

# Is your code Noodle-free?

*Predicting Defect-prone Areas Using Noodlr*

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# Overview

- ★ Motivation
- ★ Introduction of Noodlr
- ★ Implementation of Noodlr
- ★ Terminology and Algorithm
- ★ Evaluation
- ★ Threat to Validity
- ★ Future Work
- ★ Conclusion

# Motivation

To improve the usage of dependency graphs:

- ★ Detecting defect-prone areas by computing strongly connected components
- ★ Better allocation of resources in projects
- ★ Internal training purposes
- ★ Uses in various stages of Software development life cycle:
  - Development Stage
  - Maintenance Stage
  - Testing Stage

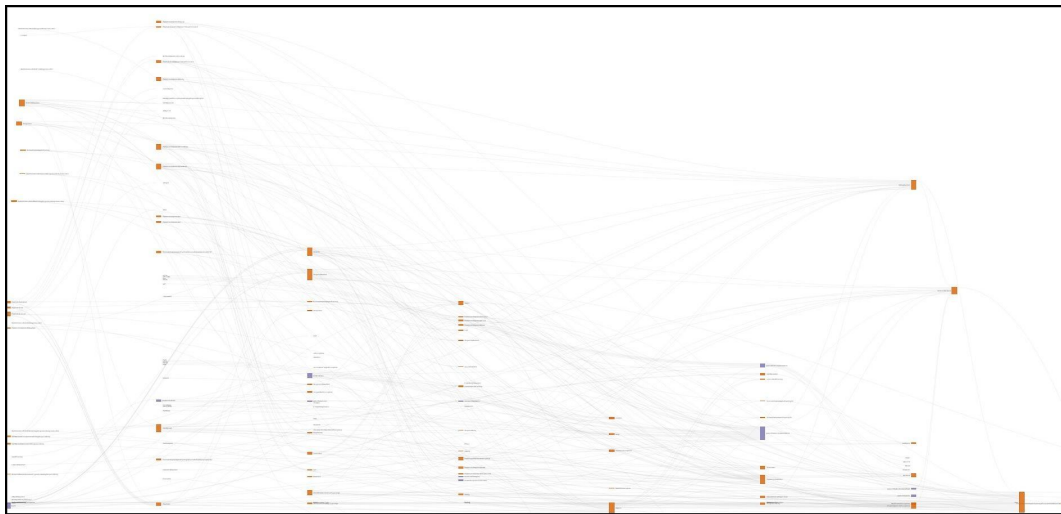
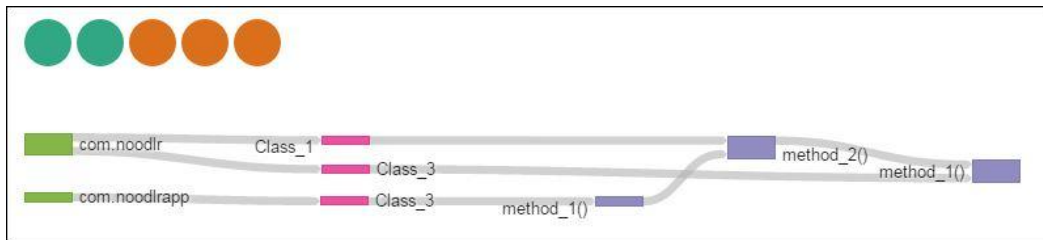
# Tangled vs Untangled Noodles



VS

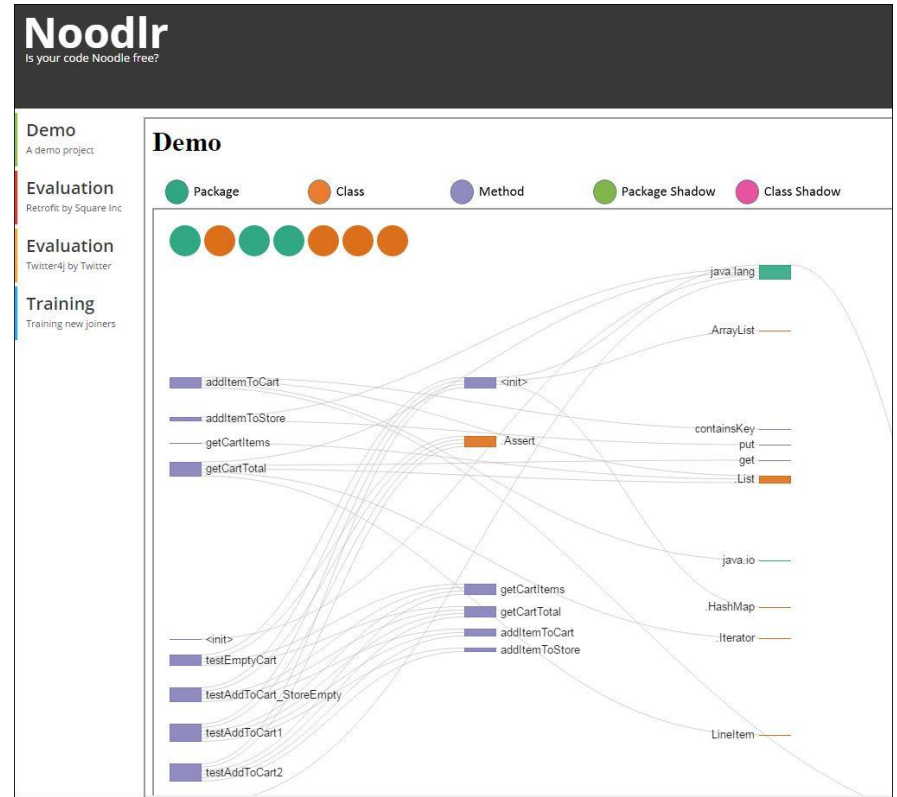


# Tangled vs Untangled Graph



# Noodlr:

- ★ A web based tool
- ★ Shows the call dependencies
- ★ Shows more defect-prone areas
- ★ Works with any java based project
- ★ Can be used in
  - Finding defect-prone areas & resource allocation
  - Training purposes
  - Various stages of SDLC (esp. Maintenance stage)



# Implementation of Noodlr:

## ★ Backend

- Implemented in Java
- Input: Java based projects
- Output: 2 Json files

## ★ Frontend

- Web based UI with D3.js library for visualization
- Input: 2 Json files
- Output: Interactive dependency graph

# Implementation(cont'd):

## 1st Json file format:

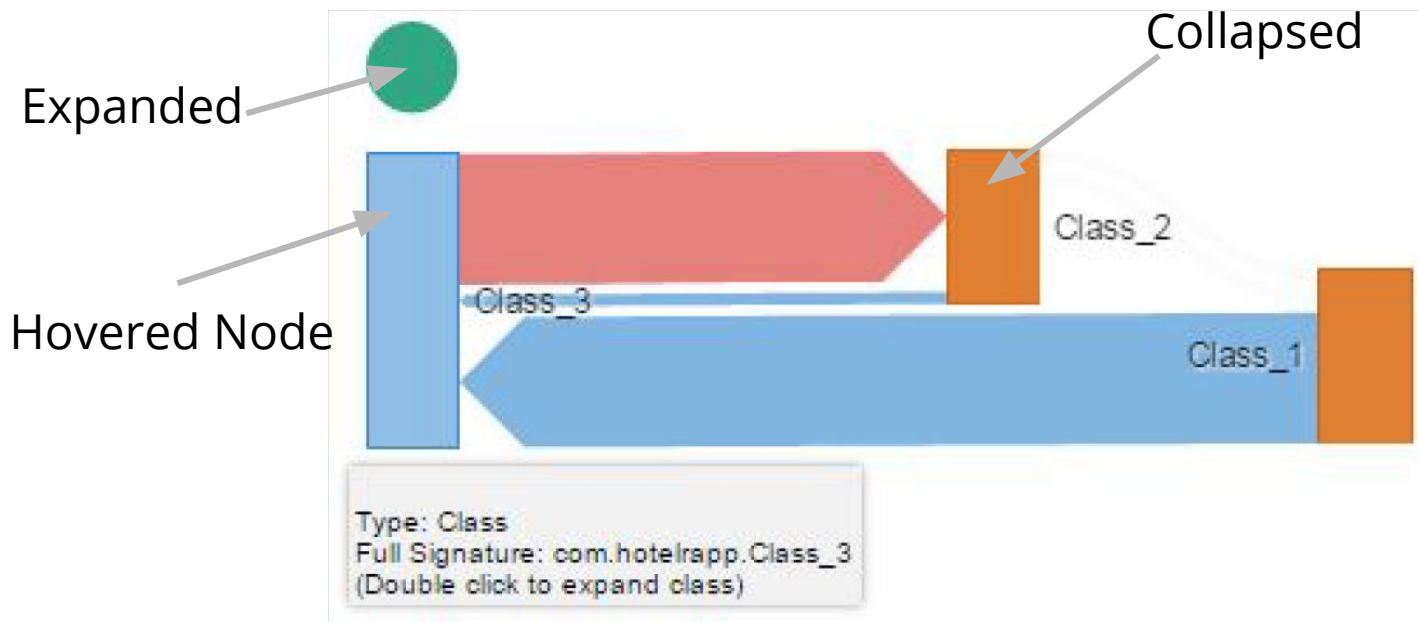
```
{  
  "type"      : "Class",  
  "id"        : "c1",  
  "parent"    : "p1",  
  "name"      : "Class_1",  
  "full_name" : "p1.Class_1"  
}
```

## 2nd Json file format:

```
{  
  "source" : "m1",  
  "target" : "m2",  
  "value"  : "calls / depends on",  
}
```



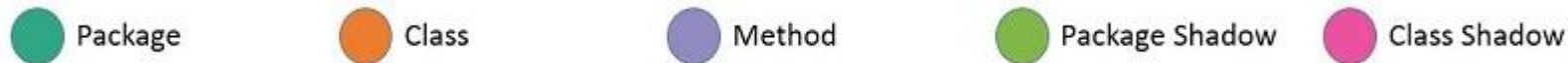
## Implementation(cont'd):



## Measures:

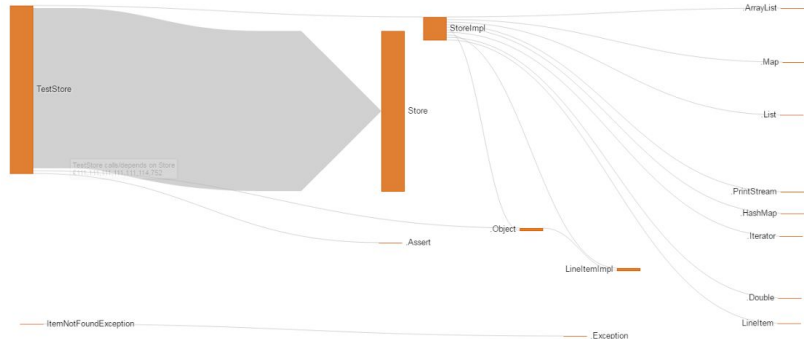
- Shape
- Color
- Height
- Arrows
- Hovered Text

## Coloring Index:

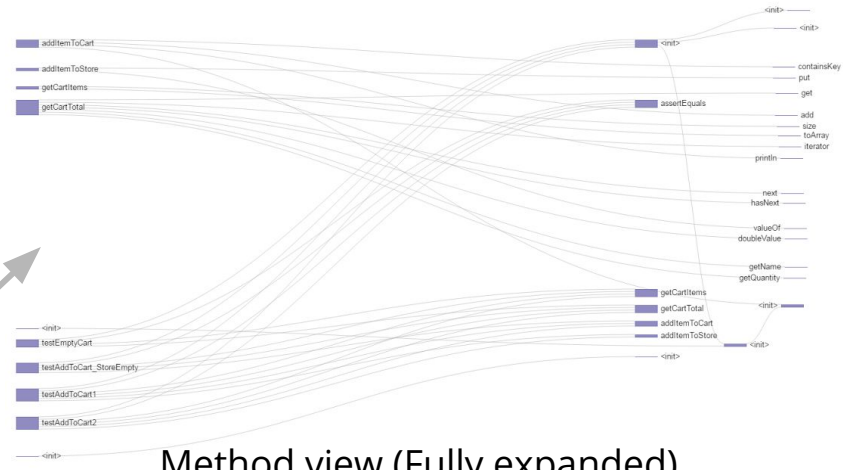


# Implementation:

## Package view (Fully collapsed)

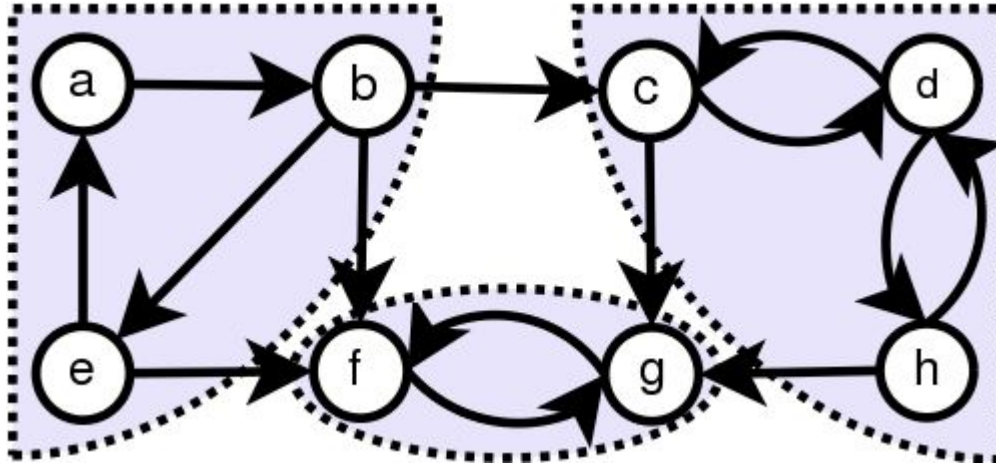


## Class view (Partially expanded)



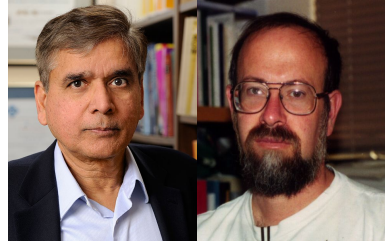
## Method view (Fully expanded)

# Strongly connected components (SCC)



Application: In social network to find communities and their interests

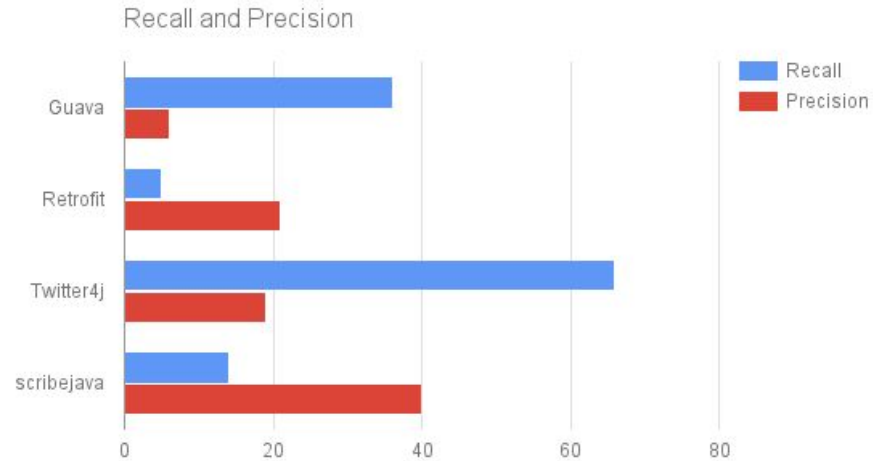
# Kosaraju-Sharir algorithm to find SCC



- ★ Two pass depth-first search on a directed graph ( $\mathbf{G}$ )
- ★ First pass on the graph  $\mathbf{G}^{\text{rev}}$  (direction of edges reversed) to find the ordering of nodes
- ★ Second pass on the original graph  $\mathbf{G}$  based on the order obtained from the first pass

# Evaluation

- ★ Four projects from Github
  - Google Guava
  - Square Retrofit
  - Twitter4j
  - Scribejava
- ★ Projects selected based on the programming language and no. of pull requests
- ★ Ran our tool to generate files using Kosaraju's algorithm to find SCCs
- ★ Retrieved files from the repo's pull requests which are related to issues
- ★ Compared them and computed precision and recall



# Future work

- ★ To change to a different style of graph to support large projects
- ★ Search functionality
- ★ Support for projects with other programming languages
- ★ Integration as plugin to major IDE's like Eclipse, IntelliJ or Netbeans

# Conclusion

- ★ Knowing the structure of the project important for different reasons
  - Resource allocation
  - Internal training purpose
  - Tracking defect-prone areas
  - Track dependencies during development phase
  - Check impact of any change during maintenance phase
  - Helps in creating better test plans after knowing the different dependencies
- ★ Noodlr tool to help different functional levels
  - Managers, developers, testers etc.
- ★ Noodlr is web-based tool with a Java backend
  - D3.js used for graph visualization
  - Java used for input jar file processing and running required algorithms
- ★ Good scope for future work for Noodlr





Questions for Noodlr?