

# *Architecture Extraction and Modeling for Object Oriented Sources*

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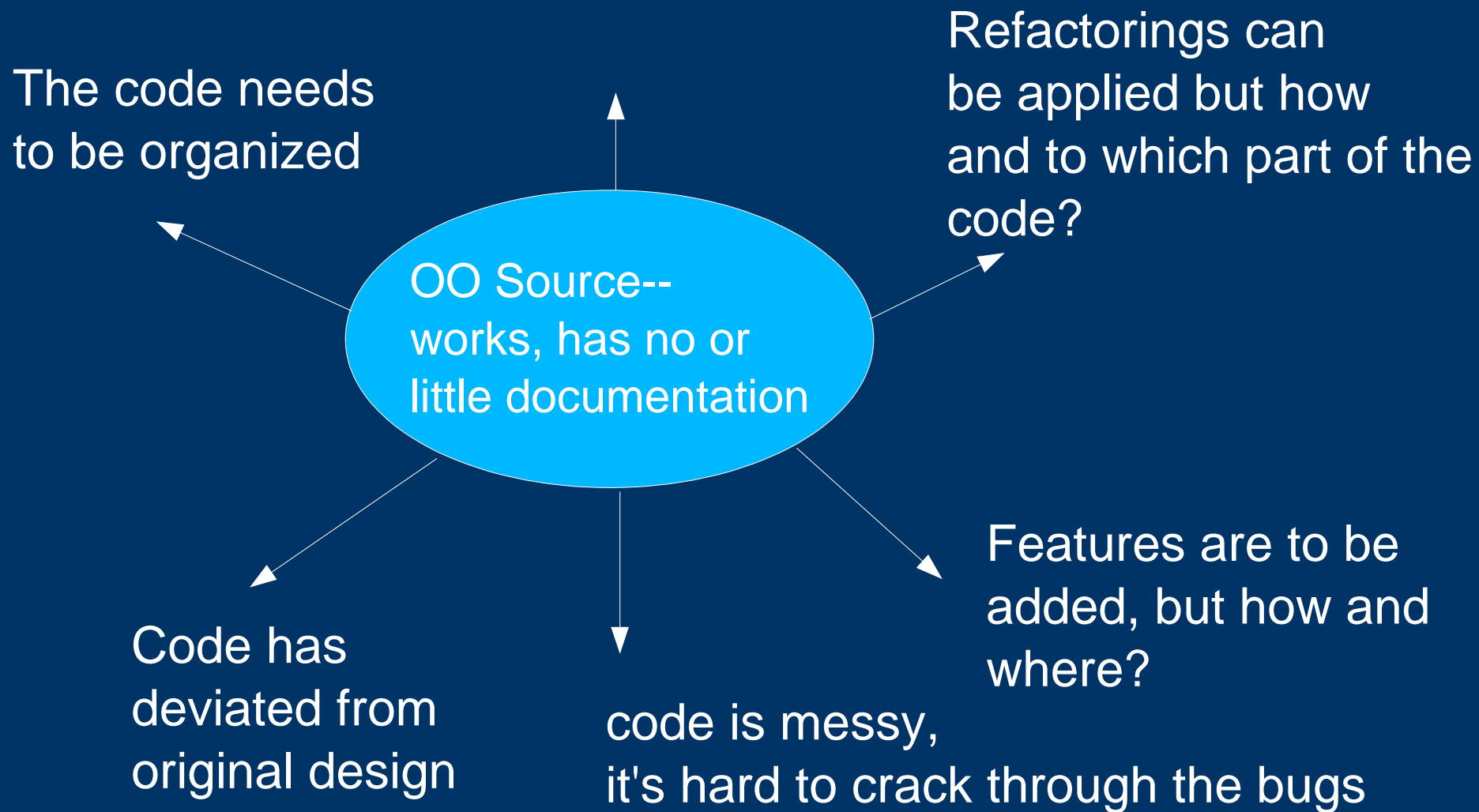
*Architects often come into an environment with very little documentation, and have to create architectural models from existing code before they can proceed with re-engineering of the application. In this talk, we will describe an ongoing work about techniques for building models from object oriented code with the help of a case study.*

*opengroup conference, Bandra, Feb. 27, 2007*

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# *Why extract/recover architecture and models from sources?*

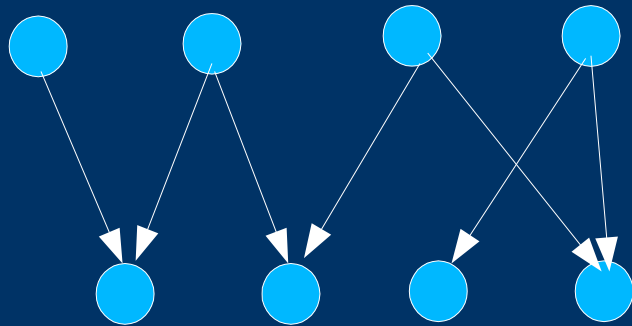


# Approach

- Individual Class Level ✓
  - Class Interaction/Coupling Level ✓
  - Class Relationships
  - Class Groups/Architectural Styling ✓
  - File Interactions ✓
  - Objects/Components
  - Processes
  - Deployment/Networking
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# Class level Models

- Cohesion Analysis
  - access graphs
  - concept analysis



Access graphs

vertices: functions and variables  
edges: R/W accesses, calls

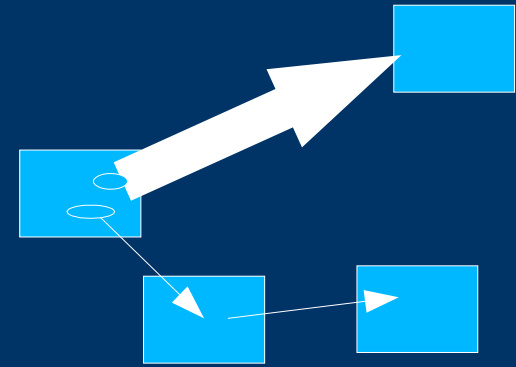
cohesion analysis can be performed.

\* Need to integrate cohesion results with coupling

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# Class level Models



- Interaction/Coupling Analysis
  - Are some methods coupled heavily with other classes than with their container classes?
  - Coupling metrics can reveal the affinity
    - [CSMR 2006 paper]
  - challenges
    - Automatic refactoring: which is the right class for a given method? But during adjustments, abstractions should not be violated.
    - Microscopic analysis for identifying candidate members for restructuring



# *Class level models*

- Relationships
  - inheritance, aggregation, association, generalization, dependencies etc.
  - use existing tools to get a base diagram
    - refine it further
  - challenges
    - Semantics of relations are often not taken into account
      - e.g. how to infer aggregation? (part-whole semantics)
    - Multiplicity of association relation



# *Groups of Classes*

- Which classes together form a logical group?
- Knowledge of architectural styling
  - MVC, Layers, C/S, P/P FDP
- File groupings/packaging
- Design patterns
- Partalogy



# *(Source) File Level Interactions*

- What type of components contained in each file
  - What type of connectors/semantics of interactions among the components
  - types of source files: classes, jsp, js, html, ...
  - Member function calls
  - Object instantiation
  - Calls to servlets
  - JSP references..
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# *Executable representations of Architectural models*

- Component/connector paradigm
- Capture Architectural scenarios, events
- Timelines/Sequencing
- Kinds of connectors, first class connectors
  - A java+aspects based implementation is under development
- Ontology for semantics of architectural primitives



# *A Case Study: Java Pet Store*

- Java Pet Store 2.0 Reference Application is a sample J2EE application developed by Sun Microsystems.
  - Web application to model a pet store.
  - Uses Java Server Pages (JSP's) for client interactions and a back-end java functionality to serve requests.
  - Key design pattern used is Model-View-Controller (MVC) architecture.
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# *Java Pet Store Raw (automatically extracted) Class Diagram*

- Gives a static view of class level architecture
- Describes system classes, their attributes and the relationship between classes
- Class diagram given here was produced using Sun Microsystems Java Studio

Enterprise 8 SDK.

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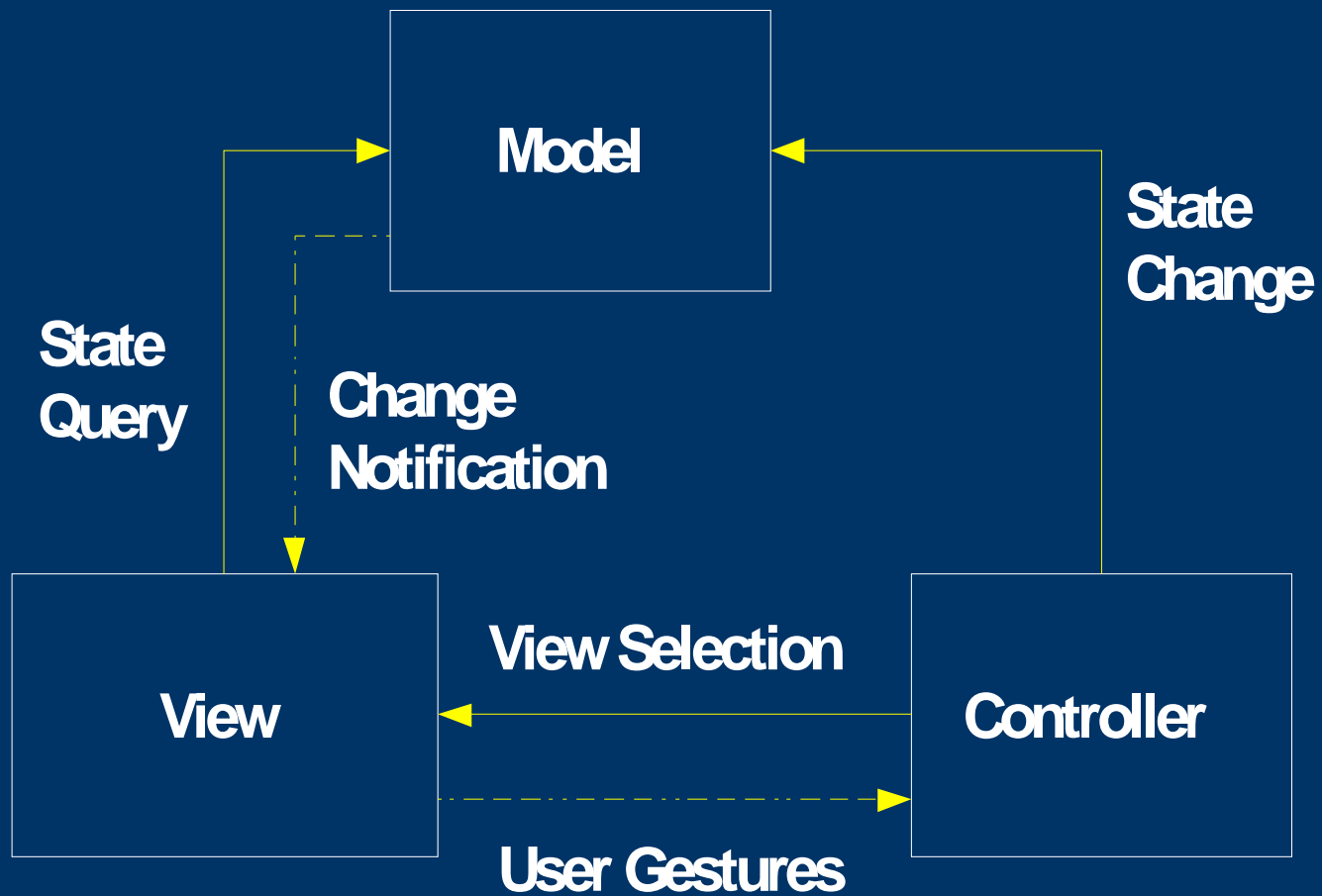
# *Java Pet Store: Class Groups based on packages*

- Components manually grouped to show existing packages.
  - Rectangles drawn to denote package boundaries.
  - Pre-existing 'model' and 'controller' packages point towards MVC modeling.
  - Add dependencies (non association/aggregation)
  - Update with Aggregation Analysis, ..
  - May still be incomplete in terms of full architectural styling (e.g. jsp files don't get included)
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# *MVC Architecture used in Petstore*

- Application divided into three layers: Model, View and Controller
  - View
    - User Interface
    - HTML pages, JSP's.
  - Model
    - Represents the structure of data
    - Performs application-specific operations on data
  - Controller
    - Translates user actions into application function calls on model
    - Selects appropriate view
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# MVC Architecture



# *Java Pet Store MVC Architecture*

- Files divided among View, Model, Controller and Utility components.
  - View consists of the JSP's.
  - Model and Controller have same contents as 'model' and 'controller' packages resp.
  - Model uses a facade design pattern
    - CatalogFacade.java acts as facade while handling requests
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# *Java Pet Store MVC Architecture*

- Utility contains the remaining classes.
- Classification of files into Model-View-Controller components gives an idea about the functionality
  - but not about interaction semantics





# *File Level Interaction Architecture (FLIA)*

- Gives a view of how files are related and how source components in them interact.
  - A link from file A to file B indicates message/data passing from A to B.
  - Types of data interchange between files (from the point of view of Java Pet Store):
    - Object invocations
    - Servlet Interaction
    - JSP references
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## *FLIA : Type of links*

- Object invocations : Using features of classes by instantiating objects.
- Servlet Interaction : Sending data to servlets and receiving response.
- jsp references: Passing requests/parameters to JSPs or HTML files.



# *FLIA : Link Parameters*

- Set of parameters associated with each type of link
  - Provide information about the degree of association between the two connected components.
- Each link labeled with a tuple of values for these parameters.



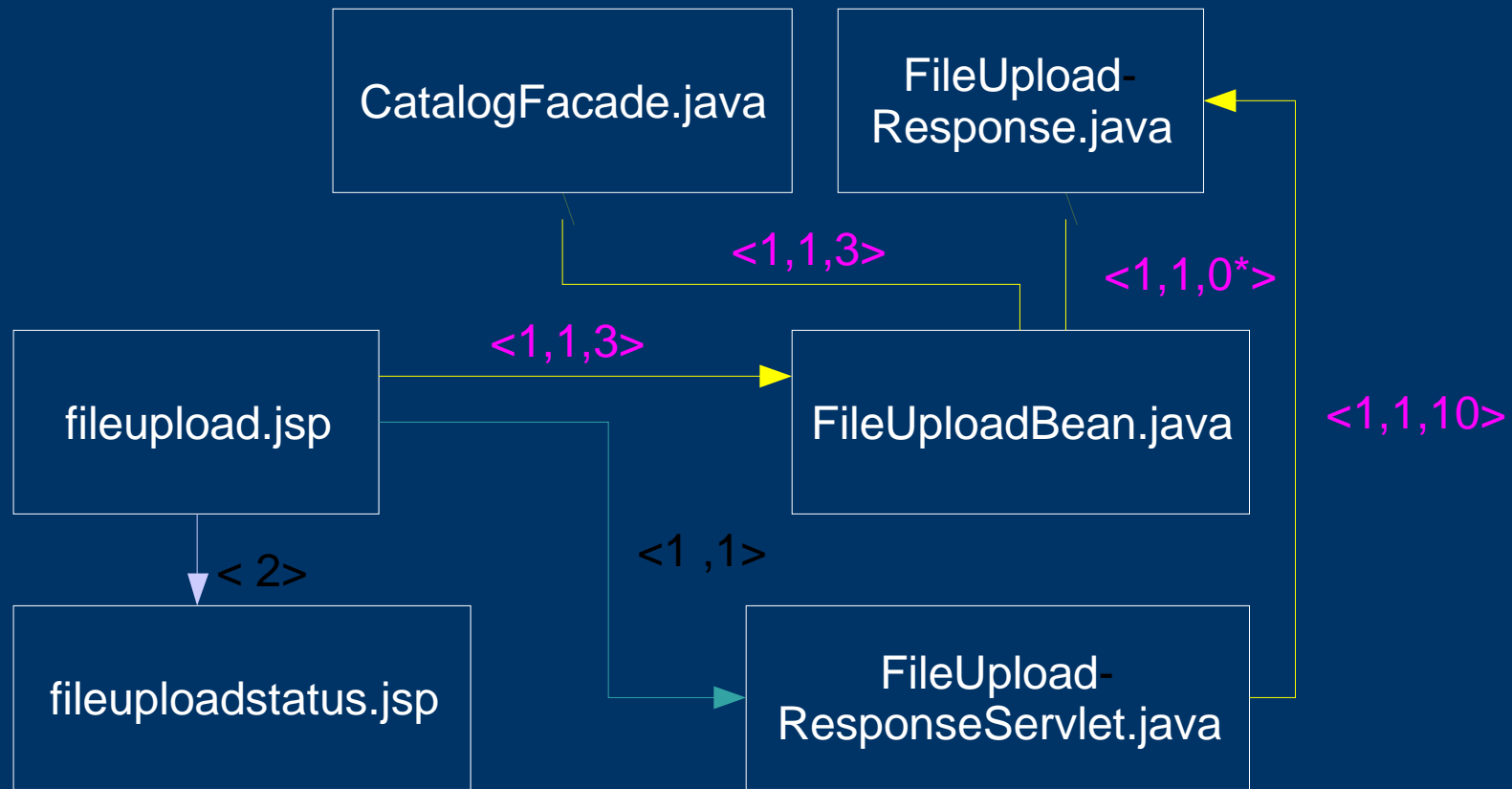
# *FLIA : Link Parameters*

- Object Invocation : <no\_of\_classes, no\_of\_objects, no\_of\_features>
    - no\_of\_classes : Number of classes of the target file instantiated.
    - no\_of\_objects : Number of objects of the target classes initialized.
    - no\_of\_features : Number of features of the target classes accessed.
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# *FLIA : Link Parameters*

- Servlet Interaction : <no\_of\_requests, no\_of\_invocations>
    - no\_of\_request : Number of times a request was send to the servlet
    - no\_of\_invocations : Number of methods of the target invoked.
  - Parameter Passing: <no\_of\_times, no\_of\_invocations>
    - no\_of\_times : Number of times the parameters are passed.
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# File Level Interaction Scenario in Java Pet Store



—▶ Object Invocations  
—▶ Parameter Passing

—▶ Servlet Interaction

# Summary

- An approach towards extraction of models from sources
- Mixed approach:
  - use of analysis techniques +
  - use of manual intervention/available knowledge
- Multifaceted analysis
- Early results on a case study



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*Thank You*

