Software Engineering Reviews

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Kristian Sandahl
Department of Computer and Information Science
Linköping University, Sweden
kristian.sandahl@ida.liu.se
Agenda - Theory

Part I
Inspections

Part II
Other reviews

Part II
Variants and research
Part I

Inspections
Systematic inspections

The best way of finding many defects in code and other documents

- Experimentally grounded in replicated studies

Goals:

- Find defects (anomalies)
- Training
- Communications
- Hostage taking
Development over the years

- Fagan publishes results from code and design inspections 1976 in IBM systems journal
  - Basili and Selby show the advantage of inspections compared to testing in a tech-report 1985.
  - Graham and Gilb publish the book Software inspections 1993. This describes the standard process of today.
  - Presentation of the Porter-Votta experiment in Sorrento 1994 starts a boom for replications.
  - Sauer et al compare experimental data with behavioural research in a tech-report 1996
  - IEEE std 1028 updated 2008
Roles

- Author
- Moderator (aka Inspection leader)
- Reader (if not handled by the Moderator)
- Inspector
- Scribe (aka Recorder)
Process

- Initial:
  - Check criteria
  - Plan
  - Overview

- Individual:
  - Preparation, or
  - Detection

- Group:
  - Detection, or
  - Collection
  - Inspection record
  - Data collection

- Exit:
  - Change
  - Follow-up
  - Document & data handling
Inspection record

- Identification
- Location
- Description
- Decision for entire document:
  - Pass with changes
  - Reinspect
Data collection

- Number of defects
- Classes of defects
- Severity
- Number of inspectors
- Number of hours individually and in meeting
- Defects per inspector
- Defect detection ratio:
  - Time
  - Total defects
### Our inspection record

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Practical investigation

- 214 code inspections from 4 projects at Ericsson
  - Median number of defects = 8
  - 90 percentile = 30
  - Majority values:
    - up to 3.5 h preparation per document
    - up to 3 h inspection time
    - up to 4000 lines of code
    - 2 to 6 people involved

**Inspection rate (IEEE Std 1028-2008)**

Requirements or Architecture (2-3 pages per hour)
Source code (100-200 lines per hour)
Regression wrt defect detection ratio

- Preparation time per code line typically 0.005 hours per line (12 minutes per page)
  - Size of document have negative effect on DFR, max recommendation 5000 lines
  - A certain project is better than two of the others
  - 4 inspectors seems best (not significant)
  - *Analysis performed by Henrik Berg, LiTH-MAT-Ex-1999-08*
Part II

Other reviews
Part I
Inspections

Part II
Other reviews

Part III
Variants and research

Other reviews

- Management review – check progress
- Technical review – evaluate conformance
- Walk-through – improve product, training
- Audit – 3rd party, independent evaluation

- (Peer) Review
- Buddy-check
- Desk check
Root-cause analysis

- Performed regularly for severe defects, frequent defects, or random defects
- Popular mind map: The Ishikawa diagram
- Parameters:
  - Defect category
  - Visible consequences
  - Did-detect
  - Introduced
  - Should-detect
  - Reason
Sometimes the term "inspection" is used for this review.

Source:
https://review.openstack.org/Documentation/intro-quick.html
Part II

Variants and research
- Checklist
  - Industry standard
  - Shall be updated
  - Simple example:
    https://www.geeksforgeeks.org/software-inspection-checklist/
Reading techniques - scenario

- Scenario
  - A checklist split to different responsibilities
  - 30% higher DFR?
Reading techniques – perspective-based

- Different inspectors represent different roles
- Real or played roles
- 30% higher DFR?
Cost of quality

- Person-hours
- Calendar time
- Good reading techniques
- Good data recording
"Optimal" method

Part I
Inspections

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Variants and research

Inspectors

Repository

Two experts

Defect list

False positives

kristian.sandahl@liu.se
Summary - What have we learned today?

- Inspections rule!
- Inspections are expensive