

# Module Guide for Software Engineering

## **Team 4, EcoOptimizers**

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January 18, 2025

# 1 Revision History

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Date	Version	Notes
January 17th, 2025	0.1	Initial draft

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## 2 Reference Material

This section records information for easy reference.

### 2.1 Abbreviations and Acronyms

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<b>symbol</b>	<b>description</b>
AC	Anticipated Change
DAG	Directed Acyclic Graph
M	Module
MG	Module Guide
OS	Operating System
R	Requirement
SC	Scientific Computing
SRS	Software Requirements Specification
Software Engineering	Explanation of program name
UC	Unlikely Change
VS	Visual Studio
API	Application Programming Interface
IDE	Integrated Development Environment
AST	Abstract Syntax Tree
CSV	Comma-Separated Values

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### 3 Introduction

Decomposing a system into modules is a commonly accepted approach to developing software. A module is a work assignment for a programmer or programming team (Parnas et al., 1984). We advocate a decomposition based on the principle of information hiding (Parnas, 1972). This principle supports design for change, because the “secrets” that each module hides represent likely future changes. Design for change is valuable in SC, where modifications are frequent, especially during initial development as the solution space is explored.

Our design follows the rules laid out by Parnas et al. (1984), as follows:

- System details that are likely to change independently should be the secrets of separate modules.
- Each data structure is implemented in only one module.
- Any other program that requires information stored in a module’s data structures must obtain it by calling access programs belonging to that module.

After completing the first stage of the design, the Software Requirements Specification (SRS), the Module Guide (MG) is developed (Parnas et al., 1984). The MG specifies the modular structure of the system and is intended to allow both designers and maintainers to easily identify the parts of the software. The potential readers of this document are as follows:

- New project members: This document can be a guide for a new project member to easily understand the overall structure and quickly find the relevant modules they are searching for.
- Maintainers: The hierarchical structure of the module guide improves the maintainers’ understanding when they need to make changes to the system. It is important for a maintainer to update the relevant sections of the document after changes have been made.
- Designers: Once the module guide has been written, it can be used to check for consistency, feasibility, and flexibility. Designers can verify the system in various ways, such as consistency among modules, feasibility of the decomposition, and flexibility of the design.

The rest of the document is organized as follows. Section 4 lists the anticipated and unlikely changes of the software requirements. Section 5 summarizes the module decomposition that was constructed according to the likely changes. Section 6 specifies the connections between the software requirements and the modules. Section 7 gives a detailed description of the modules. Section 8 includes two traceability matrices. One checks the completeness of the design against the requirements provided in the SRS. The other shows the relation between anticipated changes and the modules. Section 9 describes the use relation between modules.

## 4 Anticipated and Unlikely Changes

This section lists possible changes to the system. According to the likeliness of the change, the possible changes are classified into two categories. Anticipated changes are listed in Section 4.1, and unlikely changes are listed in Section 4.2.

### 4.1 Anticipated Changes

Anticipated changes are the source of the information that is to be hidden inside the modules. Ideally, changing one of the anticipated changes will only require changing the one module that hides the associated decision. The approach adapted here is called design for change.

**AC1:** The user interface of the plugin. Enhancements may be required to improve usability or accommodate new features. Specific anticipated changes include:

- **Refactoring Suggestions Display:** Updates to how refactoring suggestions are presented, such as side-by-side views of original and refactored code.
- **Theme Support:** Adding compatibility with various VS Code themes, including light and dark modes.
- **Visual Indicators:** Implementing color-coded indicators to highlight the impact of energy savings for each refactoring suggestion.
- **Interactive Elements:** Introducing interactive components like tooltips or progress indicators to guide users during the refactoring process.
- **Customization Options:** Allowing users to configure UI elements, such as adjusting the sensitivity of code smell detection or selecting preferred refactoring styles.

**AC2:** The VS Code plugin's functionality. Future versions may expand to support more complex refactorings or additional code smells that users can address with minimal setup. Changes may involve adding more customizable user settings.

**AC3:** The refactorers responsible for detecting and fixing specific code smells. As more code smells are identified and refactoring techniques are developed, new modules may be added or existing ones may evolve. For example:

- **Base Refactorer :** Updates to the base refactorer module to support new refactoring patterns or improved algorithms.
- **Complex List Comprehension :** Adding or modifying the logic for simplifying complex list comprehensions.
- **Long Element Chain :** Refining the logic to handle longer chains of elements and optimize their readability and performance.
- **Long Lambda Function :** Improvements to better handle long lambda functions, making them more efficient and readable.

- **Long Message Chain** : Extending the module’s ability to identify and refactor long message chains.
- **Member Ignoring Method** : Enhancements to the module for detecting methods that ignore members, optimizing the code structure.
- **Repeated Calls** : Optimizing detection and handling of repeated function calls to improve performance.
- **String Concatenation in Loop** : Adjusting the refactorer’s logic to improve handling of string concatenation within loops.
- **Long Parameter List** : Future extensions to handle complex parameter lists in a more structured manner, perhaps allowing for simplifications.

**AC4:** The core logic for identifying specific code smells. As the system evolves, new code smells may be added to the system’s detection capabilities, necessitating changes to this module.

**AC5:** The analyzers used to gather metrics and assess code quality.

**AC6:** The testing module responsible for ensuring the correct functionality of the refactorers. As new features and code smells are added, this module may need updates to test these changes thoroughly.

## 4.2 Unlikely Changes

The module design should be as general as possible. However, a general system is more complex. Sometimes this complexity is not necessary. Fixing some design decisions at the system architecture stage can simplify the software design. If these decision should later need to be changed, then many parts of the design will potentially need to be modified. Hence, it is not intended that these decisions will be changed.

**UC1:** Transitioning from VS Code to another IDE. The plugin is tightly integrated with VS Code’s API, making such a change complex.

**UC2:** Fundamental changes to the core logic of code smell detection. The current architecture is designed around widely accepted principles of software quality.

**UC3:** Changing from a plugin-based architecture to a standalone application. This would require rethinking the entire deployment and user interaction model.

## 5 Module Hierarchy

This section provides an overview of the module design. Modules are summarized in a hierarchy decomposed by secrets in Table 1. The modules listed below, which are leaves in the hierarchy tree, are the modules that will actually be implemented.

- M1:** Smell Module
- M2:** BaseRefactorer Module
- M3:** MakeStaticRefactorer Module
- M4:** UseListAccumulationRefactorer Module
- M5:** UseAGeneratorRefactorer Module
- M6:** CacheRepeatedCallsRefactorer Module
- M7:** LongElementChainRefactorer Module
- M8:** LongParameterListRefactorer Module
- M9:** LongMessageChainRefactorer Module
- M10:** LongLambdaFunctionRefactorer Module
- M11:** Plugin Initiator Module
- M12:** Backend Communicator Module
- M13:** Smell Detector Module
- M14:** File Highlighter Module
- M15:** Hover Manager Module
- M16:** Measurements Module
- M17:** Pylint Analyzer Module
- M18:** Testing Functionality Module
- M19:** Smell Refactorer Module
- M20:** Refactor Manager Module

## **6 Connection Between Requirements and Design**

The design of the system is intended to satisfy the requirements developed in the SRS. In this stage, the system is decomposed into modules. The connection between requirements and modules is listed in Table ??.

Level 1	Level 2
Hardware-Hiding Module	None
Behaviour-Hiding Module	Smell Module
	BaseRefactorer Module
	MakeStaticRefactorer Module
	UseListAccumulationRefactorer Module
	UseAGeneratorRefactorer Module
	CacheRepeatedCallsRefactorer Module
	LongElementChainRefactorer Module
	LongParameterListRefactorer Module
	LongMessageChainRefactorer Module
	LongLambdaFunctionRefactorer Module
	PluginInitiator Module
	BackendCommunicator Module
	SmellDetector Module
FileHighlighter Module	
HoverManager Module	
Software Decision Module	Measurements Module
	PylintAnalyzer Module
	Testing Functionality Module
	SmellRefactorer Module
	RefactorManager Module

Table 1: Module Hierarchy

## 7 Module Decomposition

Modules are decomposed according to the principle of “information hiding” proposed by [Parnas et al. \(1984\)](#). The *Secrets* field in a module decomposition is a brief statement of the design decision hidden by the module. The *Services* field specifies *what* the module will do without documenting *how* to do it. For each module, a suggestion for the implementing software is given under the *Implemented By* title. If the entry is *OS*, this means that the module is provided by the operating system or by standard programming language libraries. *Software Engineering* means the module will be implemented by the Software Engineering software.

Only the leaf modules in the hierarchy have to be implemented. If a dash (-) is shown, this means that the module is not a leaf and will not have to be implemented.

## 7.1 Hardware Hiding Modules

This system has no hardware components.

## 7.2 Behaviour-Hiding Module

### 7.2.1 Smell Module (M1)

**Secrets:** Data structure of a code smell.

**Services:** Provides an interface for other modules to access information of a smell object.

**Implemented By:** EcoOptimizer

**Type of Module:** Abstract Data Type

### 7.2.2 Base Refactorer Module (M2)

**Secrets:** None

**Services:** Offers an interface for other refactoring modules to implement.

**Implemented By:** EcoOptimizer

### 7.2.3 MakeStaticRefactorer Module (M3)

**Secrets:** How to parse a given code file to its AST representation, how to traverse the AST tree, how to modify specific nodes in the AST tree, how to convert the modified AST tree back to source code and write it to an output file.

**Services:** Refactors the *Member Ignoring Method (MIM)* smell in a provided code file to improve energy efficiency.

**Implemented By:** EcoOptimizer

### 7.2.4 UseListAccumulationRefactorer Module (M4)

**Secrets:** How to parse a given code file into its AST representation, how to traverse the AST tree, how to find the initializing variable of the string concatenation, how to find the scope of the concatenation, how to modify the given code file in plain text and write it back to an output file.

**Services:** Refactors the *String Concatenation Inside Loop (SCL)* smell in a provided code file to improve energy efficiency.

**Implemented By:** EcoOptimizer

### 7.2.5 UseAGeneratorRefactorer Module (M5)

**Secrets:** How to parse a given code file to its AST representation, how to traverse the AST tree, how to modify specific nodes in the AST tree, how to convert the modified AST tree back to source code and write it to an output file.

**Services:** Refactors the *List Comprehension Instead of a Generator* smell in a provided code file to improve energy efficiency.

**Implemented By:** EcoOptimizer

### 7.2.6 CacheRepeatedCallsRefactorer Module (M6)

**Secrets:** How to parse a given code file to its AST representation, how to traverse the AST tree, how to modify specific nodes in the AST tree, how to convert the modified AST tree back to source code and write it to an output file.

**Services:** Refactors the *Repeated Function Calls* smell in a provided code file to improve energy efficiency and performance.

**Implemented By:** EcoOptimizer

### 7.2.7 Long Element Chain Module (M7)

**Secrets:** How to parse a given code file to its AST representation, traverse the AST tree to identify dictionary assignments, analyze the structure of nested dictionaries, and flatten them. Additionally, it identifies all access calls associated with these dictionaries in the source code and determines how to update them to reflect the new flattened structure.

**Services:** Detects nested dictionaries in the source code using AST parsing, simplifies their structure by flattening them, and updates all associated access calls throughout the file. This improves code readability, reduces complexity, and ensures correctness while maintaining the program's intended behavior.

**Implemented By:** EcoOptimizer

### 7.2.8 Long Parameter List Module (M8)

**Secrets:** How to parse a given code file to its AST representation, traverse the AST tree to identify functions or methods with long parameter lists, and encapsulate related parameters into objects or structures. Additionally, it identifies all function or method calls associated with these functions and updates their arguments to align with the refactored signature.

**Services:** Detects long parameter lists in functions or methods using AST parsing, simplifies their structure by grouping related parameters into objects or structures, and

updates all associated function or method calls throughout the file. This improves code readability, reduces complexity, and ensures correctness while maintaining the program's intended behavior.

**Implemented By:** EcoOptimizer

### 7.2.9 Long Message Chain Refactorer (M9)

**Secrets:** Understanding the syntax and structure of Python code to identify/classify long message chains, including both f-strings and non-f-string chains. This involves parsing the target file, extracting method calls from identified long chains, and systematically breaking them into separate statements while preserving the original functionality and indentation. Additionally, it ensures unmatched brackets are corrected during refactoring.

**Services:** Detects long message chains in Python source code and refactors them by splitting the chain into intermediate variables and a final result. This improves code readability and maintainability while retaining the original program behavior.

**Implemented By:** EcoOptimizer

**Type of Module:** Library: a reusable component that provides functionality for refactoring long message chains in Python code.

### 7.2.10 Long Lambda Function Refactorer (M10)

**Secrets:** Understanding the syntax and structure of Python code to identify long lambda functions. This includes parsing the target file to locate lambda expressions, extracting their arguments and bodies, and converting them into standard Python function definitions. The module ensures proper handling of nested structures (e.g., parentheses, brackets, and braces) within the lambda body, and truncates overly complex expressions at the first top-level comma for readability.

**Services:** Detects components of long lambda functions in Python source code and refactors them by converting the lambda expression into a standalone function with a unique name. This improves code readability, debugging, and maintainability. The module inserts the newly defined function in the appropriate scope, updates the original lambda usage with a function call, and validates the refactored code by maintaining its functionality and measuring energy efficiency improvements.

**Implemented By:** EcoOptimizer

**Type of Module:** Library: a reusable component that provides functionality for refactoring long lambda functions in Python code.

### 7.2.11 Plugin Initiator Module (M11)

**Secrets:** How to initialize the plugin, set up the environment for interaction, and handle configurations for plugin commands.

**Services:** Initializes and manages the plugin's setup, enabling its functionality without exposing the underlying initialization logic.

**Implemented By:** EcoOptimizer

### 7.2.12 Backend Communicator (M12)

**Secrets:** How to establish communication between the plugin and Source Code Optimizer, handle requests, and process responses.

**Services:** Provides an interface for sending requests to and receiving responses from Source Code Optimizer. Abstracts the communication details from modules within the plugin.

**Implemented By:** EcoOptimizer

### 7.2.13 Smell Detector (M13)

**Secrets:** How to analyze Python code in active VS Code editor by accessing Source Code Optimizer endpoint.

**Services:** Detects code smells in Python scripts using Source Code Optimizer and provides structured data for further processing based on received output.

**Implemented By:** EcoOptimizer

### 7.2.14 File Highlighter Module (M14)

**Secrets:** How to identify code regions requiring attention and how to highlight those regions in the file.

**Services:** Highlights areas in files that contain code smells and can be refactored, assisting developers in identifying problem areas quickly.

**Implemented By:** EcoOptimizer

### 7.2.15 Hover Manager Module (M15)

**Secrets:** How to detect hover events, retrieve relevant information dynamically, and present tooltips based on hovered elements.

**Services:** Manages hover interactions and displays contextual information for elements within the user interface.

**Implemented By:** EcoOptimizer

## 7.3 Software Decision Module

### 7.3.1 Measurements Module (M16)

**Secrets:** How to measure energy consumption and carbon emissions of a given Python program using the CodeCarbon library, including managing temporary directories for storing output, executing the program, and processing the emissions data from a CSV file.

**Services:** Provides functionality for measuring the energy consumption and carbon emissions of a provided code file. This module handles execution, tracking, and data extraction, ensuring that the emissions data is available for further analysis.

**Implemented By:** CodeCarbonEnergyMeter

### 7.3.2 Pylint Analyzer Module (M17)

**Secrets:** The internal design and execution of static code analysis using Pylint and AST parsing, including custom detection and structuring of smells. These details are hidden from external modules.

**Services:** The module provides the following services:

- Executes Pylint analysis on Python source code files.
- Performs AST-based custom checks for specific code smells.
- Filters and structures the analysis results into a standardized format for further processing.

**Implemented By:** EcoOptimizer

### 7.3.3 Testing Functionality Module (M18)

**Secrets:** Runs testing suites in a subprocess.

**Services:** Checks whether the functionality of a given source code has changed.

**Implemented By:** EcoOptimizer

### 7.3.4 Smell Refactorer Module (M19)

**Secrets:** How to utilize Source Code Optimizer endpoint for refactoring specific code smells, and how to sanitize received output.

**Services:** Refactors code smells in Python scripts using Source Code Optimizer and determines if received output is valid format.

**Implemented By:** EcoOptimizer

### 7.3.5 Refactor Manager Module (M20)

**Secrets:** How to manage the sequence of refactorings, coordinate the application of refactoring techniques, validate results after each step and revert at any stage.

**Services:** Decides if refactored result of Python code should be updated in the code editor window. Determines if refactoring should be reverted if needed by user.

**Implemented By:** EcoOptimizer

## 8 Traceability Matrix

This section shows two traceability matrices: between the modules and the requirements and between the modules and the anticipated changes.

Req.	Modules
FR1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
FR2	M1, M17
FR3	M18
FR4	M18
FR5	M3, M4, M5, M6, M7, M10, M8, M9, M16
FR6	M18
FR7	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17,
FR8	M1, M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
FR9	To be removed
FR10	Not implemented in code
FR11	M11, M12, M13, M19, M14, M15, M20
FR12	To be removed
FR13	M2, M3, M4, M5, M6, M7, M10, M8, M9

Table 2: Trace Between Functional Requirements and Modules

<b>Req.</b>	<b>Modules</b>
LFR-AP 1-4	M11, M12, M13, M19, M14, M15, M20
LFR-AP 5	To be removed
LFR-ST 1-3	M11, M12, M13, M19, M14, M15, M20

Table 3: Trace Between Look & Feel Requirements and Modules

<b>Req.</b>	<b>Modules</b>
UHR-PS1 1	M11, M12, M13, M19, M14, M15, M20
UHR-PS1 2	Not implemented in code
UHR-LRN 1	M11, M12, M13, M19, M14, M15, M20
UHR-LRN 2	Not implemented in code
UHR-ACS 1-2	M11, M12, M13, M19, M14, M15, M20
UHR-EOU 1-2	M11, M12, M13, M19, M14, M15, M20
UHR-UPL 1	M11, M12, M13, M19, M14, M15, M20

Table 4: Trace Between Usability & Humanity Requirements and Modules

<b>Req.</b>	<b>Modules</b>
PR-SL 1	M17
PR-SL 2	M2, M3, M4, M5, M6, M7, M10, M8, M9
PR-CR 1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
PR-SCR 1	M18
PR-PAR 1	M18
PR-PAR 2	M17
PR-PAR 3	M2, M3, M4, M5, M6, M7, M10, M8, M9
PR-RFT 1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
PR-RFT 2	M2, M3, M4, M5, M6, M7, M10, M8, M9
PR-SER 1	M2
PR-LR 1	M1, M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18

Table 5: Trace Between Performance Requirements and Modules

<b>Req.</b>	<b>Modules</b>
OER-EP 1	N/A
OER-EP 2	N/A
OER-WE 1	M16
OER-IAS 1	To be removed
OER-IAS 2	M11, M12, M13, M19, M14, M15, M20
OER-IAS 3	To be removed
OER-PR 1	M1, M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
OER-RL 1	M1, M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
OER-RL 2	N/A

Table 6: Trace Between Operational & Environmental Requirements and Modules

<b>Req.</b>	<b>Modules</b>
MS-MNT 1	M2
MS-MNT 2	Not implemented in code
MS-MNT 3	None
MS-MNT 4	N/A
MS-MNT 5	M1, M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
MS-SP 1	Not implemented in code

Table 7: Trace Between Maintenance & Support Requirements and Modules

<b>Req.</b>	<b>Modules</b>
SR-AR 1	To be removed
SR-AR 2	M16
SR-IR 1	M2, M3, M4, M5, M6, M7, M10, M8, M9
SR-PR 1	N/A
SR-PR 2	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
SR-AUR 1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
SR-AUR 2	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
SR-IM 1	N/A

Table 8: Trace Between Security Requirements and Modules

<b>Req.</b>	<b>Modules</b>
CULT 1-3	M11, M12, M13, M19, M14, M15, M20
CL-LR 1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18
CL-SCR 1	M2, M3, M4, M5, M6, M7, M10, M8, M9, M16, M17, M18

Table 9: Trace Between Cultural and Compliance Requirements and Modules

<b>AC</b>	<b>Modules</b>
AC1	M11, M14 , M15, M20
AC2	M11 , M19, M20
AC3	M2, M3, M4, M5, M6, M7, M8
AC4	M13, M17
AC5	M16, M17, M13
AC6	M18

Table 10: Trace Between Anticipated Changes and Modules

## 9 Use Hierarchy Between Modules

In this section, the uses hierarchy between modules is provided. Parnas (1978) said of two programs A and B that A *uses* B if correct execution of B may be necessary for A to complete the task described in its specification. That is, A *uses* B if there exist situations in which the correct functioning of A depends upon the availability of a correct implementation of B. Figure 1 illustrates the use relation between the modules. It can be seen that the graph is a directed acyclic graph (DAG). Each level of the hierarchy offers a testable and usable subset of the system, and modules in the higher level of the hierarchy are essentially simpler because they use modules from the lower levels. Furthermore, figure 2 illustrates the use relation between the modules of the VS Code Plugin, vis-a-vis the Source Code Optimizer displayed in figure 1. In this figure for the plugin, the modules at the lowest level are the ones closest to the user, and going up in the module indicates moving towards the backend of the project, which is the Source Code Optimizer. It is a layered architecture where each module serves a separate concern.

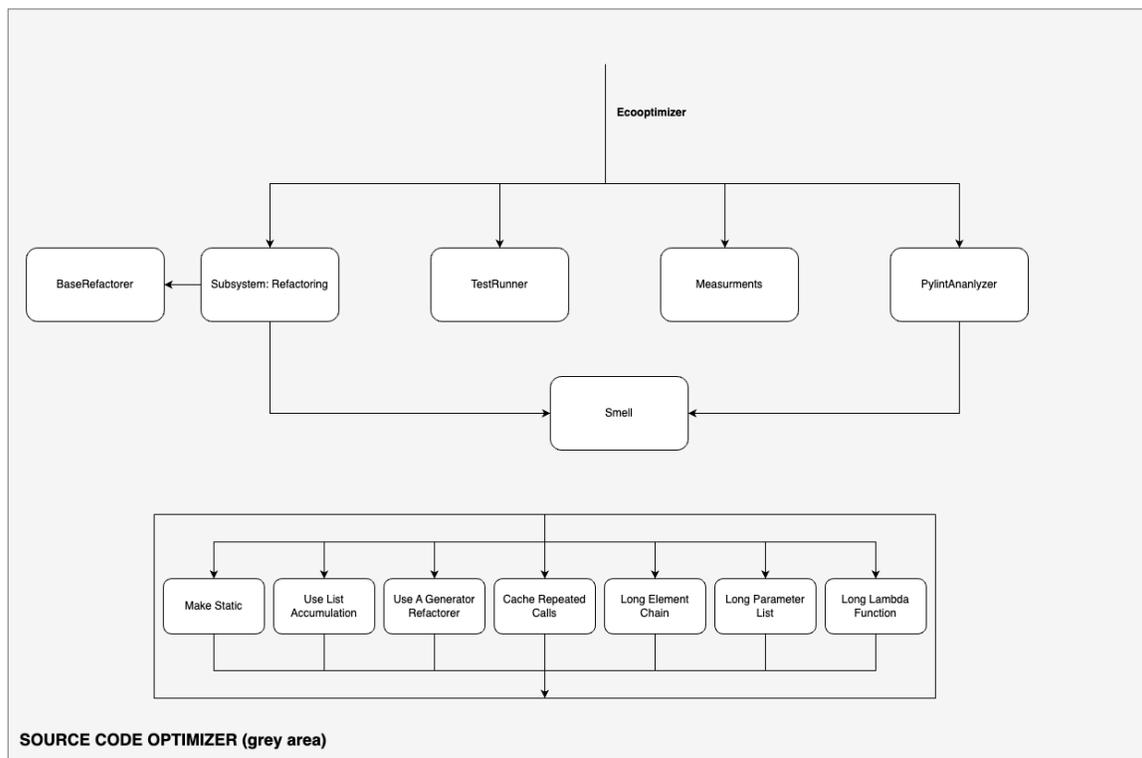


Figure 1: Use hierarchy among modules

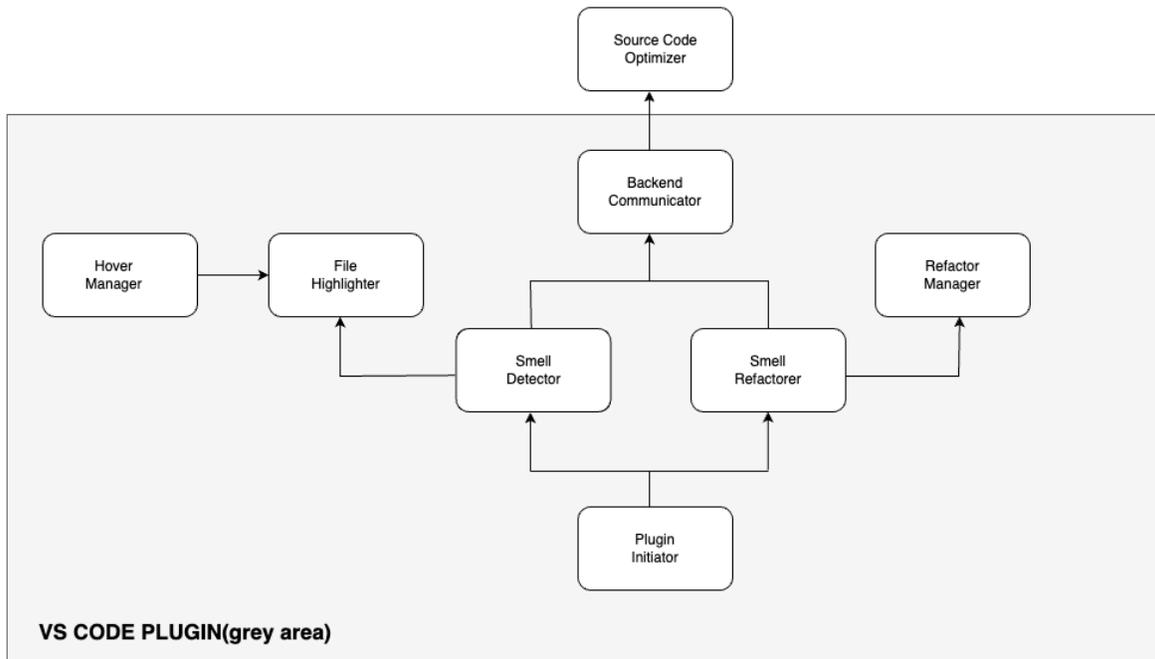


Figure 2: Use hierarchy among modules

## 10 User Interfaces

The project is exposed to the user through the VS Code Plugin, which can be installed in any developer’s local VS Code Editor. Figure 3 highlights the initial interface that the user accesses when installing and enabling the plugin. Commands of the plugin are available through various routes, one of them is the Command Palette as show in figure 4.

Commands are searchable and can be applied. Figure 5 showcases the application of the ”Eco: Refactor Plugin: Detect Smells” command, which at the end highlights all lines containing code smells with yellow lines. On hover, information is available about the specific code smell. The user also has the option to select or place their cursor on a specific line that they want to refactor, and run the ”Eco: Refactor Plugin: Refactor Smell” command in order to refactor that specific line of code. Figure 6 provides a visual of this command in progress, with updates being provided in bottom right corner.

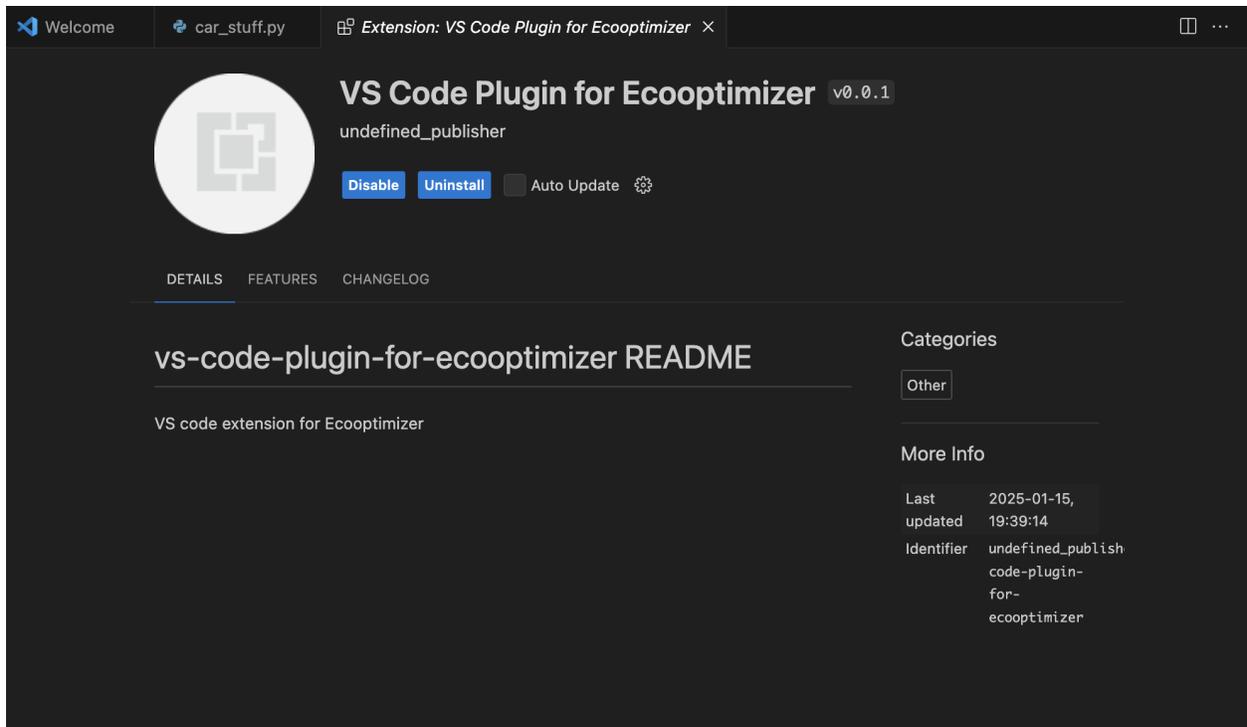


Figure 3: VS Code Plugin Setup

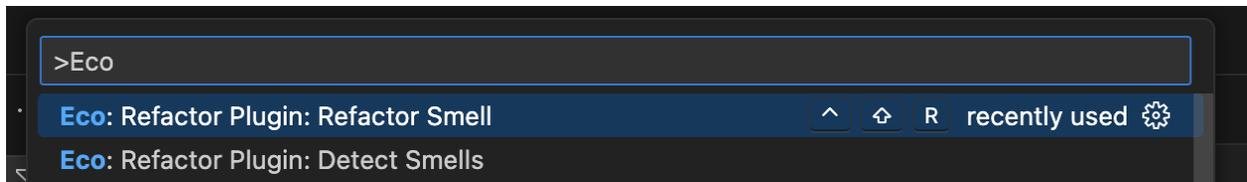


Figure 4: VS Code Plugin Commands

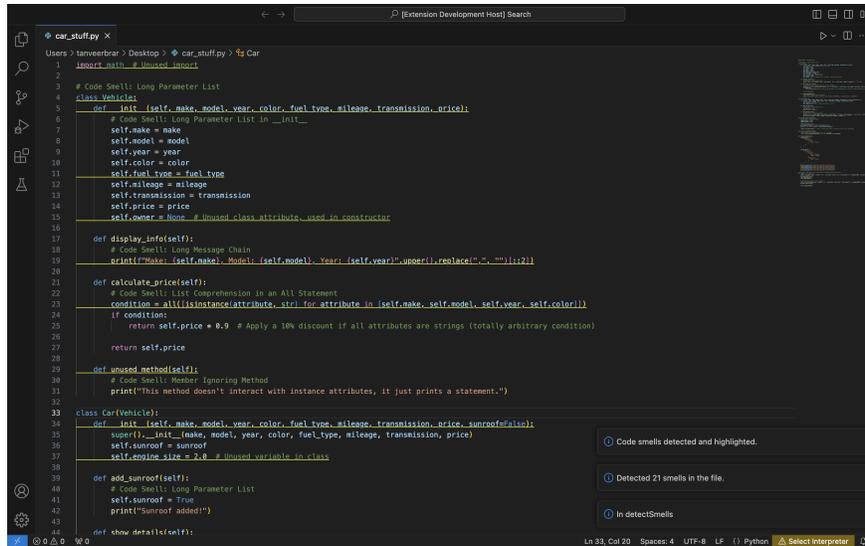


Figure 5: VS Code Code Analysis Interaction

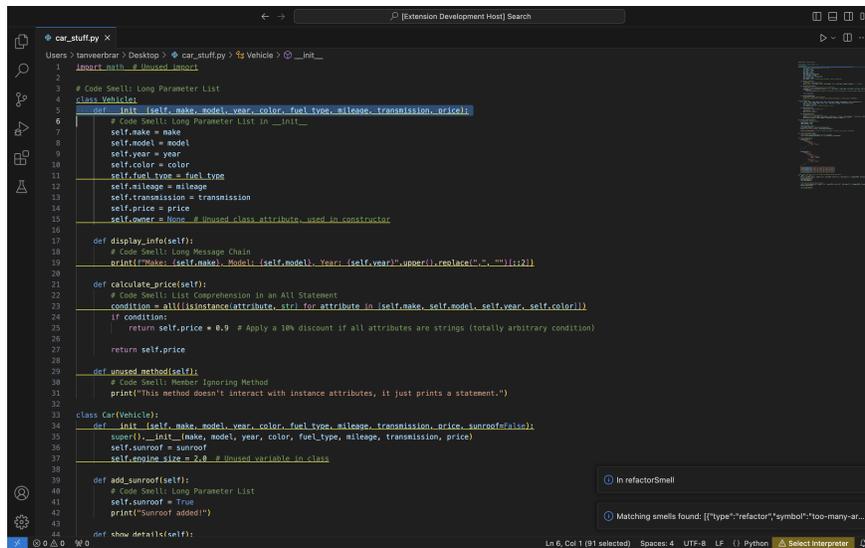


Figure 6: VS Code Code Refactoring Interaction(in progress for selected line)

## 11 Design of Communication Protocols

## 12 Timeline

All code and corresponding documentation was aimed to be completed before Jan 6th our Demo date for our supervisor.

Table 11: Timeline

Module Name	Team Member	Due Date
Base Refactorer	Sevhena Walker	Jan 6, 2025
Complex List Comprehension	Nivetha Kuruparan	Jan 6, 2025
Long Element Chain	Ayushi Amin	Jan 6, 2025
Long Lambda Function	Mya Hussain	Jan 6, 2025
Long Message Chain	Mya Hussain	Jan 6, 2025
Member Ignoring Method	Sevhena Walker	Jan 6, 2025
Repeated Calls	Nivetha Kuruparan	Jan 6, 2025
String Concatenation in Loop	Sevhena Walker	Jan 6, 2025
Long Parameter List	Tanveer Brar	Jan 6, 2025
Smell	All	Jan 31, 2025
Analyzers	All	Jan 31, 2025
Measurements	All	Jan 31, 2025
Testing Functionality	All	Jan 31, 2025

## References

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- D.L. Parnas, P.C. Clement, and D. M. Weiss. The modular structure of complex systems. In *International Conference on Software Engineering*, pages 408–419, 1984.