

## **Feature Location – Java**

### **How To Use This Tool?**

#### **Load A File**

- When you first run this program you will be greeted with a screen with a 'Select' button. Pressing this will open a file directory for you to choose the Java program you wish to load into the tool. Please choose the base file of the program.
- Once the file is read in and parsed you will be given the option to search for an Entity of see your saved Feature.

#### **Search**

- To search for an Entity simply type your search term into the text box and press the 'Search' button.
- You will be greeted with a list of Entities which names have matched your search.
- To view an Entities information, select the Entity and press 'Select'

#### **Viewing Entities**

- When viewing an Entity you will be shown its name, its parents name, the name of any children it has, its type and even the names of any Entities it has either an incoming or outgoing relationship with
- You can move between Entities by selected an Entity from the dropdown box and pressing 'Select' (the dropdown box is populated with the Entities that the current Entity has a relationship with)
- At any point you can also undo a move or even return back to the search result screen by pressing the respective buttons
- You can even view an Entity in another now window by pressing the 'New Tab' button
- Whenever you are currently viewing an Entity you believe to be important or part of a feature, you can press the 'Save Current' button. This will save the currently viewed Entity to your saved feature

#### **Viewing Entities**

- At the search screen, when the 'Saved Feature' button is pressed, you will be taken to a list of all your saved Entities (If no Entities are currently saved you will be shown an error message)

- From here you can view any saved Entity, in the current window by pressing 'Select', or in another window, by pressing 'New Tab' (This is very useful to compare Entities)
- You can also remove a single Entity by pressing 'Remove' or remove all by pressing 'Reset'