

# Outline

## Mining framework concepts from application code

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## Problem - Java Applet

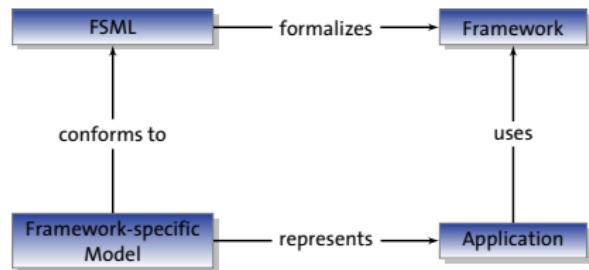
```
import java.applet.Applet;
import javax.swing.JApplet;
import java.awt.event.KeyListener;

public class HelloApplet extends JApplet {
    KeyListener keyList = new KeyListener() {
        public void keyTyped(KeyEvent e) { /* Do something */ }
        public void keyPressed(KeyEvent e) {}
        public void keyReleased(KeyEvent e) {} }

    public void init() {
        showStatus("Hello, world!");
        addKeyListener(keyList);
    }

    public void destroy() {
        removeKeyListener(keyList);
    }
}
```

## Framework-Specific Modelling Languages



# Applet FSML

## Applet FSML

```
[1..1] name (String)
! [1..1] extendsApplet
  [0..1] extendsJApplet
[0..#] registersKeyListener
! [1..1]
  [0..1] asThis
  ...
[0..1] asAField
  [1..1] listenerField (String)
  [1..1] typedKeyListener
  [1..1] initialized
  [1..1] deregisters
[0..#] showsStatus
  [1..1] message (String)
```

```
class name
extends Applet
  extends JApplet
calls addKeyListener(...)

parameter is a field
field name
typed KeyListener...
assigned an object
calls removeKeyListener(...)

calls showsStatus(...)
parameter value
```

# Forward & Reverse

## Model

```
Applet Instance
name ← "HelloApplet"
extendsApplet ← ✓
extendsJApplet ← x
registersKeyListener ← x
  (group)
  asThis ← x
  ...
asField ← x
listenerField (String) ← x
typedKeyListener ← x
initialized ← x
deregisters ← x
showsStatus ← ✓
message ← "Hello, world!"
```

## Code

```
public class HelloApplet extends Applet {
  KeyListener keyList = new KeyListener() { ... };
  public void init() {
    showStatus("Hello, world!");
    addKeyListener(keyList);
  }
  public void destroy() {
    removeKeyListener(keyList);
  }
}
```

## Tool Support: Forward Eng.

```
import java.applet.Applet;
public class MyApplet extends Applet {
  @Override
  public void init() {
    super.init();
  }
} □ FSML: Parameter(Applet, Applet)
  □ FSML: RegistersKeyListener(Applet, Applet)
  □ FSML: RegistersMouseListener(Applet, Applet)
  □ FSML: RegistersMouseMotionListener(Applet, Applet)
  □ FSML: ShowsStatus(Applet, Applet)
  □ FSML: SingleTaskThread(Applet, Applet)
  □ FSML: Thread(Applet, Applet)
  □ ABORT int - ImageObserver
Press 'Ctrl+Space' to show Template Proposals
```

## Tool Support: Forward Eng. (cont.)

```
import java.applet.Applet;
public class MyApplet extends Applet {
  @Override
  public void init() {
    super.init();
    addKeyListener(null);
    thisRegistersKeyListener();
  }
} □ KeyListenerField(RegistersKeyListener)
```

# Tool Support: Forward Eng. (cont.)

```
import java.applet.Applet;
import java.awt.event.KeyListener;
import java.awt.event.KeyEvent;

public class MyApplet extends Applet implements KeyListener {
    @Override
    public void init() {
        super.init();
        addKeyListener(this);
    }

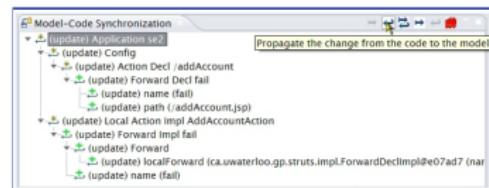
    public void destroy() {
        super.destroy();
        removeKeyListener(this);
    }

    public void keyTyped(KeyEvent keyEvent) {
    }

    public void keyPressed(KeyEvent keyEvent) {
    }

    public void keyReleased(KeyEvent keyEvent) {
    }
}
```

# Tool Support: Reverse Engineering



© H. M. Lee. Model-guided Code Assistance for Framework Application Development.

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## Constructing FSMLs

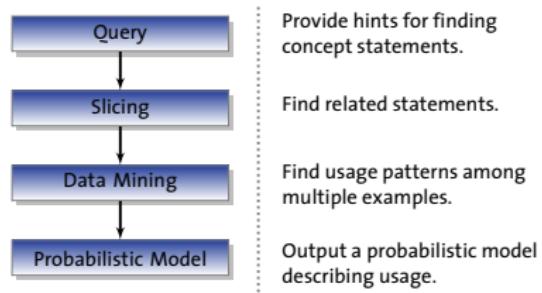
FSMLs are great!

But, how are they constructed?

- Creator must have an in-depth understanding of the framework.
- Examine tutorials and documentation.
- Examine boiler-plate code and example applications.

...currently an entirely manual process.

## Mining for Framework Concepts



# Input Query

```
public class HelloWorldPresentation extends JApplet {
    public static final String HELLO_WORLD = "Hello World!";
    public HelloWorldPresentation() {
        Container contentPane = getContentPane();
        JLabel hwLabel = new JLabel(HELLO_WORLD);
        StringBuilder builder = new StringBuilder(HELLO_WORLD);
        Formatter fmt = new Formatter(builder);
        fmt.format("%s %s", HELLO_WORLD, HELLO_WORLD);
        contentPane.add(hwLabel);
    }
}
```

User selects lines of code in a framework application.

# Concept Slicing

Reduce an example to a minimal set of statements that retains the specified behaviour.



Source code  
with Query

Program Slicer

Relevant  
Statements

# Concept Slicing

```
public class HelloApplet extends JApplet {
    KeyListener keyList = new KeyListener() { ... };
    Image smiley;

    public void init() {
        smiley = getImage(getCodeBase(), "images/smile.gif");
        showStatus("Hello, world!");
        addKeyListener(keyList);
        play(getCodeBase(), "audio/woohoo.wav");
    }

    public void destroy() {
        removeKeyListener(keyList);
    }
}
```

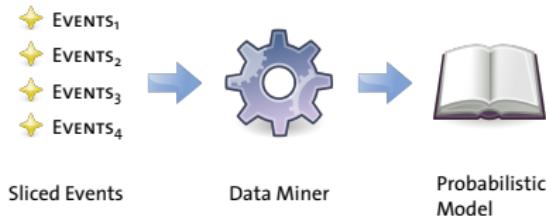
# Sliced Statements

Example	Location	Statement
HelloApplet	Class	field:keyList (KeyListener)
HelloApplet	initializer	assigns:keyList = new KeyListener()
HelloApplet	init()	calls:addKeyListener(keyList)
HelloApplet	destroy()	calls:removeKeyListener(keyList)

# Finding Related Usages

The screenshot shows the Eclipse IDE interface with the 'HelloWorld.java' file open in the editor. The code defines a class 'Test' that extends 'Applet'. It contains a constructor that sets up a canvas and adds labels. Below the code, the 'Call Graph' view shows various method calls and their locations across multiple files like 'HelloWorldFragment.java' and 'HelloWorldPresentation.java'.

# Reverse-Engineering the Model

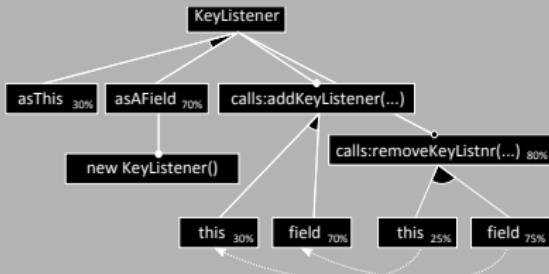


## Feature Model Mining

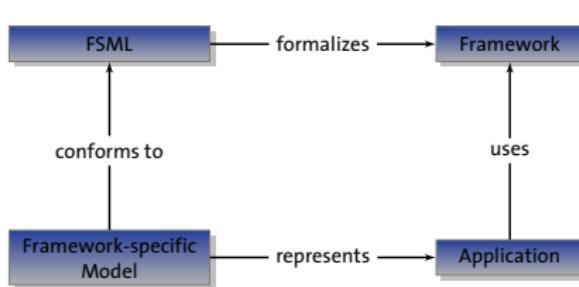
Mine for probabilistic expressions from slices gathered from multiple applications.

Association Rule	conf
KeyListener ⇒ asThis ∨ asAField	100%
asAField ⇒ ¬ asThis	100%
KeyListener ⇒ asAField	70%
KeyListener ⇒ asThis	30%
asAField ⇔ new KeyListener()	100%

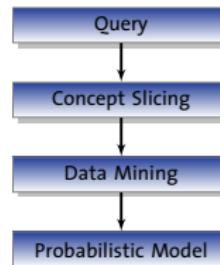
## Mined Feature Model



# Framework-Specific Modelling Languages



# Conclusions



- Constructs a **recipe** from a set of examples.
- Slicing** finds related statements given a query.
- Data mining** finds patterns in sliced statements to form a probabilistic model.

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