Supporting Framework Use via Automatically Extracted Concept-Implementation Templates

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Outline

- Introduction and Motivation
- The FUDA Framework Comprehension Technique
- Evaluations
- Concluding Remarks

Introduction and Motivation

Introduction

- *Object-oriented application frameworks* are widely used to develop new applications
- Frameworks provide *domain-specific concepts*
  - *Example: JFace* offers implementation for *context menu* and *tree viewer*
- Framework-based applications are constructed by writing *completion code* that instantiates these concepts

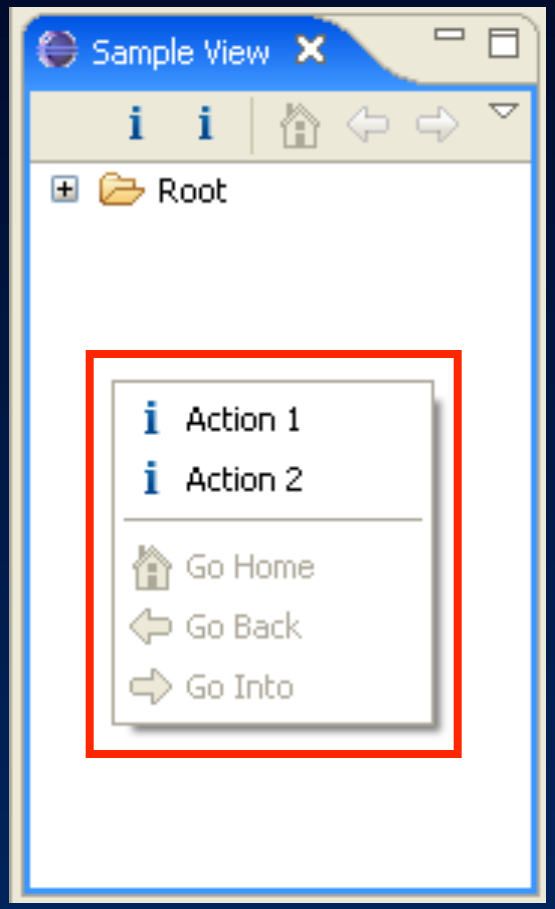
Main Difficulties of Frameworks

- Complex and difficult to learn APIs
- Lack of manuals and documentation

Proposed Solution

- Apply the *Monkey See/Monkey Do* Rule *[Gamma et al., 2004]*
  - "Use existing framework applications as a guide to develop new applications"
- Code difficult to find due to scattering and tangling

Motivating Example



Motivating Example

Instantiating Framework Classes

Implementing Interfaces

Sub-classing Framework Classes

Calling Framework Methods

```
...
35  public class SampleView extends ViewPart {
36    private TreeViewer viewer;
37    private DrillDownAdapter drillDownAdapter;
38    private Action action1;
39    private Action action2;
40    private WelcomeWindow welcomeWindow;
      ...
98    class ViewContentProvider implements IStructuredContentProvider,
99      ITreeContentProvider {
          ...
162   class ViewLabelProvider extends LabelProvider {
        ...
189   pu
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199   }
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201                                                          Menu");
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203
204                                                          ter) {
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207                                                          ontrol());
208
209
210   }
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216
217
218   }
219   pu
220
221                                                          ); }
222
223
224
225
226     action2 = new Action() {
227       public void run() { showMessage("Action 2 executed"); }
228     };
229     action2.setText("Action 2");
230     action2.setToolTipText("Action 2 tooltip");
231     action2.setImageDescriptor(...);
232   }
      ...
267 }
```
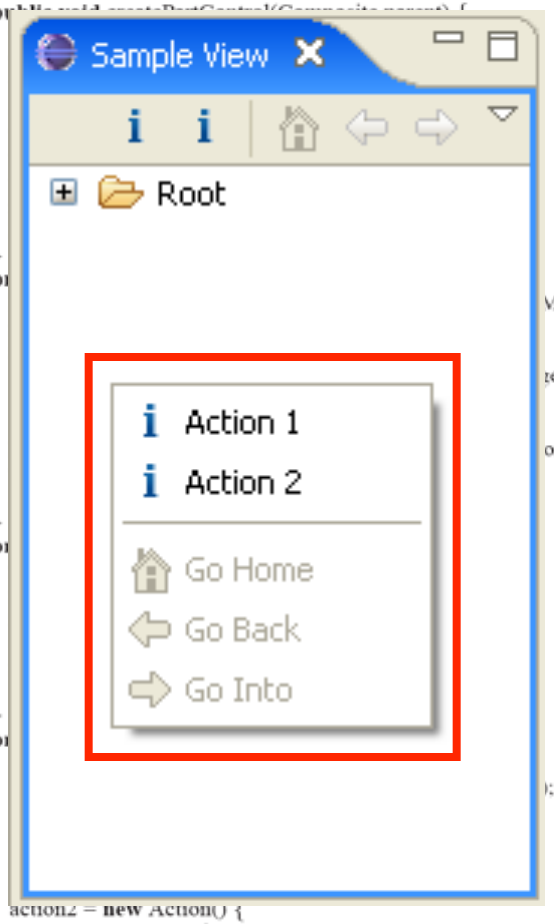



Related Work

- *Framework usage comprehension tools*, such as *Strathcona* *[ICSE'05]* and *FrUiT* *[ETX'06]*
  - Apply static analyses
  - Aim fine-grained API elements
- *Concept location tools*, such as *SNIAFL* *[ICSE'04]* and *SITIR* *[ASE'07]*
  - Unaware of a framework API
  - Results contain application-specific instructions

FUDA Framework Comprehension Technique

FUDA Framework Comprehension Technique

- Automatically extracts *implementation templates* for framework-provided concepts
  - *Concept Implementation Template:* A Java-like representation of the implementation steps that are necessary to instantiate a given concept

A Sample Template

Basic Steps

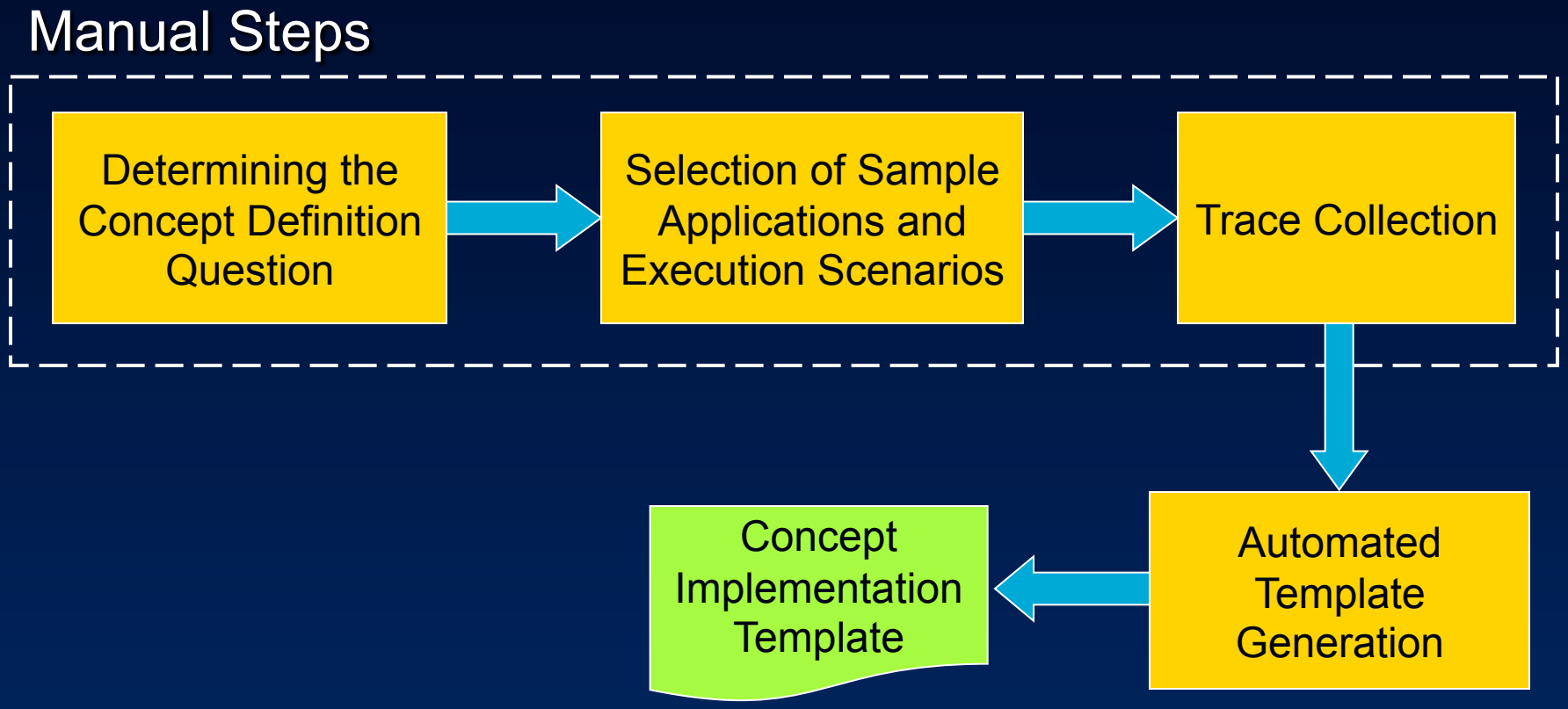
- Packages to Import
- Interfaces to Implement
- Methods to Implement
- Classes to Subclass
- Objects to Create
- Methods to Call

```
1  import org.eclipse.jface.action.Separator;
2  import org.eclipse.jface.viewers.Viewer;
3  import org.eclipse.jface.action.Action;
4  import org.eclipse.jface.action.MenuManager;
5  import org.eclipse.swt.widgets.Menu;
6  import org.eclipse.jface.resource.ImageDescriptor;
7  import org.eclipse.jface.action.IMenuListener;
8  import org.eclipse.swt.widgets.Control;

9  public class AppMenuListener implements IMenuListener {
10     public void menuAboutToShow(menuManager) {
11         Separator separator = new Separator(String)||(); //REPEAT
12         menuManager.add(separator)||(appAction); //REPEAT
13     }
14 }

15 public class AppAction extends Action {
16 }

17 public class SomeClass {
18     public void someMethod() {
19         Viewer viewer = . . . ;
20         Control control = viewer.getControl(); //MAY REPEAT
21         AppAction appAction = new AppAction(); //MAY REPEAT
22         appAction.setText(String); //MAY REPEAT
23         appAction.setToolTipText(String); //MAY REPEAT
24         MenuManager menuManager = new MenuManager(String)||(String,String)||();
25         menuManager.setRemoveAllWhenShown(boolean);
26         AppMenuListener appMenuListener = new AppMenuListener();
27         menuManager.addMenuListener(appMenuListener);
28         Menu menu = menuManager.createContextMenu(control);
29     }
30 }
```

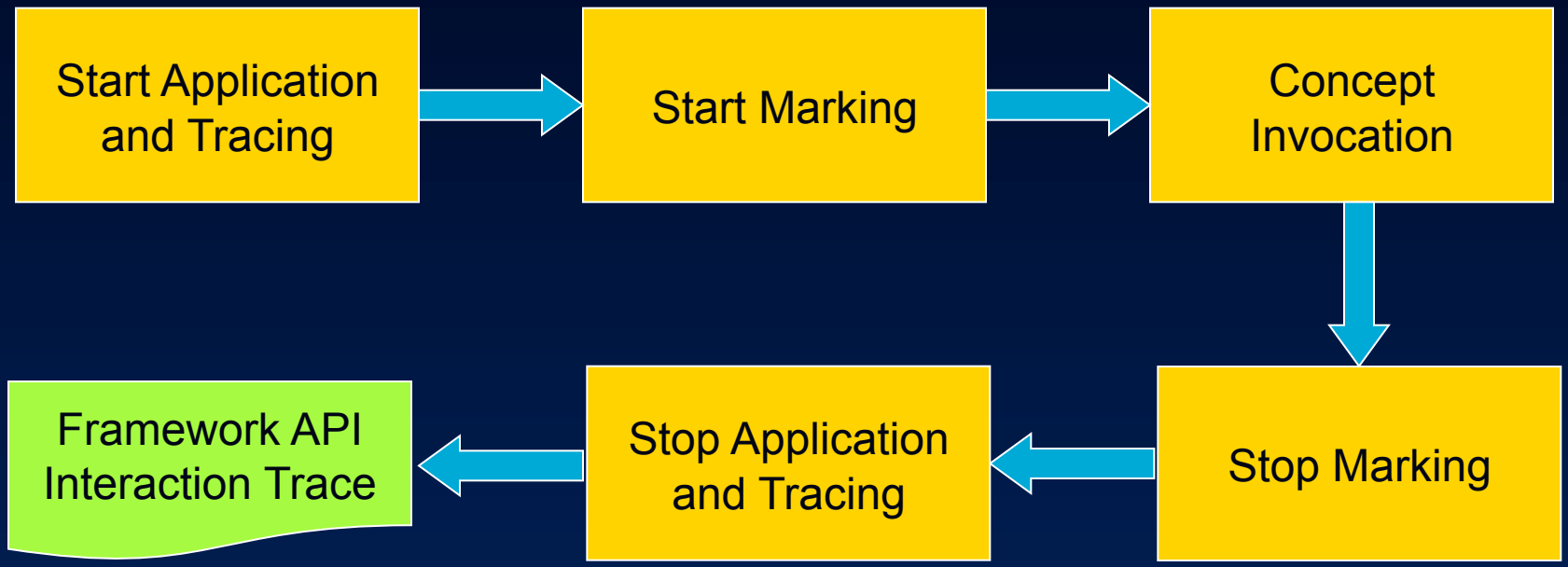
Additional Information

- Call Nesting
- Order of Calls
- Object Passing Patterns
- Statement Repetition Info.

The FUDA Approach Overview

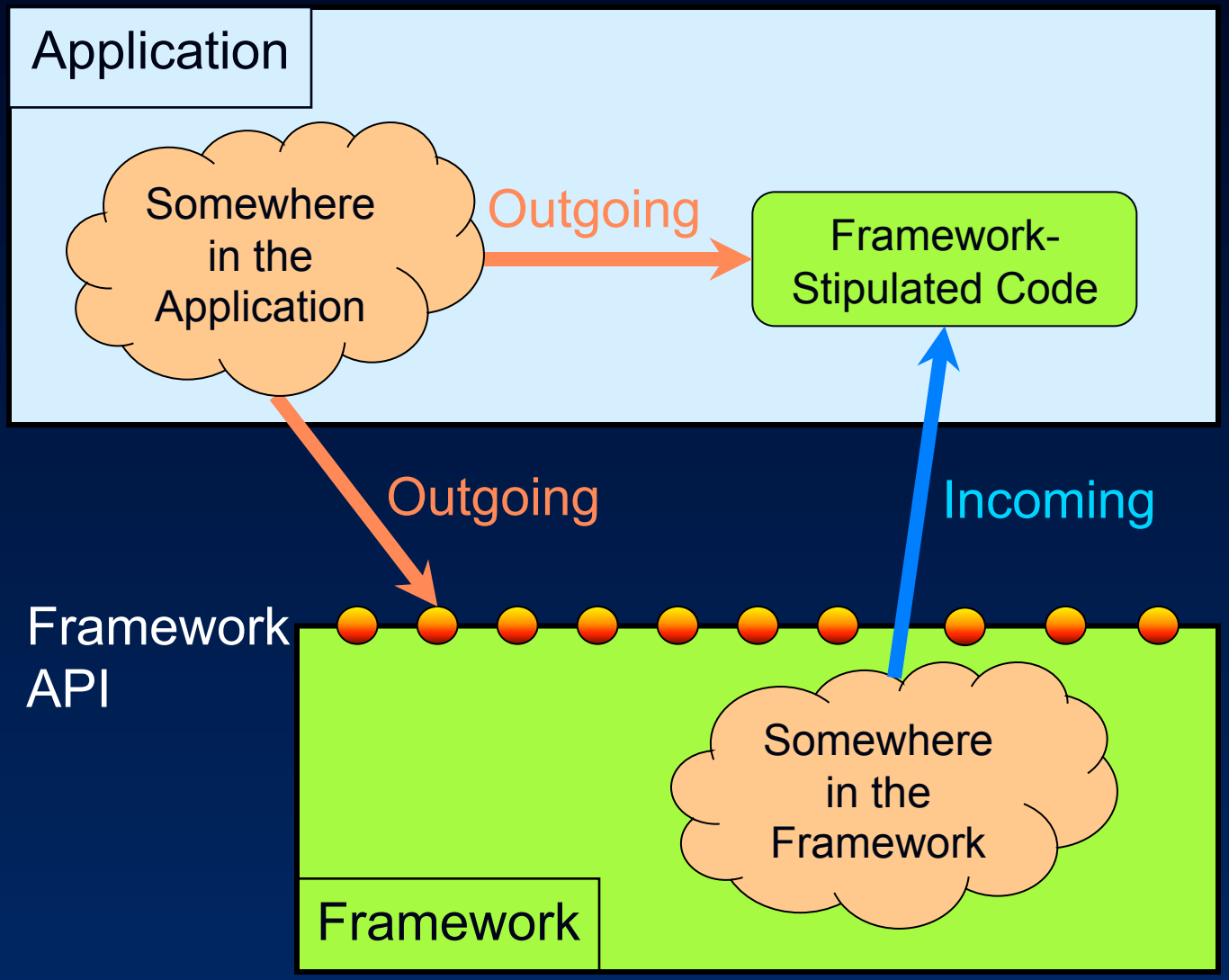


Trace Collection



- Traces only the calls at the framework boundary
  - The API trace consists of *API interaction events*

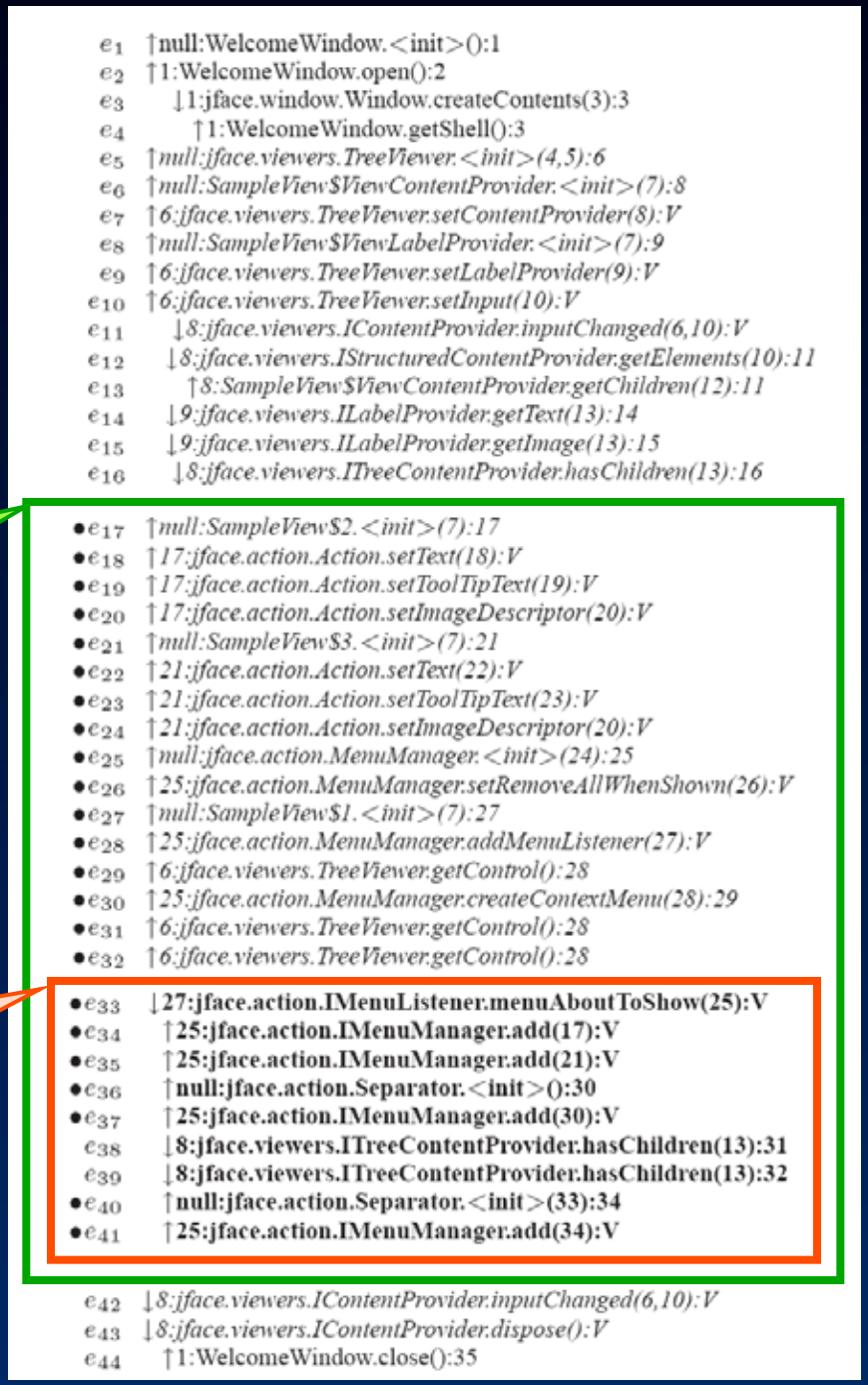
Direction of Events



A Sample API Trace for the Concept Context Menu

Events involved in the implementation of the context menu

The marked events when the context menu is invoked

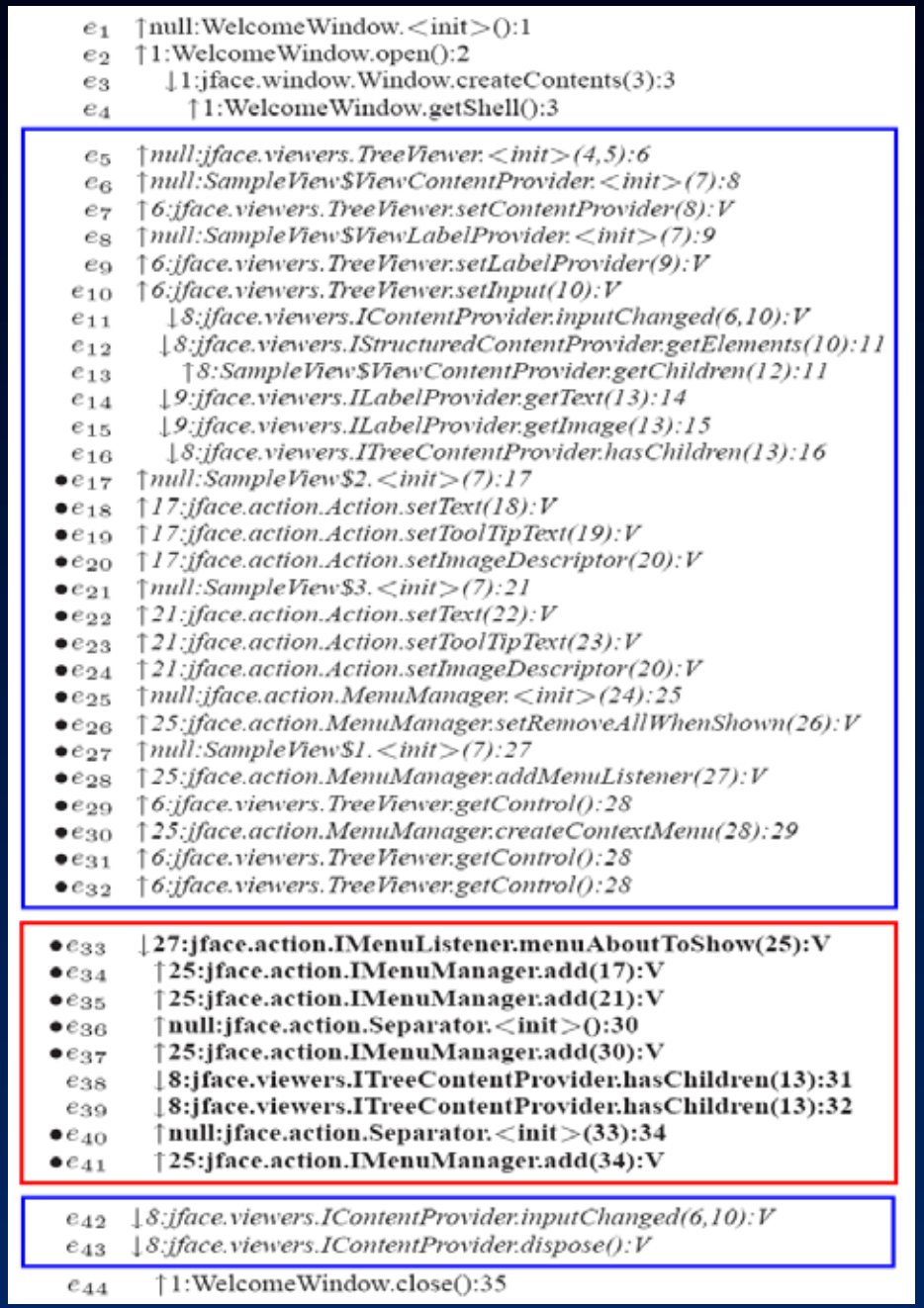


API Trace Slicing

- Identifies relevant events before and after the marked region
  - Related events use common objects as targets, parameters, or return values

Sample Sliced API Trace

- An approximation of the actual dependencies among API calls
  - Could have both false positives and false negatives



Event Generalization

- Allows comparing traces in terms of framework API types
- Replaces application-specific names with appropriate framework names
- A static analysis on the type hierarchy of the event's target

Fact Extraction and Template Generation

- Extracting facts about the call occurrences, nesting, and dependency
- Determining *common facts* across traces
- Template generation from common facts

Evaluations

Template Extraction Evaluation

Template Usage Evaluation

Template Extraction Evaluation

- *Evaluation Hypothesis:* FUDA can extract templates with high precision and recall from only two traces and two sample applications
  - Aimed to keep the number of traces minimal

Selection of Frameworks and Concepts

- Four complex, widely-used frameworks:
  - Eclipse, JFace, GEF, Java2D
- Fourteen concepts:
  - Six based on prior knowledge
  - Eight from developer forums
  - Covered different characteristics: *scope*, *slicing*, *frequency*, *complexity*, and *atomicity*

Selection of Sample Applications

- Two applications per concept from different sources
  - Available at hand
  - Packaged with the desired framework
  - Online repositories
  - Suggested by others

Experiment Performance

- Prototyped FUDA
  - *FUDA Profiler*
    - Provides a GUI for collecting marked traces
    - Uses *AspectJ* to instrument applications
  - *FUDA Analyzer*
    - An Eclipse plug-in for generating templates out of traces

Calculation of Precision and Recall

- Requires a reference
  - Created based on prior experience, framework documentation, and/or actual implementation

Results

- *Precision:* 59% - 100%
  - Presented instructions being correct
- *Recall:* 79% - 100%
  - Required instructions being presented
- Application similarities caused false positives
- Slicing eliminated 18% - 80% of false positives
  - Mainly useful for similar applications
  - No effect for different applications

Template Usage Evaluation

- Evaluated the usage of templates by developers in the implementation of concepts
  - Asked developers to use either *documentation* or *templates*

Research Questions

- **Q_1:** Are templates as effective as documentation in aiding the developers?
  - If yes, they can serve as a substitute when no documentation is available
- **Q_2:** What is the influence of template quality and its usage strategies on the quality of resulting implementations?

Subjects

- Recruited twelve subjects
  - A mixture of students and professionals
  - Highly skilled Java programmers
  - Except one, all had industry experience

Task Assignment

- Assigned two tasks to each subject:
  - One simple, one complex
  - One using template, one using documentation
- Random and balanced over the concept complexity and documentation aid
- Constrained by prior knowledge of the concepts

Data Analysis

- Quantitatively analyzed via:
  - Statistical analyses of development times
- Qualitatively analyzed via:
  - Inspection and execution of resulting implementations
  - Careful examination of questionnaires and interviews

Quantitative Analysis Results

- The choice of documentation aid had little influence on the development time
  - Statistical analysis failed in providing evidence that templates and documentation are different (or equivalent) in providing aid
  - However:
    - The observed differences due to documentation aid were small
    - The concept complexity had much greater impact on productivity

Qualitative Analysis Results

- Only two buggy implementations
  - One for each documentation aid
- All except one used templates together with sample applications
  - That subject had a buggy implementation
  - Use templates with sample applications

Concluding Remarks

Strengths and Weaknesses of the Approach

Conclusions

Strengths of the Approach

- Templates and documentation were similarly effective in the experiment
  - Not statistically significant; larger experiment needed
- Highly automated
- Needs only a few sample applications
- Traces only the API interactions
- Dynamically detects the actual API elements involved

Weaknesses of the Approach

- Results depend on sample applications
- Designing concept invoking scenarios not always obvious
- Setting up the runtime environment could be challenging

Thank You!

Questions?

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