

## **Software Engineering WS 2023**

## **Exam Preparation Sheet (Suggested Solutions)**

*Note:* This task sheet was created by tutors. The tasks are neither relevant nor irrelevant for the exam, the suggested solutions are neither correct nor incorrect.

### 1 Join Points

- a) Mark all join points in the following code example.
- b) List all join points from the following code example that are selected by the following pointcuts:

```
    call(void Locker.lock())
    call(* Locker.*(..))
    get(* Foo.locker)
    execution(void Foo.log(String))
    execution(void Foo.*(String))
    call(void *(*))
    call(* *(..))
```

You can assume that any function for which the returned value is never stored has return type void.

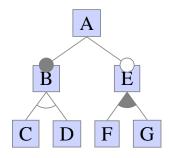
### Suggested solution:

- a) line 3: constructor call
  - line 3: field access (set locker)
  - line 5: method execution
  - line 6: field access (get locker)
  - line 6: method call
  - line 8: method call
  - line 9: method call
  - line 10: method call
  - line 11: method call
  - line 12: method call
  - line 14: field access (get locker)
  - line 14: method call
- b) ·
  - line 6: method call, line 13: method call
  - line 6: field access (get locker), line 13: field access (get locker)
  - -
  - line 5: method execution
  - line 9, 10, 12, 14: method call
  - line 3: constructor call, line 6, 8, 9, 10, 11, 12, 14: method call

## 2 Coverage Criteria

For the given feature diagram:

- a) give a set of configurations that achieves 2-wise feature coverage
- b) give a set of configurations that achieves 2-wise interaction coverage
- c) give a set of configurations that achieves 3-wise feature coverage



### Suggested solution:

a)  $\{A, B, C, E, F, G\}, \{A, B, D, E, F, G\}$ 

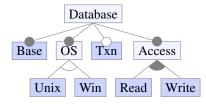
b)  $\{A, B, C\}, \{A, B, D\}, \{A, B, C, E, F, G\}, \{A, B, D, E, G\}, \{A, B, D, E, F\}$ 

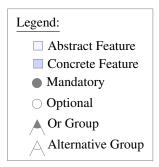
c)  $\{A, B, C, E, F, G\}, \{A, B, D, E, F, G\}$ 

## 3 CART

Configuration Database	Base	<b>■</b> OS	Access	Unix	Win	∎Txn	Read	Write	Runtime (in s	) <sub>=</sub>
0	1	1	1	1	1	0	0	1	0	1
1	1	1	1	1	1	0	1	1	0	3
2	1	1	1	1	1	0	0	1	1	6
3	1	1	1	1	1	0	1	1	1	6
4	1	1	1	1	0	1	0	1	0	11
5	1	1	1	1	0	1	0	0	1	11
6	1	1	1	1	0	1	0	1	1	11
7	1	1	1	1	0	1	1	1	1	15

- 1. Create the CART of the data in Table 1. Use the formulas from the lecture and provide the samples and their means for every branch. If two split options are equally good, we use the alphabetic ordering of feature names as tie breaker.
- 2. Predict the Runtime (in s) for the following configurations (given in set notation):
  - 1. { Database, Base, OS, Access, Unix, Write }
  - 2. { Database, Base, OS, Access, Win, Txn, Write }
- 3. For each of the following partial configurations find a valid configuration that is in line with the partial configuration and has the lowest predicted runtime:
  - 1. { (Win, 1), (Txn, 0) }
  - 2. { (Unix, 1), (Access, 1), (Txn, 1)}





#### Suggested solution:

1. possible split of X with 8 datapoints on: Unix

left mean: 4.0 right mean: 12.0

left squared error loss: 18.0 right squared error loss: 12.0

sum: 30.0

possible split of X with 8 datapoints on: Win

This splits the datapoints in the same way as Unix and will thus result in the same means and squared error losses (just with the left and the right branch swapped).

sum: 30.0

possible split of X with 8 datapoints on: Txn

left mean: 8.0

right mean: 8.0

The squared error losses do not have to be computed since there is no knowledge gain for the prediction through this split at this point in time.

left squared error loss: 78.0 right squared error loss: 80.0

sum: 158.0

possible split of X with 8 datapoints on: Read

left mean:  $\frac{1+3+2*6+2*11+15}{7} = \frac{53}{7} = 7 + \frac{4}{7} = 7.\overline{571428}$ 

right mean: 11.0

left squared error loss:  $(\frac{53}{7}-1)^2+(\frac{53}{7}-3)^2+(\frac{53}{7}-6)^2+2*(11-\frac{53}{7})^2+(15-\frac{53}{7})^2=\frac{46^2+32^2+2*11^2+2*24^2+52^2}{49}=\frac{7238}{49}=\frac{1034}{7}=147+\frac{5}{7}=147.\overline{7}1428\overline{5}$ 

right squared error loss: 0.0

sum: 147.714285

possible split of X with 8 datapoints on: Write

left mean: 9.8 right mean: 5.0

left squared error loss: 58.8 right squared error loss: 56.0

sum: 114.8

split by feature: Unix

possible split of XL with 4 datapoints on: Txn

left mean: 4.5 right mean: 3.5

left squared error loss: 4.5 right squared error loss: 12.5

sum: 17.0

possible split of XL with 4 datapoints on: Write

left mean: 6.0 right mean: 2.0

left squared error loss: 0.0 right squared error loss: 2.0

sum: 2.0

split by feature: Write

**Only one** possible split of XLR with 2 datapoints on: Txn

split by feature: Txn

possible split of XR with 4 datapoints on: Txn

left mean: 15.0 right mean: 11.0

left squared error loss: 0.0 right squared error loss: 0.0

sum: 0.0

We won't find a better splitter here, which means that only a splitter, which is as good as Txn and comes before Txn in the alphabetical order could still be picked instead.

possible split of XR with 4 datapoints on: Read

left mean:  $\frac{11+11+15}{3} = 12 + \frac{1}{3} = 12.\overline{3}$ 

right mean: 11.0

left squared error loss:  $2*(\frac{4}{3})^2+(\frac{8}{3})^2=\frac{2*16+64}{9}=\frac{96}{9}=\frac{32}{3}=10+\frac{2}{3}=10.\overline{6}$ 

right squared error loss: 0.0

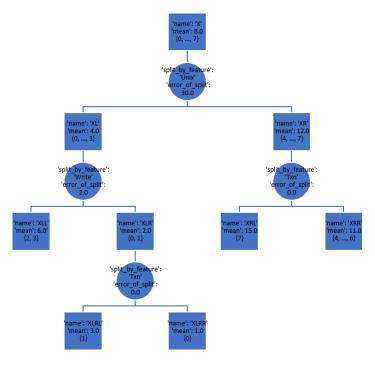
sum:  $10.\overline{6}$ 

possible split of XR with 4 datapoints on: Write

This splits the datapoints in a way such that the numbers for the computations are the same as for Read, because Configuration 5 and 6 have both the Runtime 11. Thus this results in the same means and squared error losses.

sum:  $10.\overline{6}$ 

split by feature: Txn



- 2. Predict the Runtime (in s) for the following configurations (given in set notation):
  - 1. {Database, Base, OS, Access, Unix, Write}  $\rightarrow 6s$
  - 2. {Database, Base, OS, Access, Win, Txn, Write}  $\rightarrow 15s$

- 3. For each of the following partial configurations find a valid configuration that is in line with the partial configuration and has the lowest predicted runtime:
  - 1. {Database, Base, OS, Win, Access, Read)}  $\rightarrow 11s$
  - 2. {Database, Base, OS, Unix, Access, Read, Txn}  $\rightarrow 3s$

## 4 Coarsening/Refinement

Prove the cases 8 and 14 from the *Coarsening and Refinement* slide in the lecture slides. Use the notation that is used to prove the cases 1-4 in the lecture.

if 
$$e_1$$
 then choice  $\langle \phi, e_2, e_3 \rangle$  else  $e_4 \equiv \text{choice } \langle \phi, \text{ if } e_1 \text{ then } e_2 \text{ else } e_4, \text{ if } e_1 \text{ then } e_3 \text{ else } e_4 \rangle$  (8) choice  $\langle \phi, \text{choice } \langle \neg \phi, e_2, e_1 \rangle, e_1 \rangle \equiv e_1$  (14)

#### Suggested solution:

**Proof:** We have to proof that for any  $e, e' \in VExpr$  it holds that  $e \equiv e'$  if and only if, for any given configuration  $\psi \in \mathbb{B}_F$  with e and e' closed under  $\psi$ ,  $[\![e]\!]_{\psi} = [\![e']\!]_{\psi}$  holds. The proof is by structural induction over the terms  $e, e' \in VExpr$ .

Induction hypothesis: If e and e' both contain no choice expressions, then  $e \equiv e'$  if and only if e = e' and therefore also  $\forall \psi \in \mathbb{B}_F$ .  $[\![e]\!]_{\psi} = [\![e']\!]_{\psi}$ , as none of the transformation rules are applicable.

Induction step:  $e_1, e_2, e_3, e_4 \in VExpr$ ,  $closed(e_1, \psi)$ ,  $closed(e_2, \psi)$ ,  $closed(e_3, \psi)$ ,  $closed(e_4, \psi)$ 

Case 8:  $e = \text{if } e_1 \text{ then choice } \langle \phi, e_2, e_3 \rangle \text{ else } e_4 \quad e' = \text{choice } \langle \phi, \text{ if } e_1 \text{ then } e_2 \text{ else } e_4, \text{ if } e_1 \text{ then } e_3 \text{ else } e_4 \rangle$ 

$$\llbracket e \rrbracket_{\psi} = \llbracket \text{if } e_1 \text{ then choice } \langle \phi, e_2, e_3 \rangle \text{ else } e_4 \rrbracket_{\psi} = \text{if } \llbracket e_1 \rrbracket_{\psi} \text{ then } \llbracket \text{choice } \langle \phi, e_2, e_3 \rangle \rrbracket_{\psi} \text{ else } \llbracket e_4 \rrbracket_{\psi} = \llbracket \text{choice } \langle \phi, \text{ if } e_1 \text{ then } e_2 \text{ else } e_4, \text{ if } e_1 \text{ then } e_3 \text{ else } e_4 \rangle \rrbracket_{\psi}$$

if  $\psi \Rightarrow \Phi$ :

$$\begin{split} \text{if } \llbracket e_1 \rrbracket_{\psi} \text{ then } \llbracket \text{choice } \langle \phi, e_2, e_3 \rangle \rrbracket_{\psi} \text{ else } \llbracket e_4 \rrbracket_{\psi} &= \text{if } \llbracket e_1 \rrbracket_{\psi} \text{ then } \llbracket e_2 \rrbracket_{\psi} \text{ else } \llbracket e_4 \rrbracket_{\psi} \\ &= \llbracket \text{if } e_1 \text{ then } e_2 \text{ else } e_4 \rrbracket_{\psi} \\ &= \llbracket \text{choice } \langle \phi, \text{if } e_1 \text{ then } e_2 \text{ else } e_4, \text{if } e_1 \text{ then } e_3 \text{ else } e_4 \rangle \rrbracket_{\psi} \end{split}$$

if  $\psi \Rightarrow \neg \Phi$ :

$$\begin{split} \text{if } \llbracket e_1 \rrbracket_{\psi} \text{ then } \llbracket \text{choice } \langle \phi, e_2, e_3 \rangle \rrbracket_{\psi} \text{ else } \llbracket e_4 \rrbracket_{\psi} &= \text{if } \llbracket e_1 \rrbracket_{\psi} \text{ then } \llbracket e_3 \rrbracket_{\psi} \text{ else } \llbracket e_4 \rrbracket_{\psi} \\ &= \llbracket \text{if } e_1 \text{ then } e_3 \text{ else } e_4 \rrbracket_{\psi} \\ &= \llbracket \text{choice } \langle \phi, \text{if } e_1 \text{ then } e_2 \text{ else } e_4, \text{if } e_1 \text{ then } e_3 \text{ else } e_4 \rangle \rrbracket_{\psi} \end{split}$$

$$\Rightarrow \llbracket e \rrbracket_{\psi} = \llbracket e' \rrbracket_{\psi} \ \stackrel{\text{(I.H.)}}{\Longrightarrow} \ e \equiv e'$$

Case 14:  $e = \text{choice } \langle \phi, \text{choice } \langle \neg \phi, e_2, e_1 \rangle, e_1 \rangle$   $e' = e_1$ 

if  $\psi \Rightarrow \Phi$ :

$$\llbracket e \rrbracket_{\psi} = \llbracket \mathsf{choice} \langle \phi, \mathsf{choice} \langle \neg \phi, e_2, e_1 \rangle, e_1 \rangle \rrbracket_{\psi} = \llbracket \mathsf{choice} \langle \neg \phi, e_2, e_1 \rangle \rrbracket_{\psi} = \llbracket e_1 \rrbracket_{\psi} = \llbracket e' \rrbracket_{\psi}$$

if  $\psi \Rightarrow \neg \Phi$ :

$$[\![e]\!]_{\psi} = [\![\mathsf{choice}\ \langle \phi, \mathsf{choice}\ \langle \neg \phi, e_2, e_1 \rangle, e_1 \rangle]\!]_{\psi} = [\![e_1]\!]_{\psi} = [\![e']\!]_{\psi}$$

$$\Rightarrow \llbracket e \rrbracket_{\psi} = \llbracket e' \rrbracket_{\psi} \stackrel{\text{(I.H.)}}{\Longrightarrow} e \equiv e'$$

## 5 Type Derivations

Provide the type derivation for the following expression:

 $true \mid \emptyset \vdash \mathsf{let} \ x = \mathsf{choice} \ \langle \mathsf{A}, \mathsf{42}, \mathsf{true} \rangle \ \mathsf{in} \ x : (\mathsf{Num}, \mathsf{A}), (\mathsf{Bool}, \neg \mathsf{A})$ 

# Suggested solution: $42 \in \mathbb{Z}$

T-Choice —	$\frac{\text{r-Num}}{A \mid \emptyset \vdash 42 : (Num, A)}$	$\frac{\text{T-True}}{\neg A \mid \emptyset \vdash false : (Bool, \neg A)}$	$x \notin \text{dom}(\emptyset)$	$(x,(Num,A),(Bool,\negA))\in\Gamma$	$\mathit{true} \Rightarrow A \vee \neg A$			
T Lat	$true \mid \emptyset \vdash choice \langle A, 42, true \rangle : (Num, A), (Bool, \neg A)$		$x \notin \operatorname{dom}(v)$	$\overline{true} \mid (x, (Num, A), (Bool, \neg A)) \vdash x : (Num, A), (Bool, \neg A)$				
1-Let	$true \mid \emptyset \vdash $ let $x = $ choice $\langle A, 42, true \rangle$ in $x : (Num, A), (Bool, \neg A)$							

## 6 Code Scattering/Tangling

- 1. Define the terms Code Scattering and Code Tangling.
- 2. Calculate the scattering degree SD for the features *Color* and *Encryption* from the code on the bottom of the page. Then calculate the tangling degree TD of the modules containing those features. Note that every line of code that is only executed if Conf.ENCRYPTION = true belongs to the feature *Encryption*. Every line of code that is only executed if Conf.COLORED = true belongs to the feature *Color*. The variable Conf.COLOR describes the used color if the feature *Color* is activated.

```
import java.util.ArrayList;
                                                  public class Client {
2 import java.util.List;
                                                      Color color;
4 public class ChatApplication {
                                                      public Client(Color color) {
    Client client;
                                                        this.color = color;
    List<Message> messages =
       new ArrayList<>();
                                                      public Client() {
    void newMessage(String content) {
9
10
      Message message = new Message(content);
                                                 10
      if (Conf.ENCRYPTION) {
                                                      void displayMessage(Message message) {
11
                                                 11
        message.encryptMessage();
                                                       String messageToDisplay =
12
                                                           message.getContent();
13
                                                 13
                                                        if (Conf.ENCRYPTION) {
      messages.add(message);
14
                                                 14
                                                         messageToDisplay =
15
                                                 15
                                                              decryptMessage(messageToDisplay);
16
                                                 16
17
18
    void createClient() {
                                                        System.out.println(messageToDisplay);
    if (Conf.COLORED) {
19
                                                 19
        client = new Client(Conf.COLOR);
20
                                                 20
       } else {
                                                      String decryptMessage(String message) {
21
                                                 21
        client = new Client();
                                                        return new StringBuilder(message)
22
                                                 22
                                                            .reverse().toString();
                                                 23
   }
24
                                                 24
25 }
                                                 25 }
```

```
public class Message {
    String content;
    public Message(String content) {
      this.content = content;
    void encryptMessage() {
     content = new StringBuilder(content)
9
         .reverse().toString();
10
11
12
    public String getContent() {
13
     return content;
14
15
16
17
    @Override
18
    public String toString() {
19
    return "Message{" +
          "content="" + content + '\'' +
20
          '}';
21
22
23 }
```

```
public class Conf {
   public static boolean ENCRYPTION = true;
   public static boolean COLORED = true;
   public static Color COLOR = Color.BLACK;
}
```

#### Suggested solution:

- 1. *Code Scattering* defines how distributed code belonging to one feature is across multiple modules. *Code Tangling* occurs when code belonging to different features is present in one module.
- 2. SD(Color) = 3, SD(Encryption) = 4TD(CHATAPPLICATION) = 2, TD(CLIENT) = 2, TD(MESSAGE) = 1, TD(CONF) = 2

## 7 Merge Conflicts

In the figure below, the revisions B and C have both evolved separately from revision A. Work on the following tasks:

- a) Perform an unstructured merge of revisions B and C and mark all merge conflicts.
- b) Perform a structured merge of revisions B and C and mark all merge errors.

```
(c) Revision C
          (a) Revision A
                                       (b) Revision B
                            1 class Foo {
                                                        1 class Foo {
 class Foo {
                                                                  int f = 2;
         int a = 2;
                                     int a = 2;
         void foo() {
                                      void foo() {
                                                                  void foo() {
                int b = 2; 5
                                            int b = 2; 5
                                                                        int b = 2;
                 int c = a + 6
                                             int d = a; 6
                                                                         int c = f +

→ b;
                                             int c = a -
                                                                          \hookrightarrow b;
                 return 4 / c;
                                                                         return 4 / c;
                                             }
                                             return c * ds;
                                                                 }
9 }
                                      }
                            9
                                                        9 }
                            10 }
```

#### Suggested solution:

```
(b) structured
                    (a) unstructured
1 class Foo {
                                                  1 class Foo {
          int f = 2;
                                                            int f = 2;
           void foo() {
                                                             void foo() {
                   int b = 2;
                                                                     int b = 2;
                   int d = a;
                                                                     int d = a; // merge error
                                                  6
6
                                                                     int c = f - b;
                   <><< RevB.java
                   int c = a - b;
                                                                     return c * d;
                   ======
                                                            }
                                                 10 }
                   int c = f + b;
10
                  >>>>> RevC.java
11
                  return c * d;
12
          }
13
14 }
```