# Introduction

Software is everywhere in all walks of life as you see with the development of ’Internet of Things’ as an example. The effectiveness of software development relies on bug free coding. In our day-to-day progress in coding leads to complexity of software, which brings a broader scope for bugs and vulnerabilities that could be introduced. The presence of bugs impacted a major loss to an extent of $1.1 Trillion in 2016. There are many static analysis tools available in the market to address these primary issues. However, in the latest surveys by Maria et al. and Johnson et al., it is noticed that software developers are not happy with the effectiveness and usability of static analysis tools.  
  
In general, a software development organisation used to use a single tool in the beginning in their SDLC (Software Development Life Cycle) process. Later on, when different static analysis tools came into market having a reputation for different capabilities on findings of bugs, as an example are emerged then organisations considered adding multiple tools into their development cycle. The other reason could also be some tools are free and open source which made management team to add for greater advantage. The advantages could be reducing false positives by recognising a bug reported by different tools, maximising the possibility of detection of bugs, etc. This leads to a scenario of using multiple static analysis tools for a single software project.  
  
In the scenario where an organisation uses different tools, it leads to a disruptive workflow of the development process. This brings a new challenge on how to make theses tools integrate to the existing SDLC in a less disruptive way by improving the respective user interface in terms of usability. This opens a new opportunity / challenge which requires research and this thesis aims to address it.

## Problem Statement

### How to Integrate the Results of Multiple Static Analysis Tools in a Unified User Interface?

The overall main aim of the thesis is about, " *How to integrate the results of multiple static analysis tools in a unified user interface?* ". We broke this question down into different research questions during the literature review. We selected the three important research questions based on the scope and time limits of the thesis work.  
  
**Research Question 1**:  
How to display results of the same code base from different analysis tools?  
**Research Question 2**: What feedback works to know that bug fixing is ongoing?  
**Research Question 3**: How to carry traceability of bug fixing?  
  
We explain the research questions at chapter [[ch:motivation]](#ch:motivation). To answer each research question, we design the user interface with novel ideas and also by researching the different software engineering disciplines tackling a similar issue. We evaluate the developed prototype with the ideas brainstormed during research with software developers. As part of the evaluation, the usability of the user interface is assessed and therefore new usability problems could be noticed which requires to be addressed in the next following iteration of the 'User Experience Design cycle’ which is the essence of ’Human Centered Design’. The problems gathered in an evaluation are considered as requirements for a new design and the process repeats. This leads to multiple iterations of the ‘User Experience Design cycle’. It follows this approach for all three research questions. The primary contribution of the thesis is to make sure the ideas tested are valid.

## Outline

This Introduction chapter mentioned what the thesis is all about. We structure the remaining part of the proposal as mentioned below.  
  
Chapter [[ch:background]](#ch:background) explains the key concepts such as 'Static Analysis’, ’Usability’, ’Wireframe’ and ’User Experience Design’ which are necessary to understand the work of this thesis.  
Chapter [[ch:motivation]](#ch:motivation) discusses the current research findings and the need for doing the thesis.  
Chapter [[ch:objectives]](#ch:objectives) overviews the goals of the thesis work.  
Chapter [[ch:approaches]](#ch:approaches) explains the way the challenges addressed or attempts to answer the research questions using ’User Experience Design cycle’.  
Chapter [[ch:evaluationplan]](#ch:evaluationplan) shows how the user interface designs are evaluated with the solution ideas for the challenges or answers to the research questions.