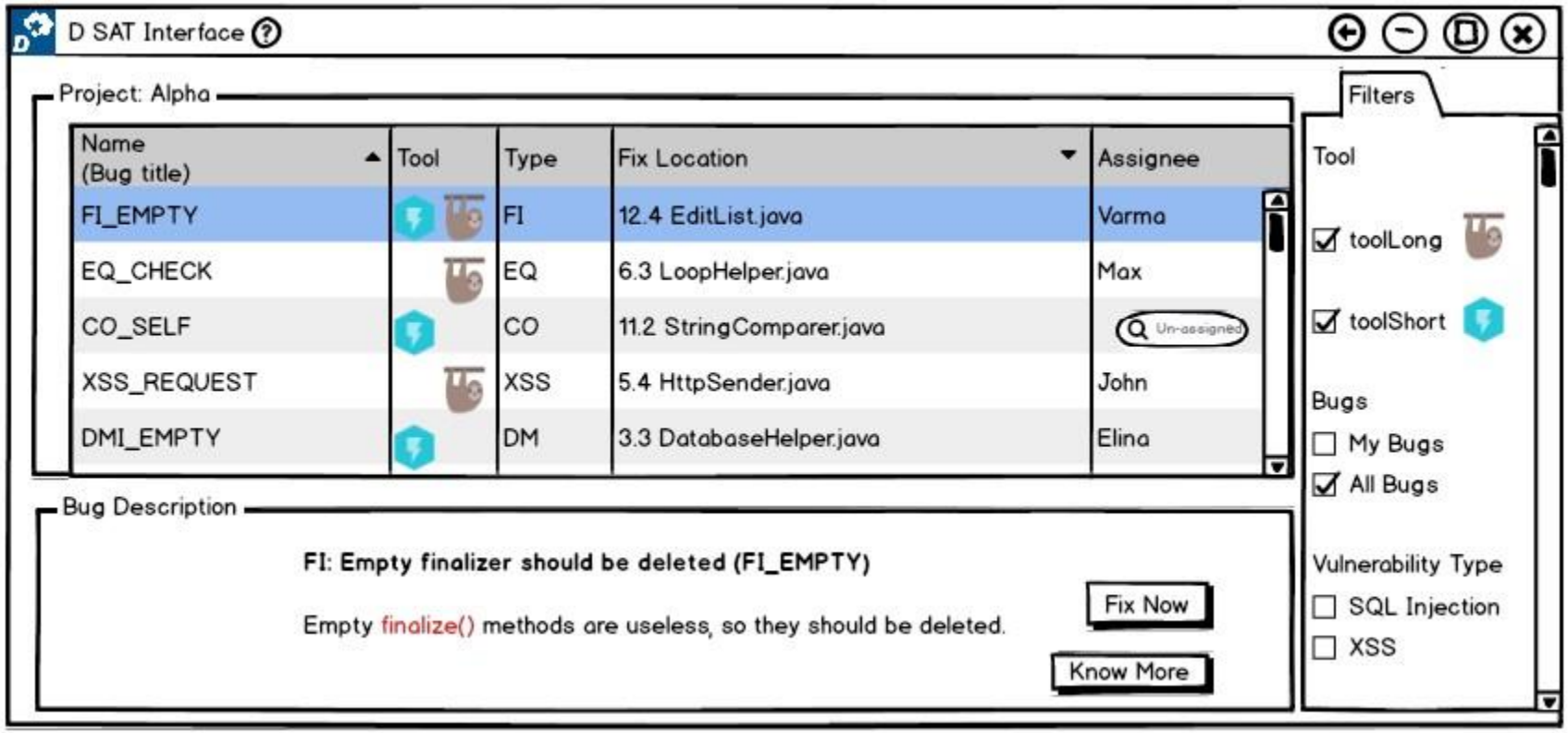


UX Design Cycle



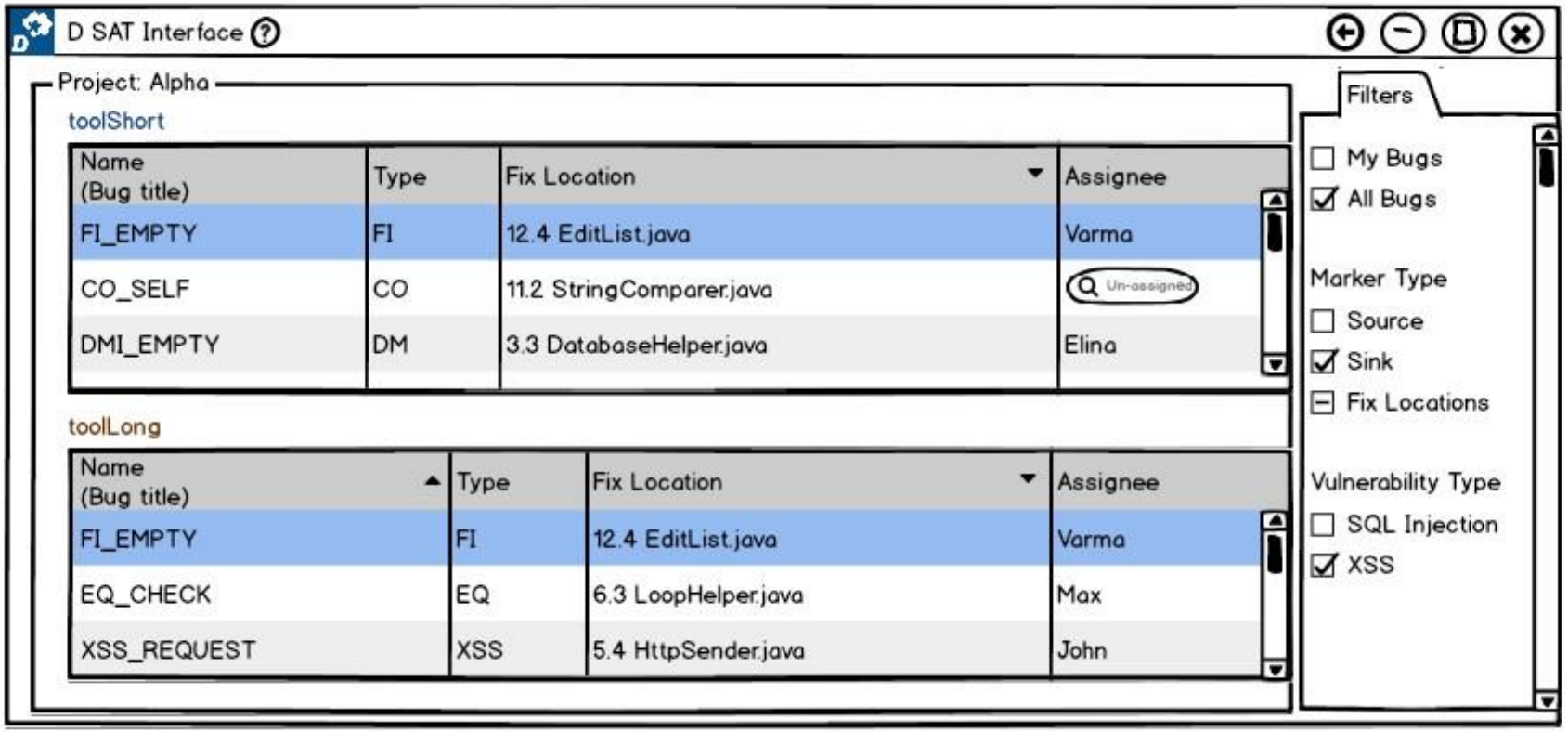
Example: RQ 1

- Prototype 1



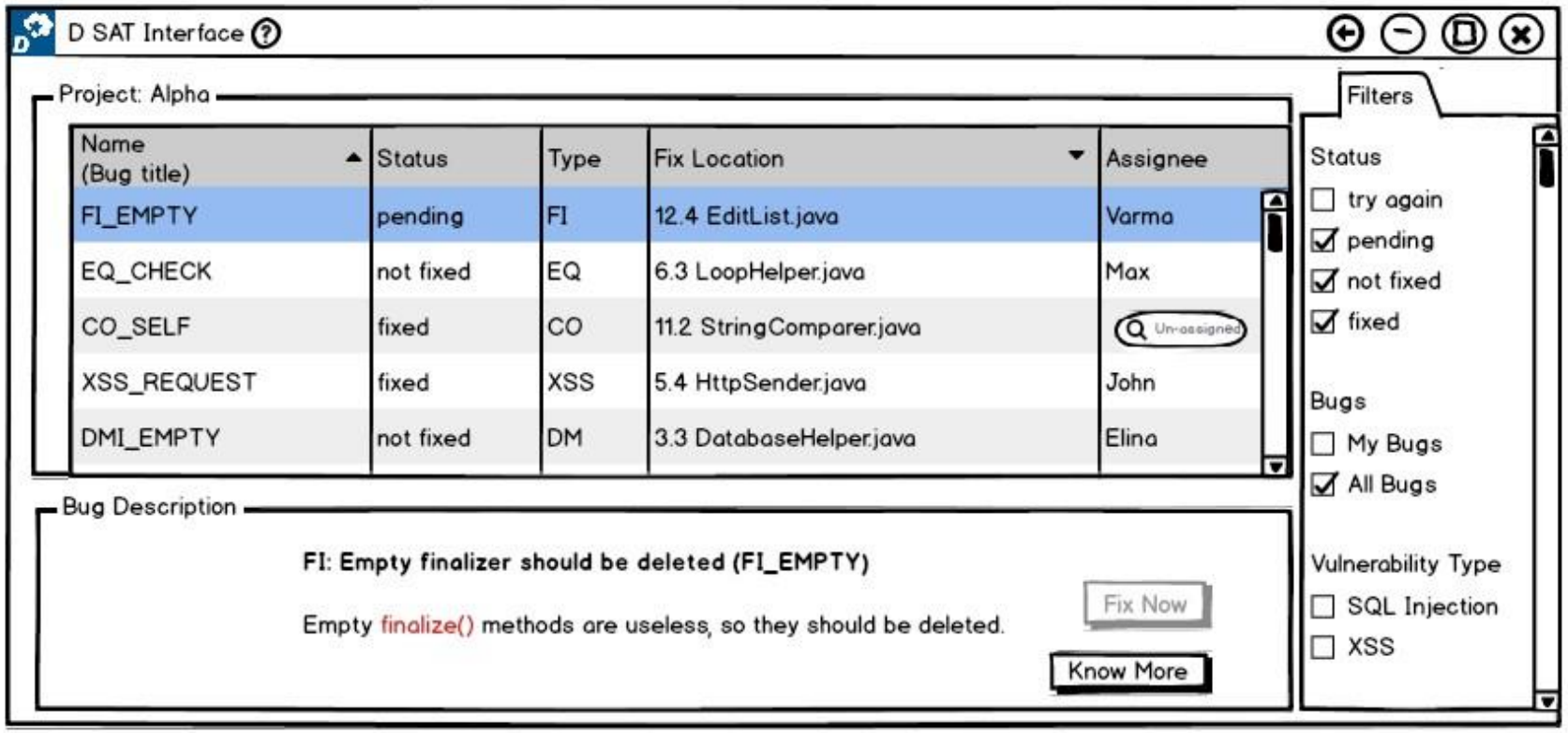
Example: RQ 1

- Prototype 2



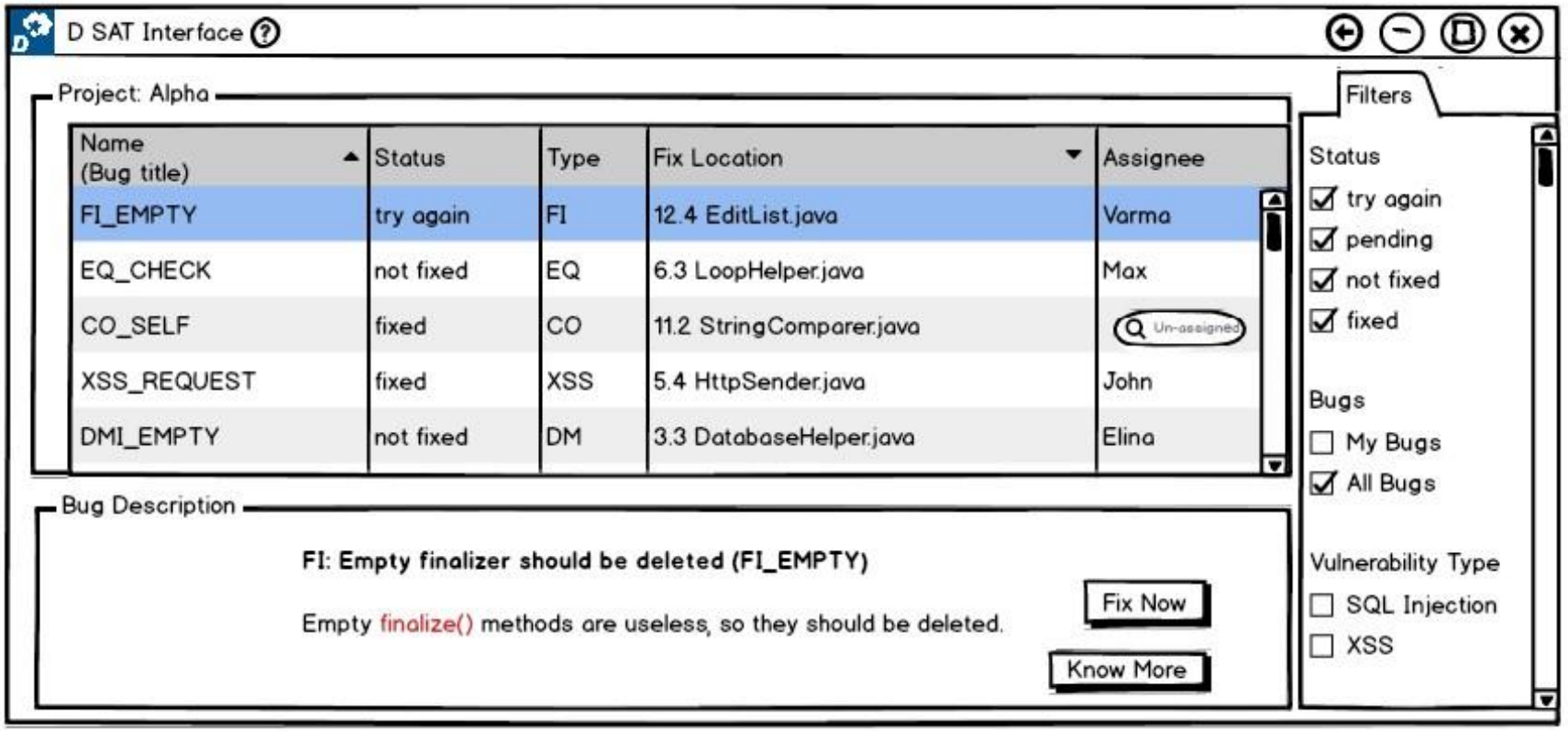
Example: RQ 2

- Prototype 1



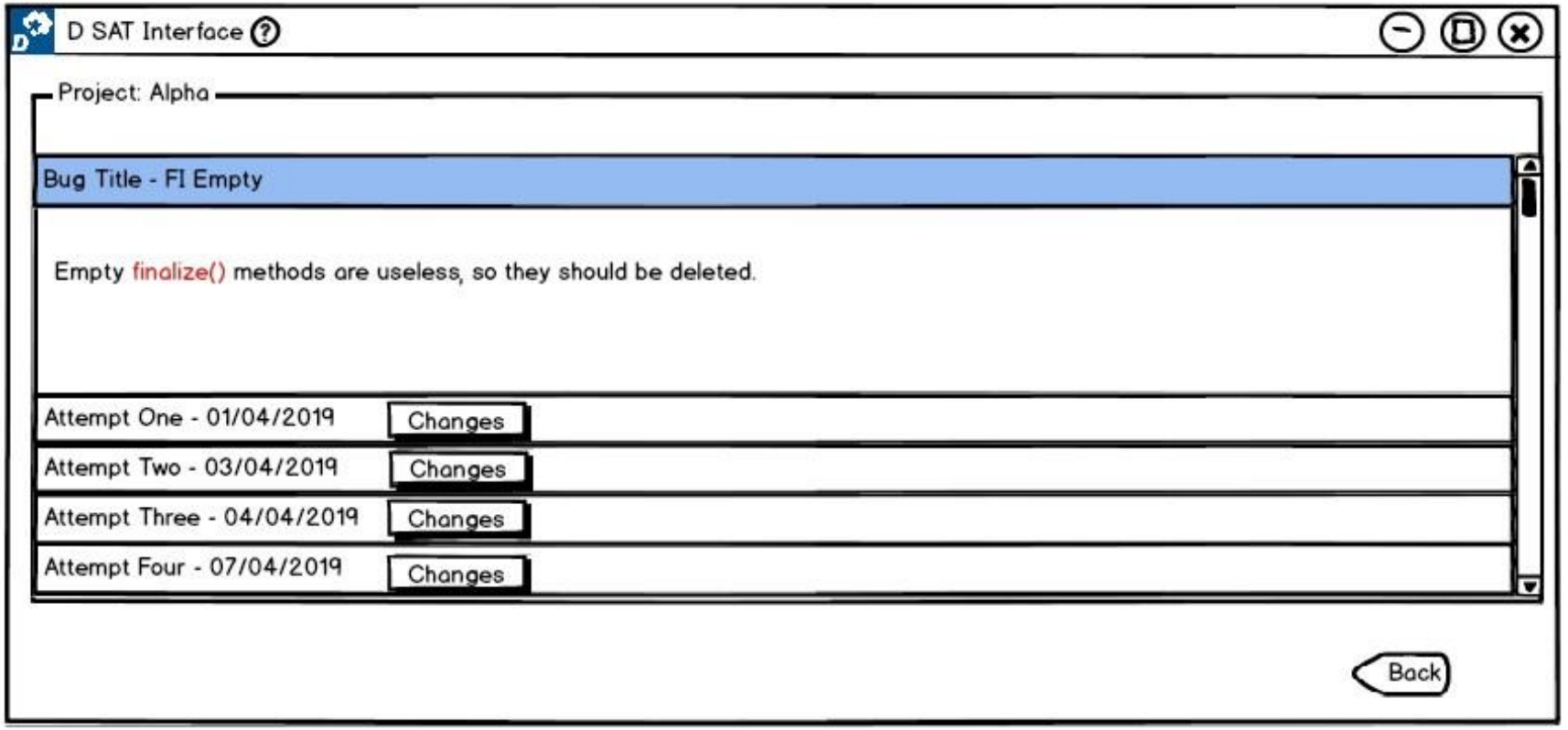
Example: RQ 2

- Prototype 2



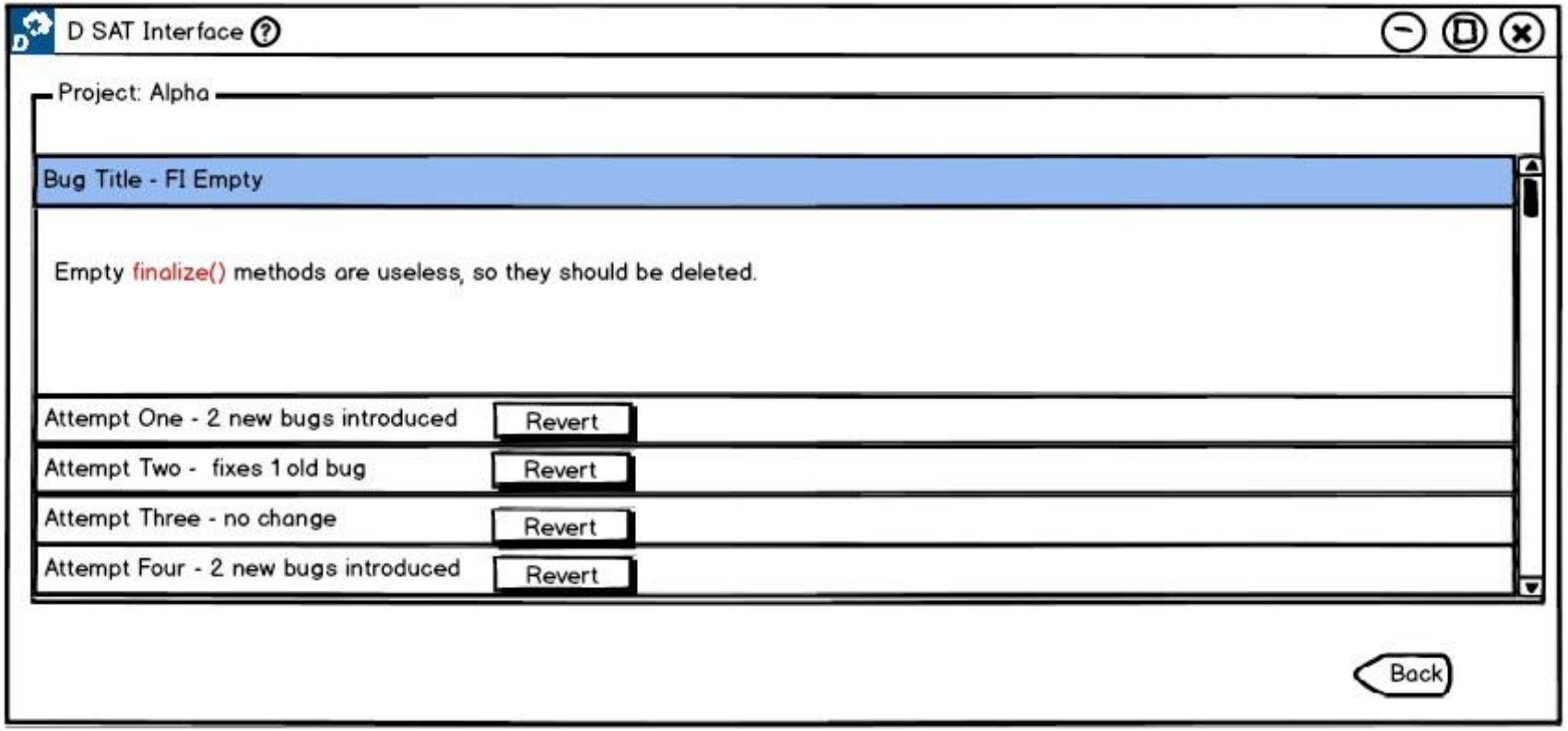
Example: RQ 3

- Prototype 1



Example: RQ 3

- Prototype 2



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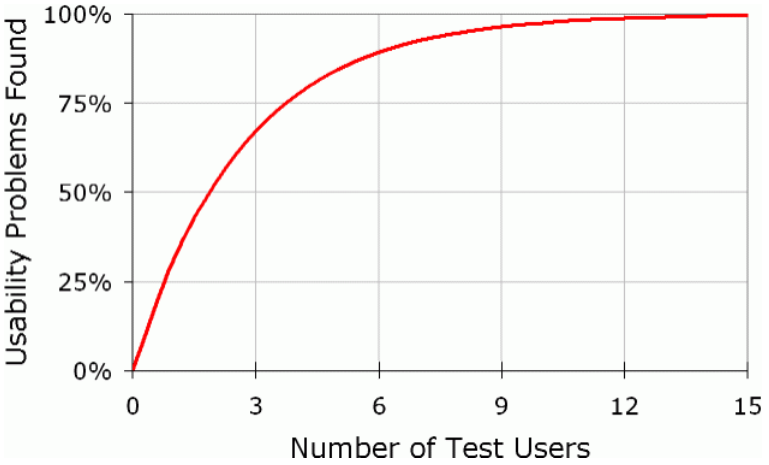
Evaluation

- Experimental Design

- Number of Test Users:

  Dr. Nielsen recommends - **5**



- Order of evaluation:

  Users tend to learn – order of presenting prototyes is altered

Evaluation – Usability Inspection Methods

- Cognitive Walkthrough

For each step to a predefined task, the following aspects are analysed.

- Will the user try and achieve the right outcome?
- Will the user notice that the correct action is available to them?
- Will the user associate the correct action with the outcome they expect to achieve?
- If the correct action is performed; will the user see that progress is being made towards their intended outcome?

Evaluation – Usability Inspection Methods

- Heuristic Evaluation

Evaluation – Usability Inspection Methods

- Heuristic Evaluation

Each problem w.r.t. a heuristic is rated accordingly; 0 – 4

0 - do not agree this is a usability problem

1 - cosmetic problem

2 - minor usability problem

3 - major usability problem (important to fix)

4 - usability catastrophe (imperative to fix)

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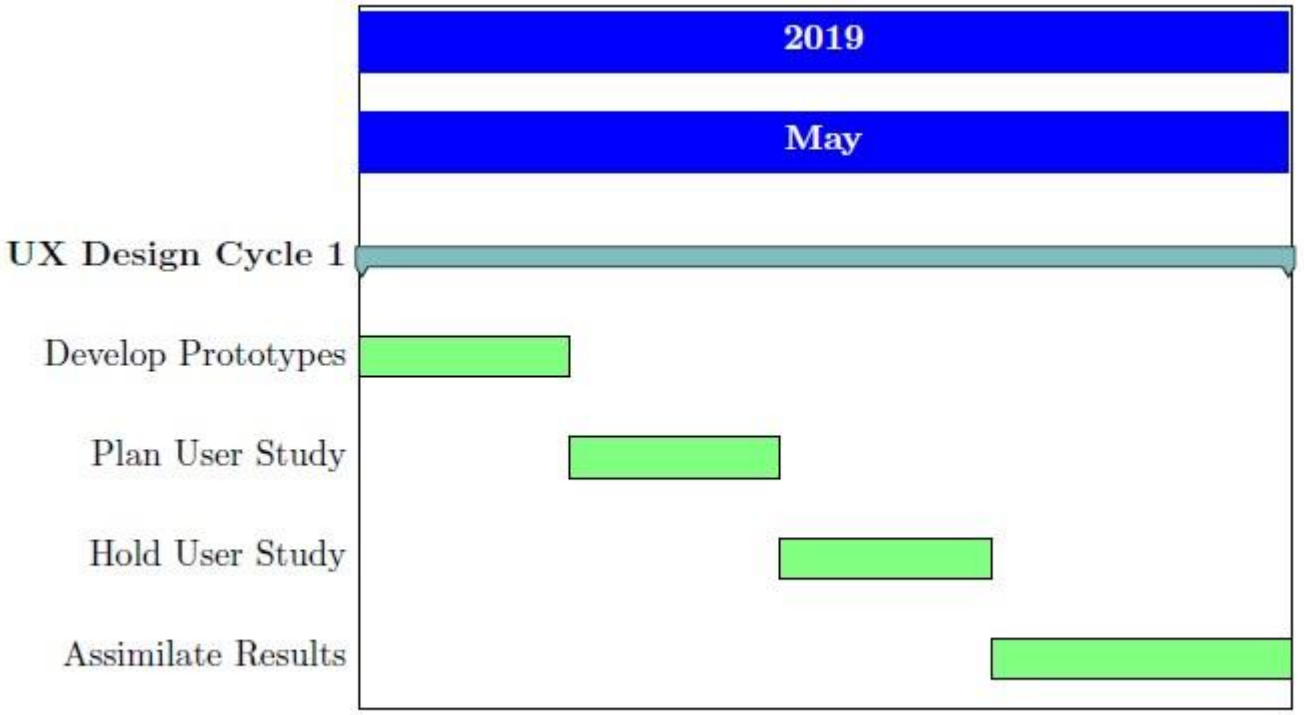
Time Plan

- Official Time Frame : 5 Months [May – September]

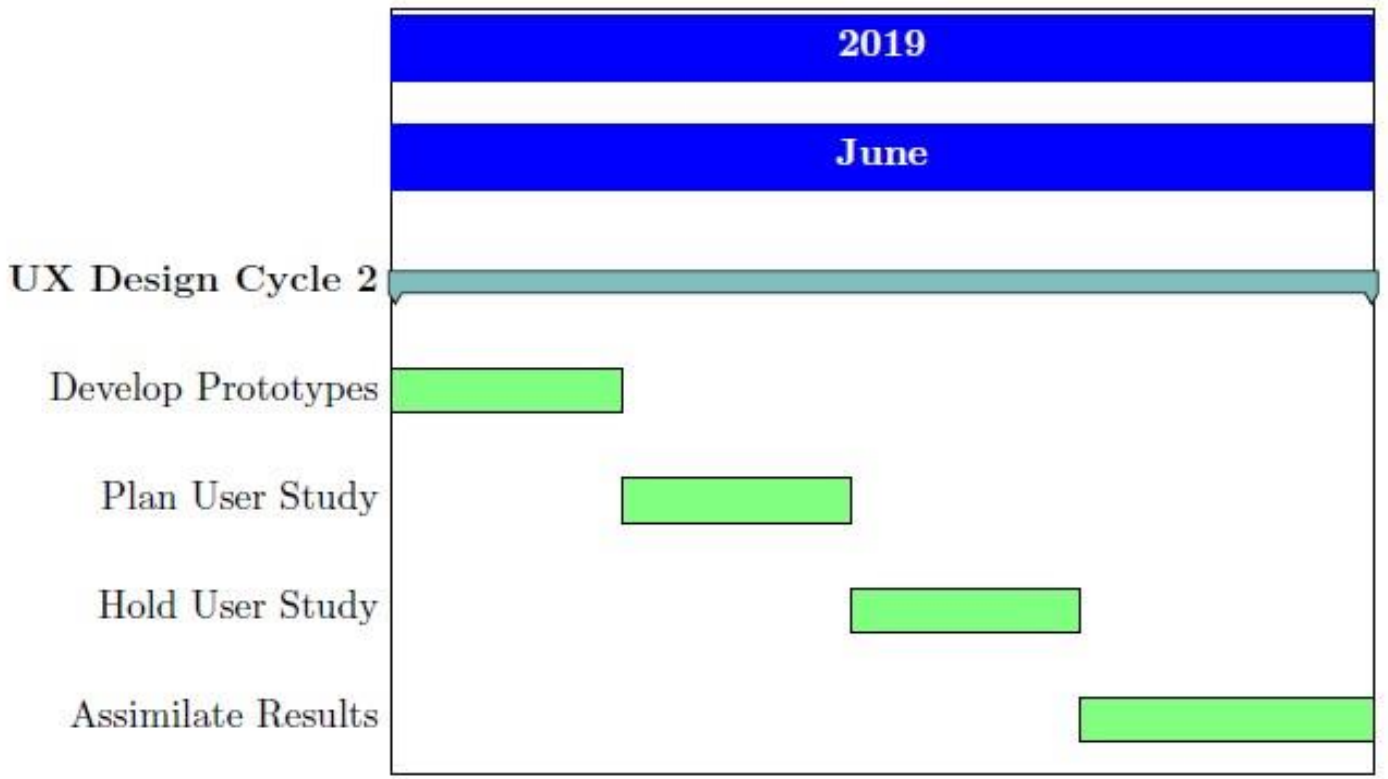
- 4 Milestones, Each Month with weekly tasks

1. UX Design Cycle Iteration 1
2. UX Design Cycle Iteration 2
3. UX Design Cycle Iteration 3
4. Thesis Documentation

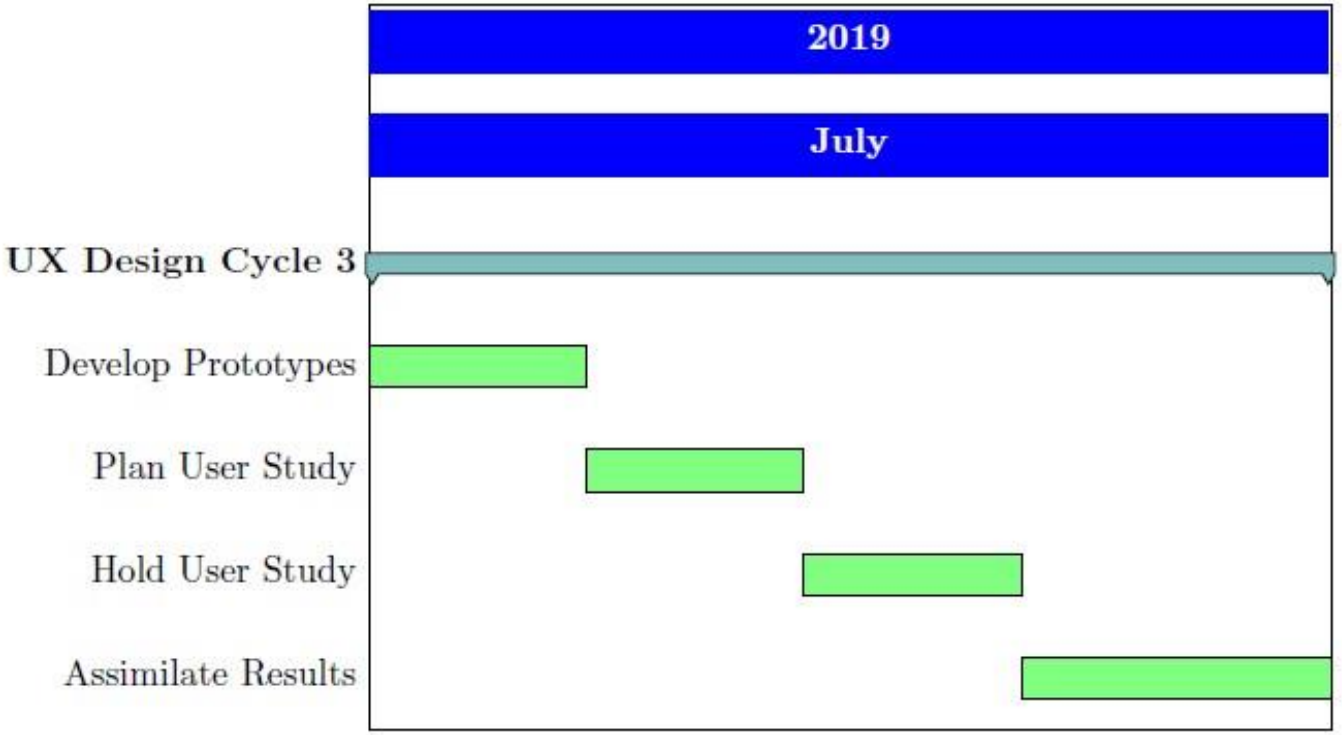
Milestone 1


2019
May
UX Design Cycle 1
Develop Prototypes
Plan User Study
Hold User Study
Assimilate Results

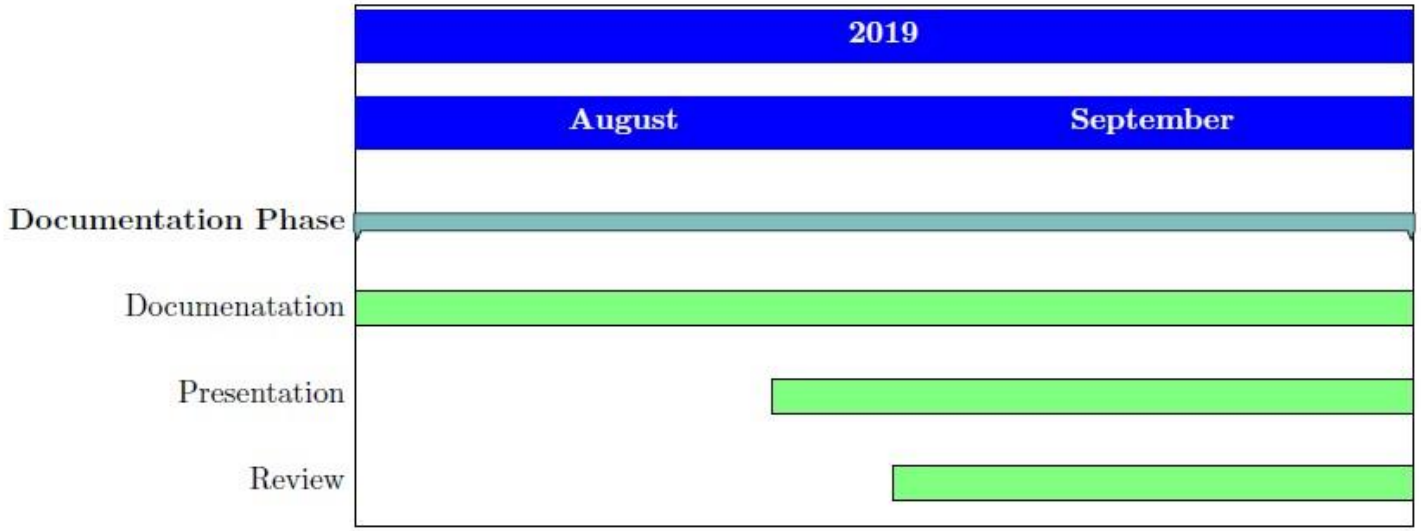
Milestone 2


2019
June
UX Design Cycle 2
Develop Prototypes
Plan User Study
Hold User Study
Assimilate Results

Milestone 3


2019
July
UX Design Cycle 3
Develop Prototypes
Plan User Study
Hold User Study
Assimilate Results

Milestone 4


2019
August
September
Documentation Phase
Documenatation
Presentation
Review

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Thank you for listening...

G. S. Varma