



DR-Tools

A tool quality suite to help the developers to maintain health and code evolution

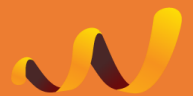
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Who am I?

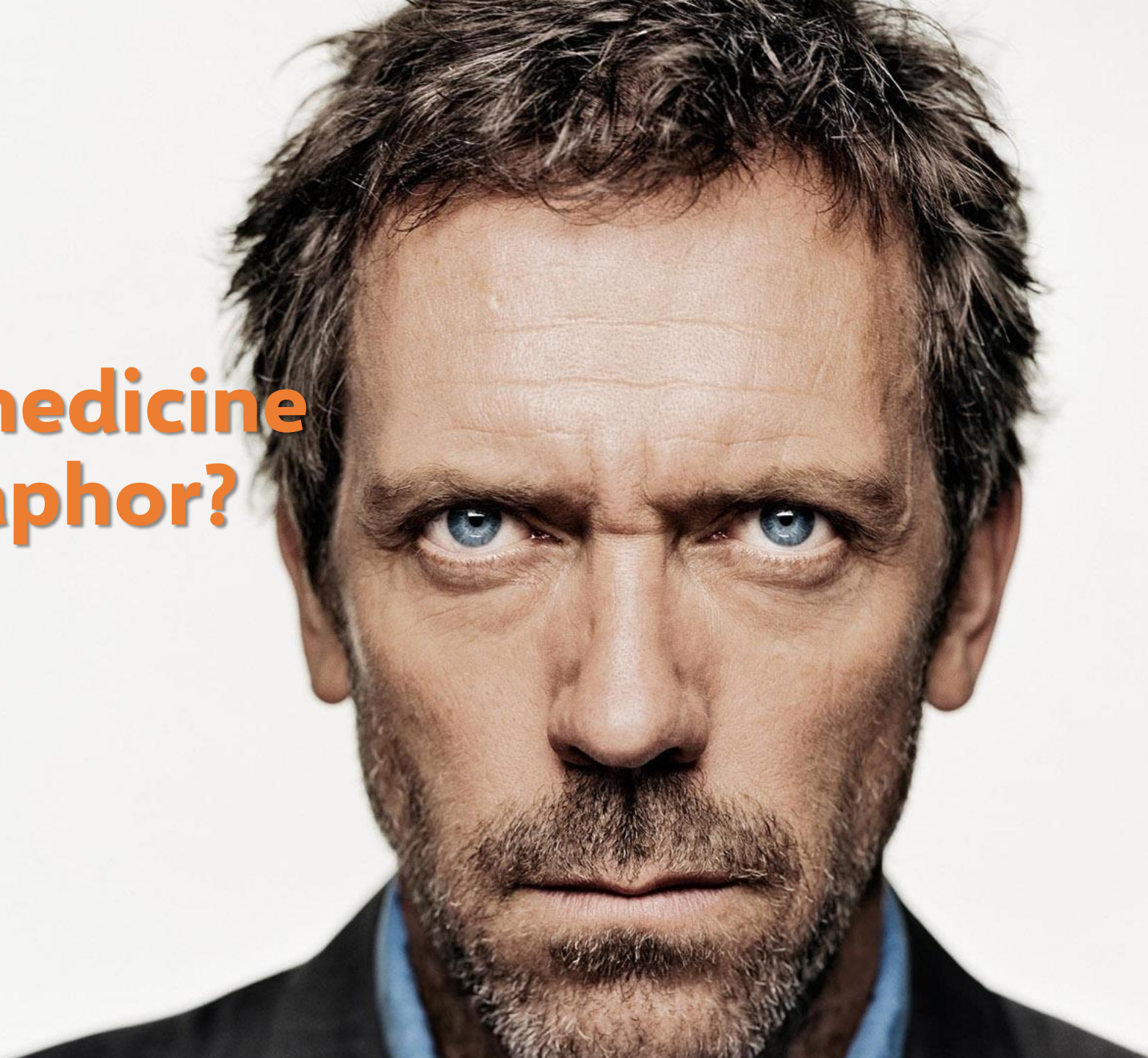
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WILDTECH

**Why medicine
metaphor?**





DR-Tools

32 Heuristics

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Heuristics - Summary

- 1. Context that provides general information about Project dimensions**
Indicative of better filtering the information using the '--top X' option to help to understand (Classification: SMALL, MEDIUM and LARGE)
- 2. Consider the average number of classes per namespace**
Indicative that classes are not evenly distributed
- 3. Evaluate the average number of SLOCs per class**
Indicative of very large classes
- 4. Observe the average distribution of methods by classes**
Indicative of many features by class
- 5. Consider the average complexity by class**
Indicative of the classes complexity



Heuristics - Namespaces

6. Observe the distribution of classes by namespace

If a namespace has many classes (high NOC), it can be indicative of 'promiscuous package'

7. Evaluate the distribution of abstract types (abstract classes, interfaces) by namespaces

Indicative for extension and reuse

8. Evaluate the relationship of the NOC and NAC metrics for the namespace

A huge difference between them can indicate a poor distribution between abstract types and concrete types



Heuristics – Types (1)

- 9. Evaluate metrics beyond the SLOC**
WMC, DEPS (DEP and I-DEP) and NOM/NPM are good indications of how the class is doing
- 10. Class with high NOA and NOM, but low WMC**
It can be indicative of POJO (Plain Old Java Object)
- 11. High SLOC, but without many methods (low NOM/NPM)**
It may be indicative of 'long methods'
- 12. High SLOC and WMC, but without many methods (low NOM/NPM)**
It can be indicative of 'complex class'
- 13. High NOM/NPM can be indicative of class with many responsibilities**
Indicates low cohesion and possibly 'god class'



Heuristics – Types (2)

- 14.** High NOM/NPM and low NOA can be indicative of class with many responsibilities
It can be indicative of a 'controller' class
- 15.** High NOM and low NPM may indicate that the methods have been divided
Indicative of private/protected/default methods
- 16.** High NOA can be indicative of class with many responsibilities
It may be indicative of low cohesion, making maintenance difficult
- 17.** High DEP and low I-DEP can indicate a class with many external dependencies
Dependencies on external APIs (frameworks, libs)
- 18.** High I-DEP (and therefore high DEP), can indicate a class with many project class dependencies
High coupling incidence
- 19.** High LCOM3 can indicate a class with low cohesion



Heuristics – Methods

- 20.** High PARAM may be indicative of a method with low cohesion
Possibly it is a 'long method'
- 21.** High CYCLO and low MLOC can be a 'complex method'
Indicative of complexity, legibility and understanding problem
- 22.** High NBD can be a 'complex/long method'
Indicative of complexity, legibility and understanding problem
- 23.** High CALLS may indicate high coupling
Indicative of problem of several dependencies
- 24.** High MLOC, CYCLO, CALLS, and NBD is a strong indicator of more than one problem
It can be indicative of a 'complex/long method'



Heuristics – Coupling (1)

25. Avoid cyclical dependencies

Make changes complex and generate 'total build syndrome'

26. High CA may indicate that the namespace is stable

If a type changes, possibly it will cause any type which depends on it to be changed

27. High CE may indicate that the namespace is unstable

The incidence of change in other namespaces that this namespace depends on will cause it to change

28. I indicates the instability of the namespace

I=0 indicates maximum stability of the namespace; I=1 indicates maximum instability of the namespace



Heuristics – Coupling (2)

29. If $I=0$, it indicates that $CA>0$ and $CE=0$, indicates total stability

It is responsible and independent. Dependent namespaces make it difficult to change and have no dependency on others that can force the change

30. A indicates the namespace degree of abstraction

A=0, namespace has no abstract types; A=1, namespace only has abstract types



Heuristics – Coupling (3)

31. Consider namespaces that are in exclusion zones

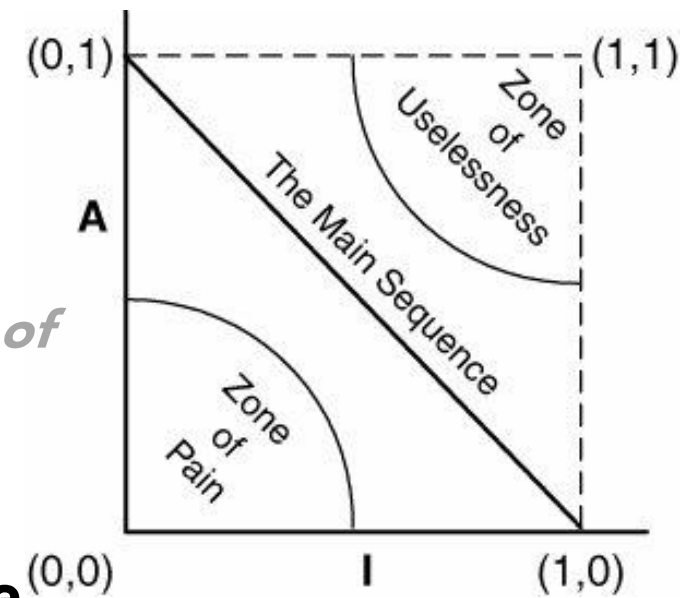
Zone of Pain (namespaces with I and A close to 0) and Zone of Uselessness (namespaces with I and A close to 1)

32. Namespace located next to the main sequence indicates that it is neither abstract nor too unstable

D value (between 0 and 1) that will indicate the position in the main sequence

33. D indicates how far a namespace is from the main sequence

D close to 0 indicates proximity to the main sequence; D close to 1, indicates the distance from the main sequence. These values (closer to 1) can indicate when a namespace is maintainable and less sensitive to changes





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