**Study and Development of Call Graph for Open Source Projects**

**Project Team:** 13

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**Project Motto:**

Create a Call Graph with Virtual Reality interface using Deep Learning Technologies for open source projects.

**Motivation:**

Programmers frequently search for source code in order to reuse it. The search results contain high quality source code. The documentation provided for the code alone does not help the user who wants to use a particular functionality of the code.

**Objective:**

The objective of this project is to build an application that can provide a dependency call graph based on the application’s inter-component relationships. Dependency is the attribute that couples two components with each other. The call graph will help the users to know the structure of the code and also help them choose the sets of the software that work well together. The project involves extraction of source code from open source repositories like GitHub. The dependencies implemented in the code will then be analyzed on few of the open source codebase and data mining via Machine learning algorithms.

The overall objective is to build a model which is capable of detecting the dependencies present in the source code and provide a virtual reality interface for the same.