
Software Metrics

Complexity metrics for Module relationship

- ◆ **The relationship between program modules**
 - ◆ affects program complexity
- ◆ **Complexity metrics**
 - ◆ Degree of Coupling
 - ◆ Cohesion
- ◆ **Complexity metrics for module size**
 - ◆ Software Science Metrics (Halstead)
 - ◆ Cyclomatic Number (McCabe)
 - ◆ Control Variable Complexity (McClures)

Coupling

- ◆ **The degree of interaction between modules (Degree of coupling, D_c)**

$$D_c = (\text{amount of data exchanged between modules}) / (\text{amount of local processing})$$

- ◆ **Three factors affecting the degree of coupling**
 - ◆ The amount of data passed between modules
 - ◆ The amount of control data
 - ◆ The amount of global data elements shared by modules
- ◆ **Two categories**
 - ◆ Loosely (or Weakly) coupled
 - ◆ Tightly (Strongly) coupled

◆ Five levels of coupling possible between modules

- ◆ Data Coupling :
 - variable or array (parameter passing)
- ◆ Stamp Coupling :
 - composite item (record, struct) but, some of them are only used
- ◆ Control Coupling :
 - flag set and test in other module
- ◆ Common Coupling :
 - shared data (global data)
- ◆ Content Coupling :
 - call or branch to other module
 - ex) one module modifies local data or instr. in another module

◆ Coupling metrics : [Dhama, 1995]

- ◆ Component-level design metric으로 다음 3가지로 분류할 수 있다
 - Data & control coupling
 - d_i, d_o, c_i, c_o
 - number of input/output data/control parameters
 - Global coupling
 - g_d, g_c : number of global variables used as data/control
 - Environmental coupling
 - w : number of modules called (fan-out)
 - r ; number of modules calling the module (fan-in)
- ◆ Module coupling indicator, m_c is defined as
 - $m_c = k/M$
 - where $k=1$ and $M = d_i + a \times c_i + d_o + b \times c_o + g_d + c \times g_c + w + r$
where $a = b = c = 2$
- ◆ The higher the value of m_c , the lower the overall module coupling
- ◆ 그러므로 degree of coupling $D_c = 1 - m_c$ 가 된다

◆ Example 1

- ◆ If a module has a single input, output data parameter, access no global data and is called by a single module
- ◆ $m_c = 1 / (1 + 0 + 1 + 0 + 0 + 0 + 1 + 0) = 1 / 3 = 0.33$

◆ Example 2

- ◆ 5 input and 5 output, and equal number of control parameters, access 10 global data, fan-in=3, fan-out=4
- ◆ $m_c = 1 / (5 + 2 \times 5 + 5 + 2 \times 5 + 10 + 0 + 3 + 4) = 0.02$

Cohesion

- ◆ The degree of dependency among elements within a module (natural expansion of the information hiding)
 - ◆ Measures how strongly the elements within a module are related (ideally, a cohesive module should do just one thing)
- ◆ 7 levels of Cohesion
 - ◆ Functional cohesion
 - ◆ Informational cohesion
 - ◆ Communicational cohesion
 - ◆ Procedural cohesion
 - ◆ Temporal cohesion
 - ◆ Logical cohesion
 - ◆ Coincidental cohesion

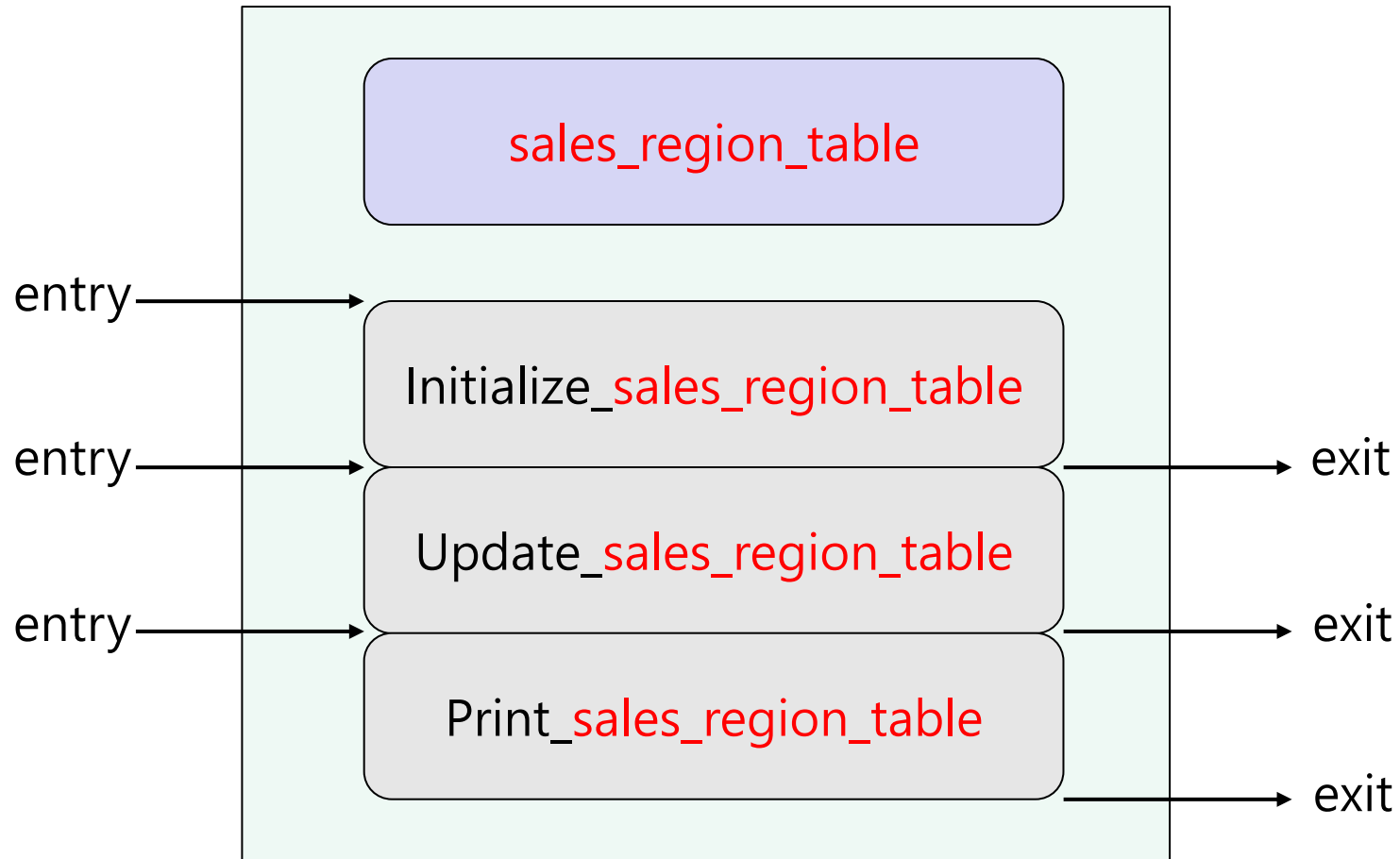
◆ **Functional cohesion**

- ◆ When it performs exactly one action or achieves a single goal
- ◆ can be easily reused in other contexts
- ◆ easy maintenance by fault isolation
- ◆ easy extension
- ◆ Examples
 - ◆ `Compute_Square_Root(...)`
 - ◆ `Obtain_Random_Number`

◆ Informational Cohesion

- ◆ When it performs a number of actions, each **with its own entry point**, with **independent code for each action**, all performed on **the same data structure**
 - 그러므로 Multiple entry and exit points를 가지게 된다
 - Implementation of an abstract data type(혹은 클래스 객체)
- ◆ All advantages of using an ADT(혹은 객체) are gained when a module with informational cohesion is used
- ◆ In a module with information cohesion, each action is completely independent

일반적인 ADT 혹은 객체의 구성



◆ Communicational Cohesion

- ◆ When it performs a series of actions related by **the sequence of steps** to be followed by the product, and in addition all the actions are performed **on the same input or output data**
- ◆ Actions are more closely connected
- ◆ Flow chart cohesion

◆ [Examples]

- ◆ (1) Update **record** in DB
- ◆ Write **it** to the audit trail
- ◆ (2) Calculate new **trajectory**
- ◆ Send **it** to the printer

◆ Problems

- ◆ procedural cohesion보다는 좋은 응집력을 보인다. 왜냐하면 동일한 입력 혹은 출력 데이터 상에서 동작하기 때문이다
- ◆ 그러나 모듈의 재사용이 어려운 것은 동일하다

◆ Procedural Cohesion

- ◆ When the elements of a module are related and must be executed in **a specific order**
- ◆ The case of **modularizing a part of flow chart**
- ◆ [Examples]
 - Read_Part_Number from DB
 - Update_Repair_Record on Maintenance_File

◆ Temporal Cohesion

- ◆ When it performs **a series of actions related in time**
- ◆ The actions in that module are weakly related to one another but more strongly related to actions in other modules

◆ [Examples]

Open_File

Create_File

Print_File

Initialize_Table

Read_Record, . . .

◆ [Problem]

- ◆ 해당 모듈의 수정은 다른 모듈의 변경을 초래한다
- ◆ logical cohesion처럼 다른 product에서는 reusable하지 않다

◆ Logical Cohesion

- ◆ When it performs a series of related actions, one of which is selected by the calling module
 - control parameter for action selection
- ◆ A certain class of logically related operations
 - ex) I/O routines, Editor, math. library

◆ [Example]

- ◆ A module performing all input and output
- ◆ A module performing editing of insertions, deletions, and modifications of master file records

◆ [Problem]

- ◆ The interface is difficult to understand
- ◆ The code for more than one action may be intertwined, leading to severe maintenance problems (즉, output 장치가 하나 추가 되든지 혹은 변경 될 때, 그와 관련된 모든 routine들이 수정되어야 한다)

◆ Coincidental Cohesion

- ◆ unrelated elements (일반적으로 프로그램을 임의로 분할할 때)

◆ [Example]

- ◆ Print next line
- ◆ Reverse the string of characters comprising the second parameter
- ◆ Add 7 to the fifth parameter
- ◆ Convert the fourth parameter to floating point

◆ [Problems]

- ◆ Degrade the maintainability of the product
- ◆ Lack of reusability

Cohesion Example

