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Are Forward Designed or Reverse-Engineered UML Diagrams More Helpful for Code Maintenance?: A Controlled Experiment

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Material available at:
<http://alarcos.esi.uclm.es/originUML/maintenance/>

Are Forward Designed or Reverse-Engineered UML Diagrams More Helpful for Code Maintenance?: A Controlled Experiment

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aim being to elaborate more conclusive results.

Categories and Subject Descriptors
D.2.7 [Software Engineering]: Distribution, Maintenance, and Enhancement — D.2.10 [Software Engineering]: Design — Reengineering

General Terms
Documentation, Design, Experimentation, Languages

Keywords
Software Maintenance, UML, Diagrams, Reverse Engineering, Controlled Experiments, Survey

1. INTRODUCTION
The current increasing complexity of software projects [14] has led to the emergence of UML [25] as the de facto standard modeling notation. It first appeared in 1997 and has now become one of the most widely-used modeling languages in industry, as a next worthy vehicle to increase the collaboration between developers

ABSTRACT
Forward UML has been the de facto standard notation for modeling object-oriented software systems since its appearance in 1997. UML diagrams are important for maintainers of a system, especially when the software was developed by a different team. These diagrams of the system are not always readable, however, and are commonly misread using Reverse Engineering (RE) techniques. When obtained through RE, UML diagrams have a high level of detail as compared to those developed in the forward design activity. Method: In this paper we report on a comparison of the attitude and performance of maintainers when using these two kinds of diagrams during the maintenance of source code. Our findings were obtained by carrying out a controlled experiment with 60 students of a Master's degree in Computer Science. **Results:** The results show a preference for forward design diagrams but do not display significant differences in task performance. The post-experiment survey results have led us to conclude that the subjects did not consider RE diagrams helpful. They found them difficult to understand, particularly the sequence diagrams. In the case of forward design diagrams, without consistent sequence diagrams as useful, but they did not really



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Does the Origin of UML Diagrams Influence the Maintenance of the Code?: Results from a Controlled Experiment

Ana M. Fernández-Sáez, Marcela Genero, and Michel R.V. Chaudron

ABSTRACT


Background: UML diagrams have become an important technique with which to describe the functionality and behavior of a software system. These diagrams are particularly important for maintainers who have to maintain a software system which was developed by a different team or company. However, UML diagrams with the documentation of the software system are not always available, and have to be generated using a reverse engineering technique. UML diagrams (class diagrams, sequence diagrams) obtained through reverse engineering have a high level of detail in comparison to those developed in the design phase following a model-centric approach. Aim: We therefore wished to compare the performance of maintainers when using design UML diagrams as opposed to reverse engineered diagrams during the maintenance of source code. Method: This was achieved by carrying out a controlled experiment with 40 students in the second year of a Master's degree in Computer Science at the University of Seville (Spain). Results: The results obtained are not conclusive, but show a slight tendency towards obtaining better results when using UML diagrams obtained in the design phase. These results may encourage software developers to follow a model-centric approach, which implies beginning the development of a software system by building the corresponding UML diagrams and keeping them up-to-date in order to facilitate maintenance tasks.

Conclusions: Nevertheless, we are conscious that these results should be considered as preliminary. Further replications of this experiment are planned with students and professionals in order to obtain more conclusive results.

In the following table, you can find the experimental materials used in all replications.

Material in Spanish		Material in Italian	
TrainMat	RunMat	TrainMat	RunMat

TrainMat = Training Material; RunMat = Run Material



Agenda

- Motivation
- Experiment Description
- Results
- Conclusions & Future Work

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Motivation

Benefits of UML on software maintenance

University of Castilla-La Mancha (Spain)
 University of Leiden (The Netherlands)
 University of Bari (Italy)

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Motivation

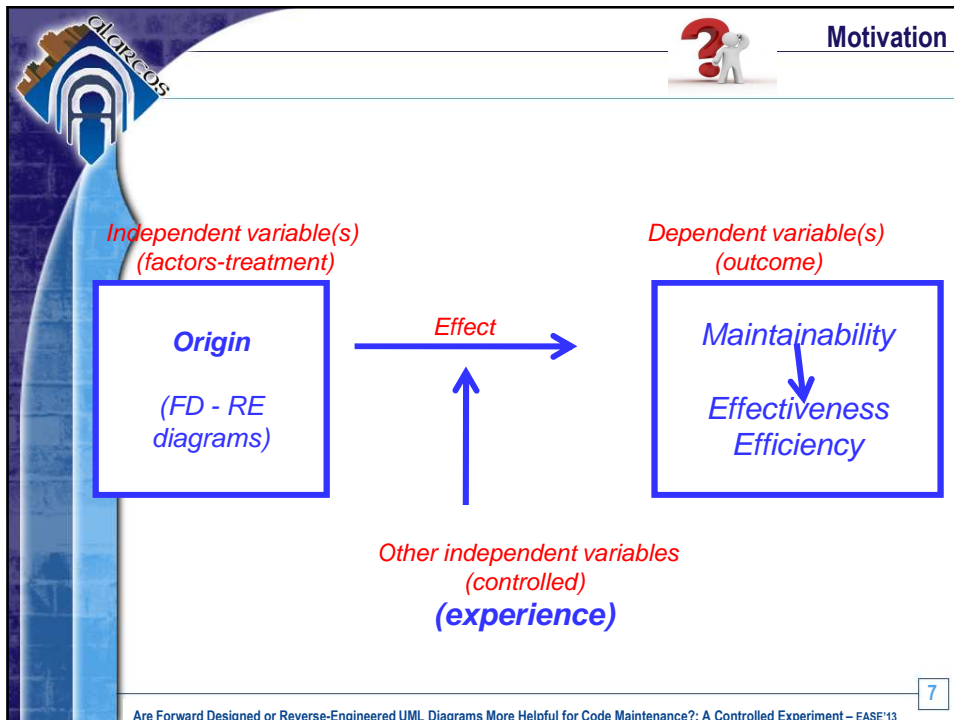
- **Long-term study goal** → Investigate the benefits of using UML in software maintenance.
- **Current study goal** → Investigate if forward designed or reverse-engineered UML diagrams are more helpful for code maintenance.
 - *FD diagrams* → manually developed and maintained
 - *RE diagrams* → automatically obtained and not maintained

Impact of the results:



- + *FD diagrams* → maintain the diagrams up-to-date
- + *RE diagrams* → not to maintain the diagrams (saving time)

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- Experiment Description**
- Goal
-
- GOAL**
- Using GQM template our goal is:
 - Analyze the origin of UML diagrams
 - for the purpose of evaluating them
 - with respect to their support for maintaining source code
 - from the point of view of the researcher
 - in the context of fifth year undergraduate students in Computer Science from the University of Seville.
 - Used diagrams: sequence and class diagrams.
 - Origin:
 - Forward Design diagrams → D
 - Reverse Engineered diagrams → RE
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- Are Forward Designed or Reverse-Engineered UML Diagrams More Helpful for Code Maintenance?: A Controlled Experiment – EASE'13

Experiment Description



Context selection

- 40 Computer Science students from the University of Seville (Spain) 2nd year of their Master's Degree.
- Realistic system
 - Sports center domain
 - In Spanish
 - Code in JAVA
- IBM Rational Software Architect

	#Class diagrams	#classes	#Sequence diagrams	#messages	LoC
D	4	16	21	226	5123
RE	4	21	11	191	

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Experiment Description

Variables selection



- Independent variable: Origin
 - RE diagrams
 - D diagrams
- Dependent variable
 - Maintainability
- Measures
 - Maintainability Effectiveness (M_{Effec})

$$\frac{\#correct\ tasks - \#performed\ tasks}{\#tasks}$$
 - Maintainability Efficiency (M_{Effic})

$$\frac{\#correct\ tasks - \#performed\ tasks}{time\ spent}$$
- Cofactor
 - Ability

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Experiment Description

Hypothesis formulation

$H_{1,0}$: There is **no significant difference** in the subjects' **maintenance effectiveness** when working with **UML diagrams** which have originated from the **design phase** or with diagrams which originated from a **Reverse Engineering** technique.



$H_{1,1}: \neg H_{1,0}$

$H_{2,0}$: There is **no significant difference** in the subjects' **maintenance efficiency** when working with **UML diagrams** which have originated from the **design phase** or with those which originated from a **Reverse Engineering** technique.

$H_{2,1}: \neg H_{2,0}$

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Experiment Description

Experimental design

Between-subjects design



Origin	
RE	D
Group 1	Group 2



- Selected design due to time restrictions
- Threats related to experience were alleviated through a pre- experiment questionnaire

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Experiment Description

Instrumentation

Object:



- Sport center software system (code + class and sequence diagrams) corresponding to the two treatments (FD, RE)

Tasks:

- Pre-experiment tasks**
 - Background questionnaire,
 - Java
 - UML test

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Experiment Description

Instrumentation



- Maintenance tasks
 - 5 Maintenance tasks → Randomized**
 - 3 Adaptive** maintenance tasks
 - 2 Corrective** maintenance tasks
 - Answers sheets**

Write down the start time (HH:MM:SS) _____:_____:

Task	Action (C=Cre; D=Dele M=Mod)	s/ mation
8) The	You should add functionality for storing also the <i>phone number</i> of the customers of the system. Note: You do NOT have to manage the phone numbers of the customers already stored in the database. This functionality is only for INTRODUCING NEW CUSTOMERS (they cannot be accessed, showed or modified). In your answer you may EXCLUDE changes to the user interface. If your solution requires changes to the database, you should explain these changes by writing comments on your answer sheet.	
1. Co Agre	<p>Write your answer on the forms</p> <p>Write down the finish time (HH:MM:SS) _____:_____:</p>	

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Experiment Description

Instrumentation

Internal validity: Is it the treatment that really causes the effect?

- Subjects with similar experiences
- Fatigue effect was avoided (time duration)
- Random assignment of subjects into groups

External validity: Can the results be generalised?

- Selection of objects and subjects

Construct validity: Do the experimental settings actually reflect the construct under study?



- Select well known domains
- Diagrams with similar size
- Select appropriate measures
- Take care with evaluation apprehension

Conclusion validity: Are the results statistically valid?

- Select the appropriate statistical tests according the design
- Check assumptions of the statistical tests

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Experiment Description

Preparation

Pilot study



Why? Check the experimental material, the experiment duration.

When? One month before the experiment execution.

Who? 6 PhD students of the Alarcos research group at UCLM (Spain).

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Experiment Description

Preparation/Execution

1st session → Training



- A training session of **two hours** took place the day before the experiment was carried out.
- The session included various tasks:
 - Collaborative exercise
 - Pre-experiment questionnaire
 - Background questionnaire, Java test, UML test

2nd session → Execution (2 hours)

- Assignment of subjects to the 2 groups located in the same room
- Explain experiment procedure (advice about time, tasks, etc.)
- Deliver the material, Receive the Material completed
- Deliver post-experiment questionnaire, Receive the questionnaire completed

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Data analysis and interpretation

Descriptive statistics and exploratory analysis

Origin	N	MEffec			MEffie		
		$\bar{\chi}$	Median	SD	$\bar{\chi}$	Median	SD
RE	20	0.641	0.6818	0.165	0.00270	0.00283	0.00079
D	20	0.650	0.6818	0.148	0.00273	0.00303	0.00072

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Data analysis and interpretation
Testing hypothesis

- Mann-Withney tests

		MEfec			
		p-value	observed power	Effect size	R
Origin		0.957	0.054	0.001	NO

		MEffic			
		p-value	observed power	Effect size	R
Origin		0.534	0.051	0.0003	NO

Not significant

- Dividing by type of maintenance
 - Not significant

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Data analysis and interpretation
Testing co-factors

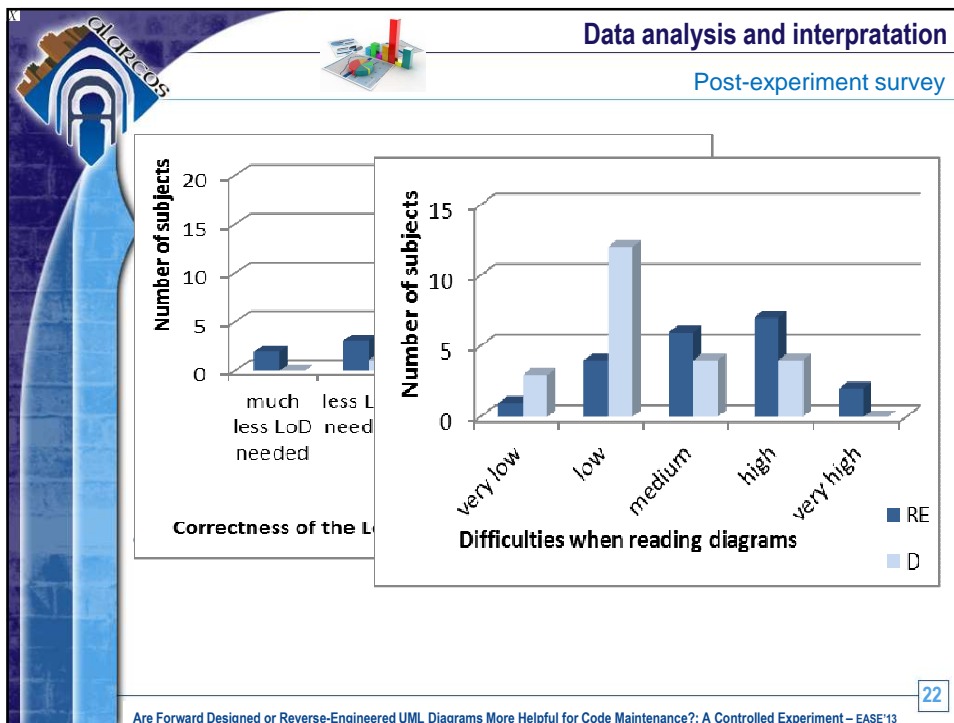
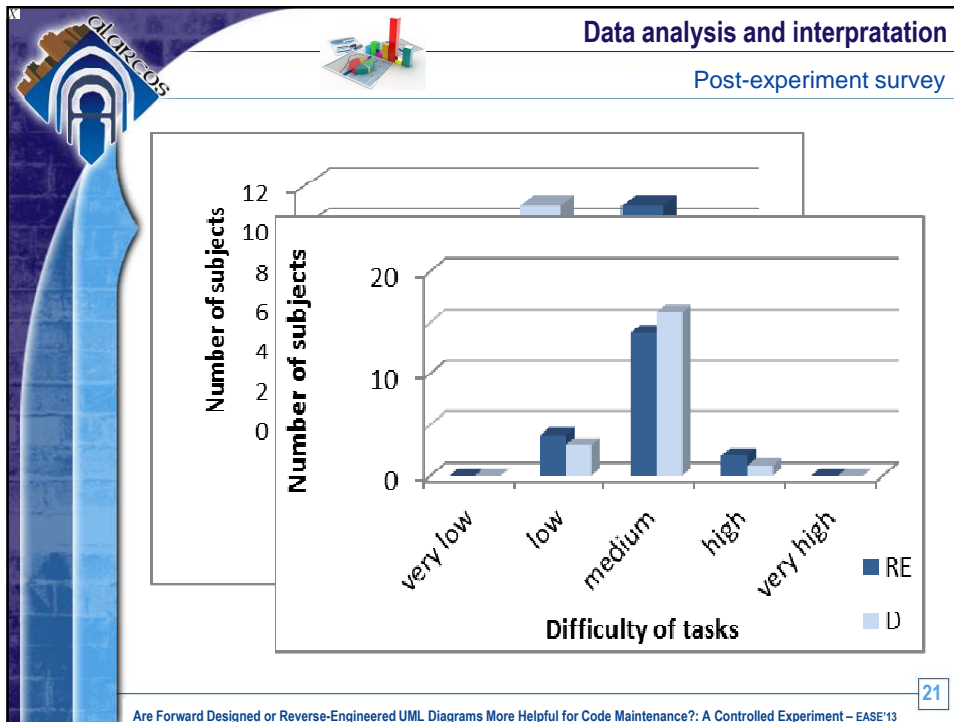
- Ability
 - p-value = 0.914 → not influenced the results
- Ability & Origin

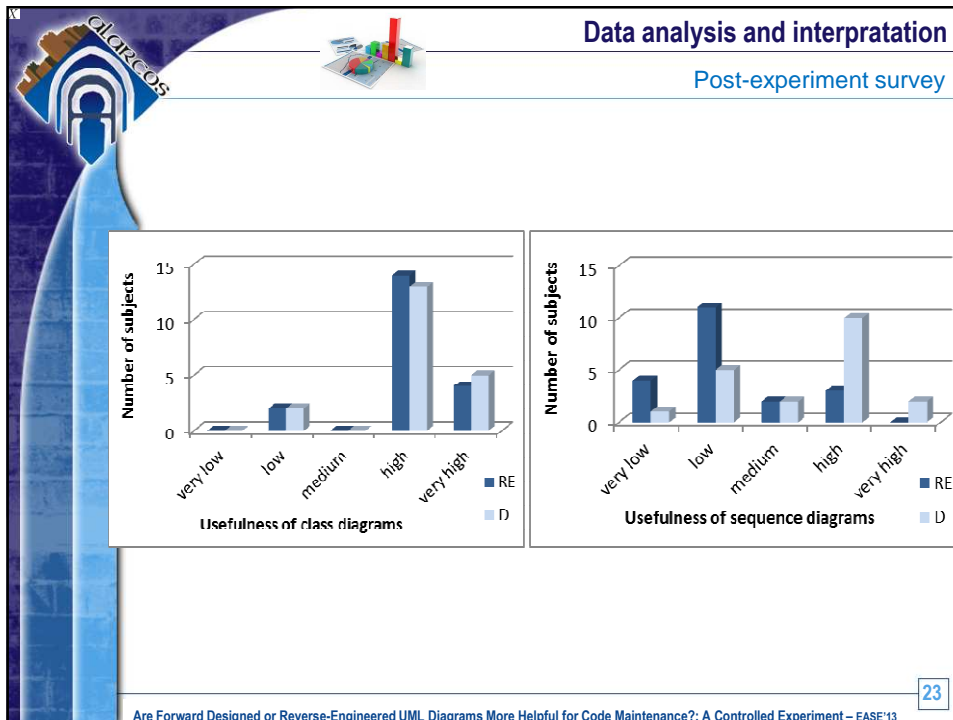
The graph plots MEfec (left y-axis) and MEffic (right y-axis) against Origin (RE and Design). Two lines represent ability levels: low (blue) and high (green). Both lines show an upward trend from RE to Design. The high ability line is consistently higher than the low ability line.

Origin	Ability	MEfec (Left Axis)	MEffic (Right Axis)
RE	low	~0.59	~0.09
Design	low	~0.61	~0.11
RE	high	~0.66	~0.16
Design	high	~0.68	~0.18

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Conclusions & Future Work

The results are not definitive

- The null hypothesis **cannot be rejected**
- Descriptive statistics showed a slight **tendency** → FD diagrams
- Subjective **preference** for FD diagrams
 - Most used (class diagrams)*
 - Easier to read and understand*


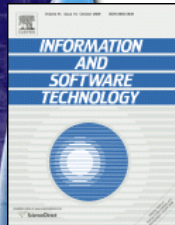
Results are valid in the context of simple systems related to well-known domains and novice software engineers

We carried out replications to obtain more definitive results (Seville and Bari)

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Future Work (done)

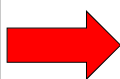



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MAIN FINDINGS:

- 1) Subjects' performance is better when using FD diagrams.
- 2) Subjects preferred FD diagrams.
- 3) Subjects considered FD diagrams easier to understand.




Follow a model-based approach

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