

ESOF 322 Homework #5 (57 pts)

DUE: 11/05 2020

Question 1 (25 pts)

In this question you will exercise your reverse engineering skills.

a) Download the source code for any Open Source system. You can typically search sites like SourceForge to find an Open Source system. Make sure the system is written in Java. **(10 pts)**

1. What system did you download? (4 pts)
2. What does it do? (2 pts)
3. How many Lines of Code (LOC) does it have? How did you calculate this? (4 pts)

b) Use the Design Pattern Finder tool (<http://designpatternfinder.codeplex.com/>) to scan the code for potential realizations of many design patterns. **Note** that this tool only works in a Windows system, so you will need a Windows machine or virtual machine. The executable is in the *releases/0* directory. Each file in this directory is compressed, so you need to extract them. The executable lives in the e020f117-c1ab-48fd-bc02-213b620bc090 file.

If you do not have a Windows machine, you will have to use a machine in one of our labs or install virtual machine software (i.e. VMware or VBox). Then create a virtual Windows system.

The tool should give you a hint of potential existence of design patterns in the code. Print out the output of the Design Pattern tool for the Open Source system you chose. **(15 pts)**

1. Capture the output of the tool (without checking the "Search in file content" box) and print it. (2 pts)
2. How does this tool look for instances of design patterns? (4 pts)
3. Do you think the process used by the tool is correct? How would you do it? Be specific. (9 pts)

Question 2 (10 pts)

Create a control flowgraph for the *sieve* algorithm. To the left of the line numbers in the source code clearly identify the nodes that will be used in your graph. Once you have identified the nodes, draw the control graph. **(4 pts)**

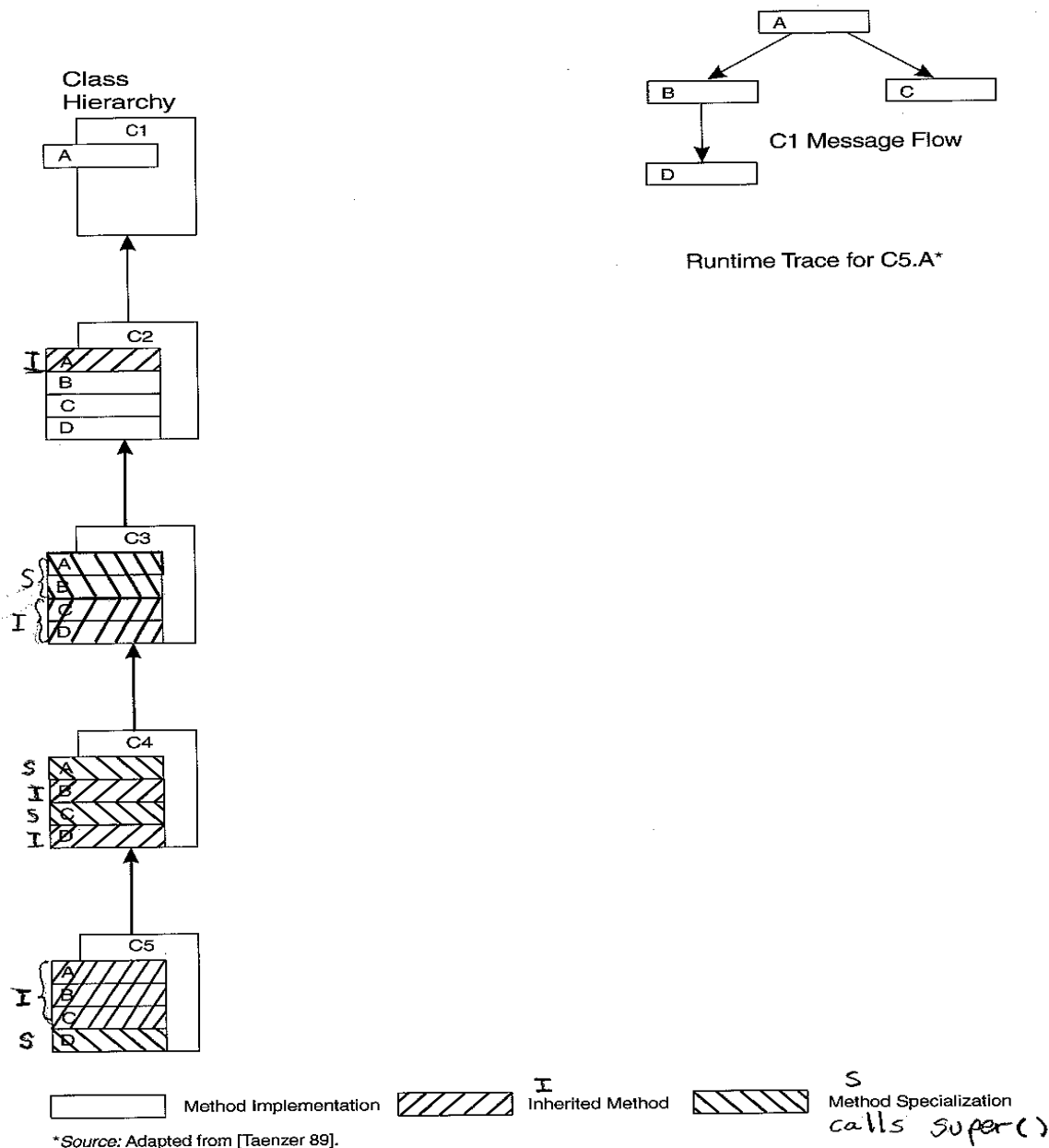
```
1. /* Find all primes from 2-upper_bound using Sieve of Eratosthanes */
2.
3. #include
4. typedef struct IntList {
5.     int value;
6.     struct IntList *next;
7. } *INTLIST, INTCELL;
8. INTLIST sieve ( int upper_bound ) {
9.
10.     INTLIST prime_list = NULL; /* list of primes found */
11.     INTLIST cursor;           /* cursor into prime list */
12.     int candidate;             /* a candidate prime number */
13.     int is_prime;              /* flag: 1=prime, 0=not prime */
14.
15.     /* try all numbers up to upper_bound */
16.     for (candidate=2;
17.
18.         candidate <= upper_bound;
19.         candidate++) {
20.
21.         is_prime = 1; /* assume candidate is prime */
22.         for(cursor = prime_list;
23.
24.             cursor;
25.             cursor = cursor->next) {
26.
27.             if (candidate % cursor->value == 0) {
28.
29.                 /* candidate divisible by prime */
30.                 /* in list, can't be prime */
31.                 is_prime = 0;
32.                 break; /* "for cursor" loop */
33.             }
34.         }
35.         if(is_prime) {
36.
37.             /* add candidate to front of list */
38.             cursor = (INTLIST) malloc(sizeof(INTCELL));
39.             cursor->value = candidate;
40.             cursor->next = prime_list;
41.             prime_list = cursor;
42.         }
43.     }
44.     return prime_list;
45. }
```

a) Provide a set of test cases that would give 100% Node Coverage (NC). **(2 pts)**

- b) Provide a set of test cases that would give 100% Edge Coverage (EC). (2 pts)
 c) Is 100% NC or 100% EC possible in general? Why, or why not? (2 pts)

Question 3 (10 pts)

- a) Draw the execution of the calls that exhibit the YoYo problem for a runtime trace of C3.B, and for C4.A (Draw both on the diagram below). (8 pts)
 b) Describe what happens when we call C1.D (2 pts)



Question 4 (12 pts)

Given the following program:

```
1: public int fibonacci (int i) {
2:     int fib1 = 1 ;    // fib(n-1)
3:     int fib2 = 1 ;    // fib(n-2)
4:     int fib = 0;
5:     int j;

6:     if (i <= 1)
7:         fib = 1;
8:     else
9:         for (j=1;
10:            j<i;
11:            j++)
12:             {
13:                 fib = fib2 + fib1 ;
14:                 fib2 = fib1 ;
15:                 fib1 = fib ;
16:             }
17:     return fib ;
18: }
```

Give test cases that will kill the following mutations (**4pts each**):

- (a) Line 6: if (i < 1)
- (b) Line 6: if (i == 1)
- (c) Line 12: fib2 = fib;