

Lecture 4: Code Archaeology

17-313: Foundations of Software Engineering
Rohan Padhye, Michael Hilton, Chris Timperley, and Daye Nam

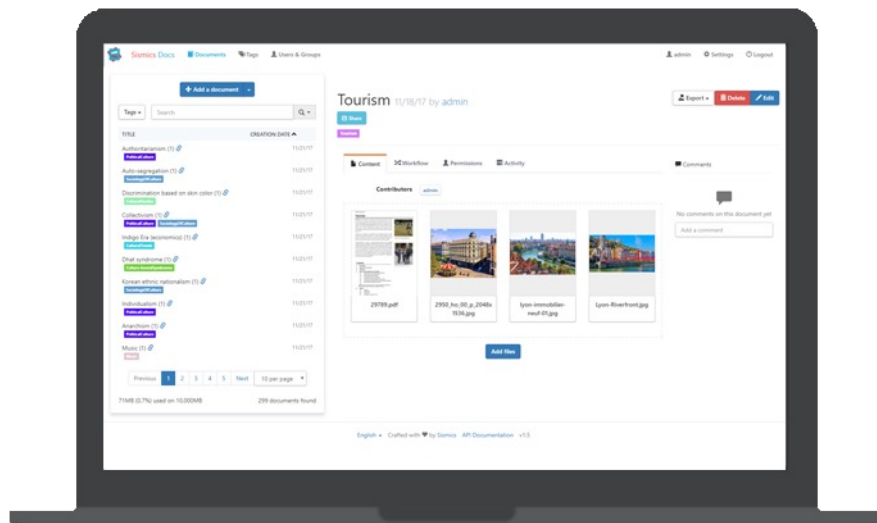
Administrivia

- HW1 is due tonight at 11:59pm
 - don't expect a reply on Slack outside of working hours
- HW2 will be released tomorrow
- Update on Team Formation
- ...

Learning Goals

- Understand and scope the task of taking on and understanding a new and complex piece of existing software
- Appreciate the importance of configuring an effective IDE
- Contrast different types of code execution environments including local, remote, application, and libraries
- Enumerate both static and dynamic strategies for understanding and modifying a new codebase

Context: big ole pile of code



teedy

... do something with it!

**You cannot understand
the entire system!**

Challenge: How do I tackle this codebase?

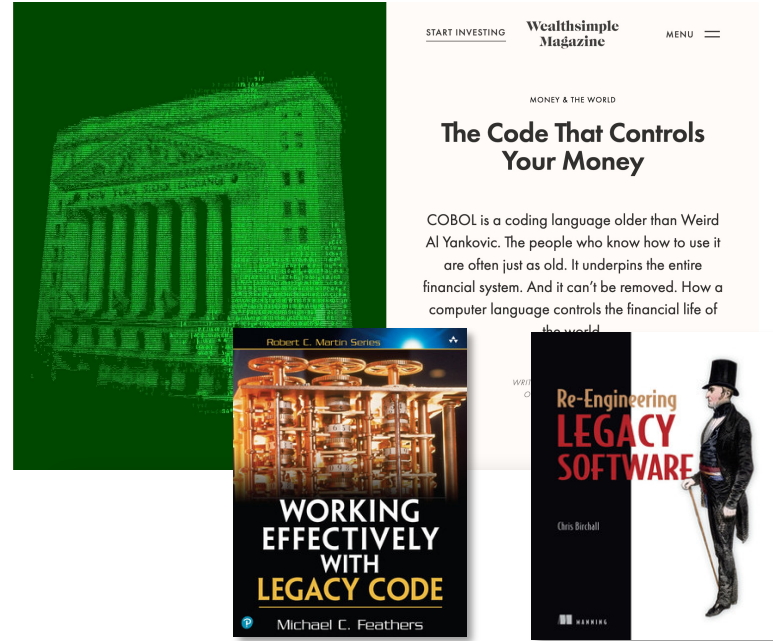


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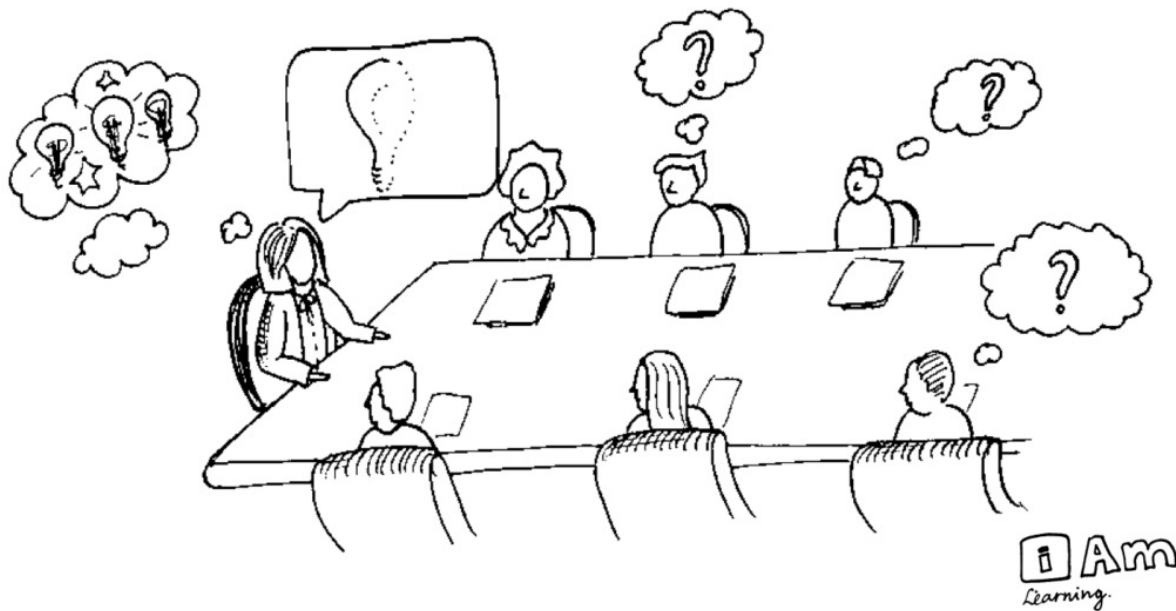
- Leverage your previous experiences (languages, technologies, patterns)
- Consult documentation, whitepapers, experts, code owners
- Follow best practices to build a working model of the system

Bad news: There are few helpful resources!

- Working Effectively with Legacy Code. Michael C. Feathers. 2004.
- Re-Engineering Legacy Software. Chris Birchall. 2016.



Why? Because of the Curse of Knowledge



Today: How to tackle codebases

- Goal: develop and test a working model or set of working hypotheses about how (some part of) a system works
- Working model: an understanding of the pieces of the system (components), and the way they interact (connections)
- Focus: Observation, probes, and hypothesis testing
 - helpful tools and techniques!



essentially,
all models are wrong,
but some are useful

George E. P. Box

Live Demonstration: sismics/Reader

☰ README.md

Sismics Reader build passing

Demo application: <https://reader-demo.sismics.com> (Username: demo / password: demo)

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This Thanksgiving will be the first I'm spending away from Virginia (we're having both of our families at our house for the first time!), so I've got a little bit of homesickness for ideas and decorations from the south. Thankfully, Elizabeth Ulrich, the stylist/designer behind [Stockroom Vintage](#) and [Elizabeth Ulrich Design in Nashville](#), has written me an email and was up to sharing an incredibly beautiful Thanksgiving tablecape idea that makes the most of autumn flowers and branches. Inspired by the rustic style at [Whispering Crane Farm](#) (where this was photographed), Elizabeth made placecards and styled the table to create a relaxed but festive look for the holiday. Christie Craig of [The Farmer's Florist](#) crafted a beautiful floral centerpiece with dahlias, marigolds and smoke bush, and she's sharing her [how-to steps here](#) for anyone who wants to pull together a beautiful, last-minute look for Thanksgiving. Thanks so much to Elizabeth, Christie and everyone in Nashville for sharing this gorgeous table idea with us today! xo, grace

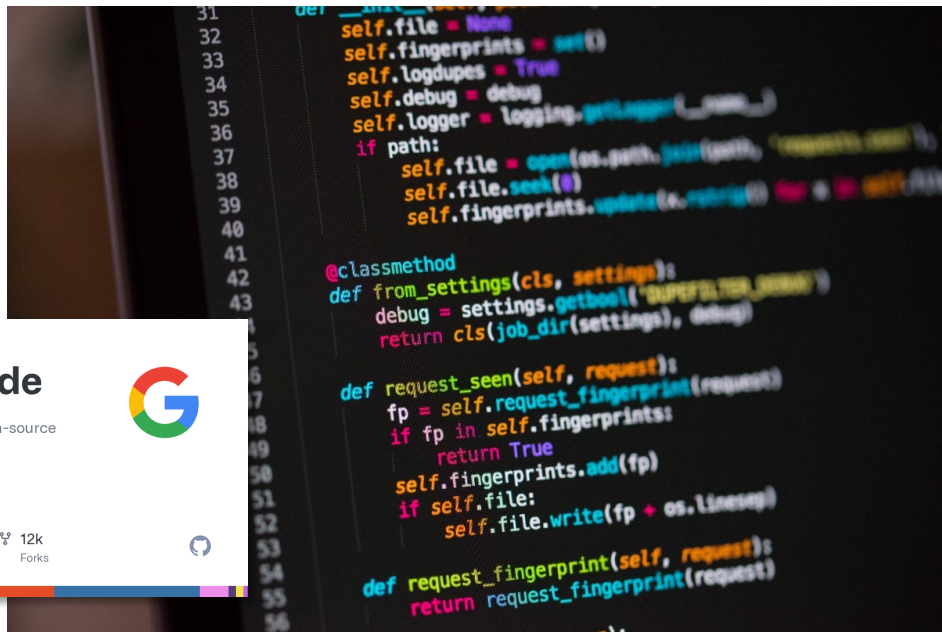
Photography by [Catherine Truman Photography](#)



<https://github.com/CMU-313/reader>

Observation: Software is full of patterns

- File structure
- System architecture
- Code structure
- Names
- ...



google/styleguide

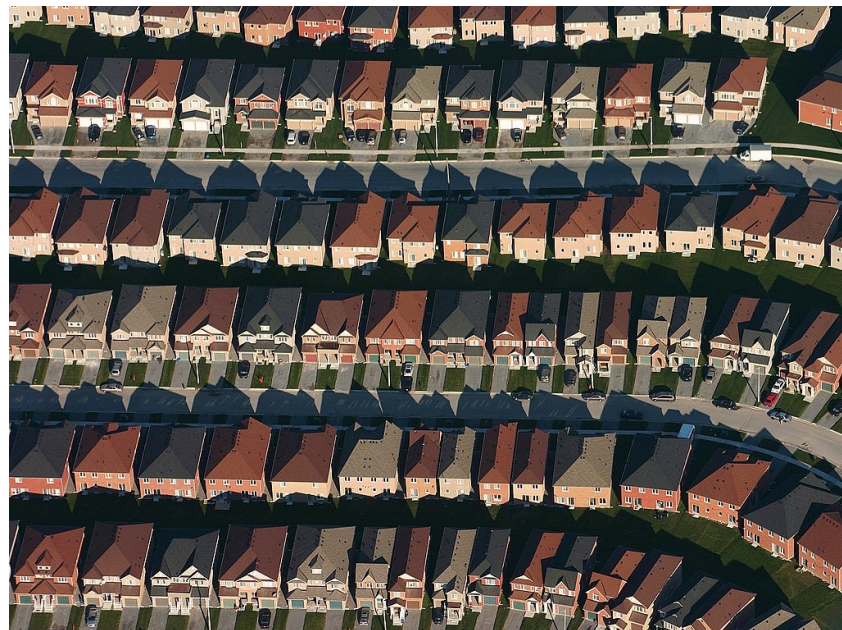
Style guides for Google-originated open-source projects



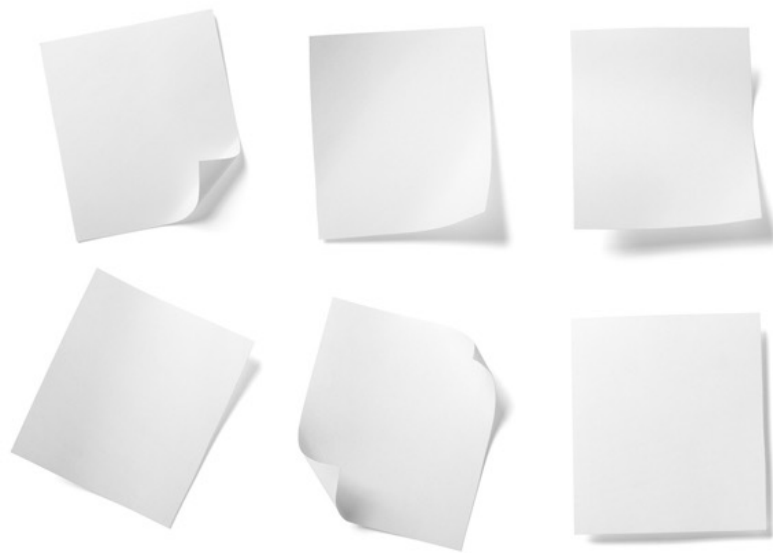
73 Contributors 1 Used by 32k Stars 12k Forks

Observation: Software is massively redundant

- There's always something to copy/use as a starting point!



Observation: Code must run to do stuff!



Observation: If code runs, it must have a beginning...



Observation: If code runs, it must exist...

```
0x08048416 <+16>: jg     DWORD PTR [ebp+0x8], 0x1
0x08048419 <+18>: mov   0x804843c <main+56>
0x0804841b <+21>: mov   eax, DWORD PTR [ebp+0xc]
0x0804841d <+23>: mov   ecx, DWORD PTR [eax]
0x08048420 <+28>: mov   edx, 0x8048520
0x08048425 <+33>: mov   eax, ds:0x8049648
0x08048429 <+37>: mov   DWORD PTR [esp+0x8], ecx
0x0804842d <+41>: mov   DWORD PTR [esp+0x4], edx
0x08048430 <+44>: mov   DWORD PTR [esp], eax
0x08048435 <+49>: call  0x8048338 <fprintf@plt>
0x0804843a <+54>: mov   eax, 0x1
0x0804843c <+56>: jmp   0x8048459 <main+85>
0x0804843f <+59>: mov   eax, DWORD PTR [ebp+0xc]
0x08048442 <+62>: add   eax, 0x4
0x08048444 <+64>: mov   eax, DWORD PTR [eax]
0x08048448 <+68>: mov   DWORD PTR [esp+0x4], eax
0x0804844c <+72>: lea   eax, [esp+0x10]
0x0804844f <+75>: mov   DWORD PTR [esp], eax
0x08048454 <+80>: call  0x8048338 <fprintf@plt>
```


The Beginning: Entry Points

- Locally installed programs: run cmd, OS launch, I/O events, etc.
- Local applications in dev: build + run, test, deploy (e.g., docker)
- Web apps server-side: Browser sends HTTP request (GET/POST)
- Web apps client-side: Browser runs JavaScript

Code must exist. But where?

- **Locally installed programs:** run cmd, OS launch, I/O events, etc.
 - Binaries (machine code) on your computer
- **Local applications in dev:** build + run, test, deploy (e.g., docker)
 - Source code in repository (+ dependencies)
- **Web apps server-side:** Browser sends HTTP request (e.g., GET, POST)
 - Code runs remotely (you can only observe outputs)
- **Web apps client-side:** Browser runs JavaScript
 - Source code is downloaded and run locally (see: browser dev tools!)

Can running code be **P**robed/**U**nderstood/**E**edited?

Transparent



Source code built locally

(P+U+E)

Translucent



Binaries running locally

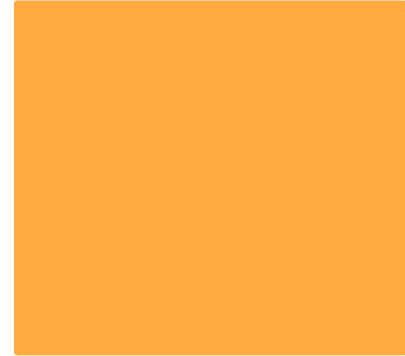
Open source

(P+U)

Closed source

(P)

Opaque



Server-side apps running remotely

Open source

(U)

Closed source

-

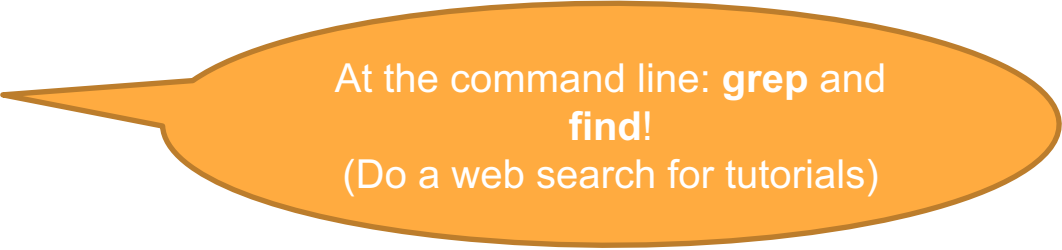
Creating a model of unfamiliar code



Source code built locally

Information Gathering

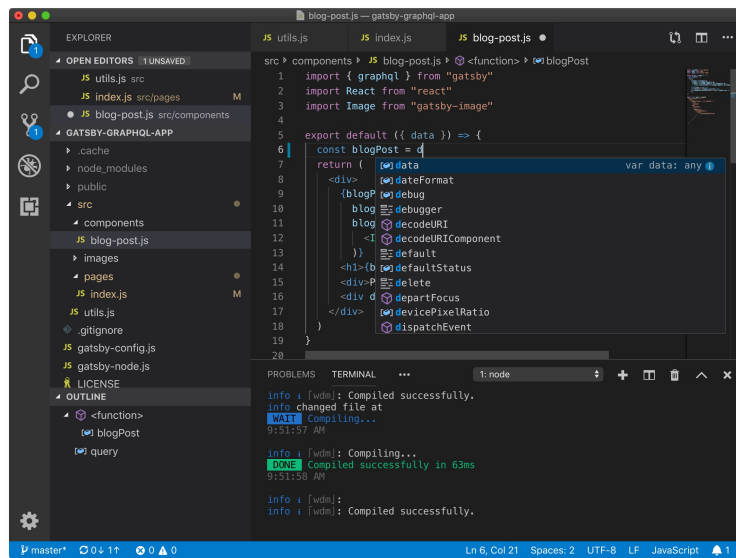
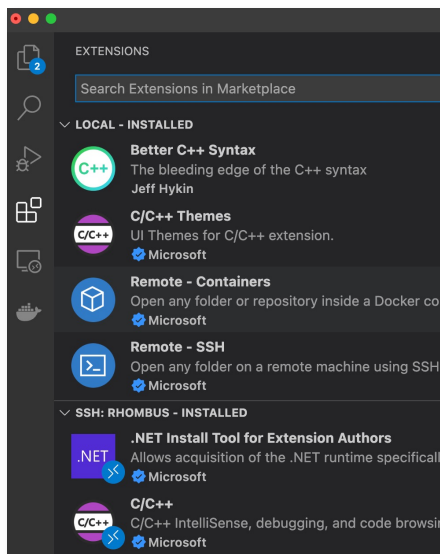
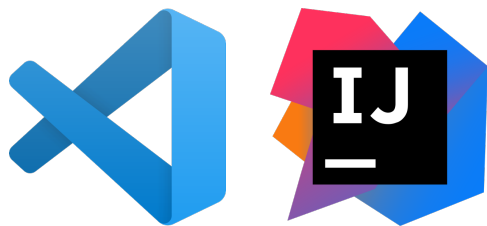
- Basic needs:
 - Code/file search and navigation
 - Code editing (probes)
 - Execution of code, tests
 - Observation of output (observation)
- Many choices here on tools! Depends on circumstance.
 - grep/find/etc. Having a command on Unix tools is invaluable
 - A decent IDE
 - Debugger
 - Test frameworks + coverage reports
 - Google (or your favorite web search engine)



At the command line: **grep** and **find!**
(Do a web search for tutorials)

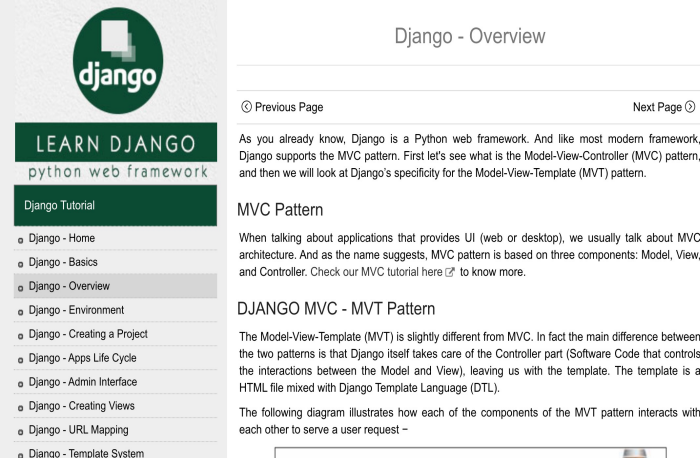
Static Information Gathering: Use an IDE!

Real software is too complex to keep in your head



Consider documentation and tutorials judiciously

- Great for discovering entry points!
- Can teach you about general structure, architecture (more on this later in the semester)
- As you gain experience, you will recognize more of these, and you will immediately know something about how the program works
- Also: discussion boards; issue trackers



The screenshot shows the Django documentation website. On the left is a navigation menu with the Django logo and a list of links including 'LEARN DJANGO python web framework', 'Django Tutorial', and a list of sub-topics like 'Django - Home', 'Django - Basics', 'Django - Overview', 'Django - Environment', 'Django - Creating a Project', 'Django - Apps Life Cycle', 'Django - Admin Interface', 'Django - Creating Views', 'Django - URL Mapping', and 'Django - Template System'. The main content area is titled 'Django - Overview' and contains a 'Previous Page' and 'Next Page' link. Below this is a paragraph of text: 'As you already know, Django is a Python web framework. And like most modern framework, Django supports the MVC pattern. First let's see what is the Model-View-Controller (MVC) pattern, and then we will look at Django's specificity for the Model-View-Template (MVT) pattern.' This is followed by a section titled 'MVC Pattern' with a paragraph: 'When talking about applications that provides UI (web or desktop), we usually talk about MVC architecture. And as the name suggests, MVC pattern is based on three components: Model, View, and Controller. Check our MVC tutorial here to know more.' Below that is a section titled 'DJANGO MVC - MVT Pattern' with a paragraph: 'The Model-View-Template (MVT) is slightly different from MVC. In fact the main difference between the two patterns is that Django itself takes care of the Controller part (Software Code that controls the interactions between the Model and View), leaving us with the template. The template is a HTML file mixed with Django Template Language (DTL).' The final paragraph reads: 'The following diagram illustrates how each of the components of the MVT pattern interacts with each other to serve a user request -' followed by a partially visible diagram.

Dynamic Information Gathering

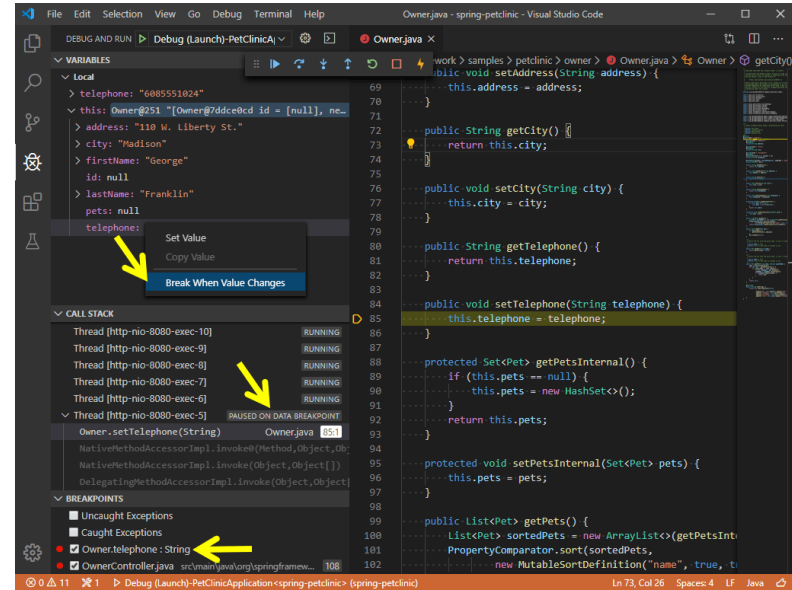
Change helps to inform and refine mental models

1. Build it.
2. Run it.
3. Change it.
4. Run it again.
5. How did the behavior change?



Probes: Observe, control or “lightly” manipulate execution

- print(“this code is running!”)
- Structured logging
- Debuggers
 - Breakpoint, eval, step through / step over
 - (Some tools even support remote debugging)
- Delete debugging
- Firefox Developer Tools

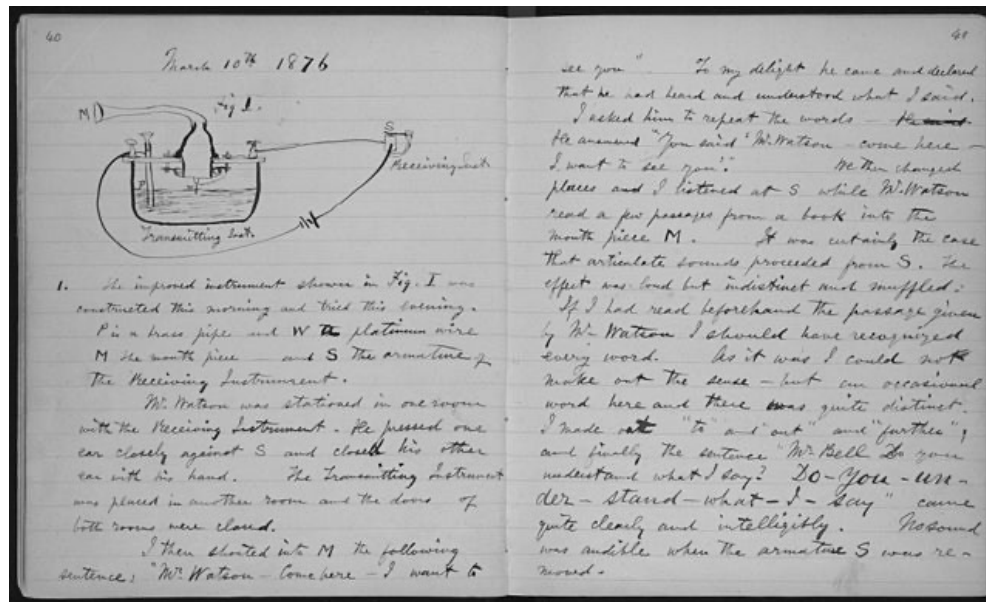


Step 0: sanity check basic model + hypotheses

- Confirm that you can build and run the code.
 - Ideally *both* using the tests provided, *and* by hand.
- Confirm that the code you are running *is the code you built*
- Confirm that you can make *an externally visible change*
- How? Where? Starting points:
 - Run an existing test, change it
 - Write a new test
 - Change the code, write or rerun a test that should notice the change

Document and share your findings!

- Update README and docs
 - or, better: use a Developer Wiki
 - use Mermaid for diagrams
- Collaborate with others
- Include negative results, too!



Let's try some of these techniques again...

☰ README.md

Sismics Reader build passing

Demo application: <https://reader-demo.sismics.com> (Username: demo / password: demo)

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