

# Modular

A new generation  
software reverse engineering environment

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# Agenda

Reverse Engineering requirements

Famix: Generic Software Meta-Model

FamixNG: Composable Software Meta-Models

ModMoose: Integrated Reverse Engineering Environment

Conclusion

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## **Reverse Engineering requirements**

Famix: Generic Software Meta-Model

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# Reverse Engineering

Many different tasks (navigation, visualization, querying, data/control flow, ...)

Huge data (millions of entities: classes, methods, variables, ...)

Highly specialized tools (costly to develop)

# Reverse Engineering

How can we reuse such tools?

Across

Systems

Programming languages

Organizations

...

# Reverse Engineering

How can we reuse such tools?

Across

Systems

Programming languages

Organizations

...

→ **Generic Software Meta-Model**

# oose, some background

A platform for software analysis

Based on a generic meta-model (Famix)

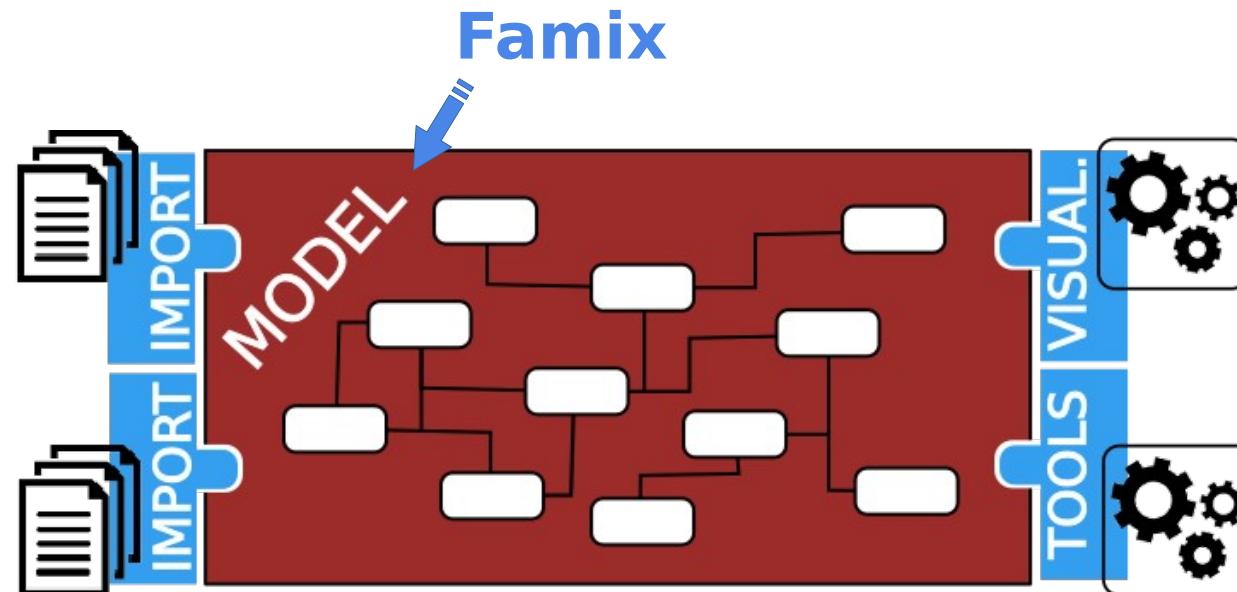
Developed since 1996

<https://github.com/moosetechnology/moose-wiki>

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# moose, some background

A platform for software analysis



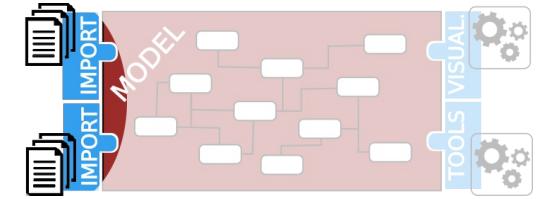
# Moose, some background

## Importers

Source code (4D, Ada, C/C++, COBOL, Fortran, Java, Mantis, Pharo, PowerBuilder, SQL, TypeScript, VBA, ...)

HTML, XML, CSV, ...

Bugs, authors, commits



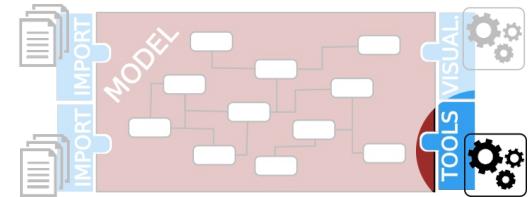
# Moose, some background

## Tools

MooseQuery: DSL to query/navigate a model

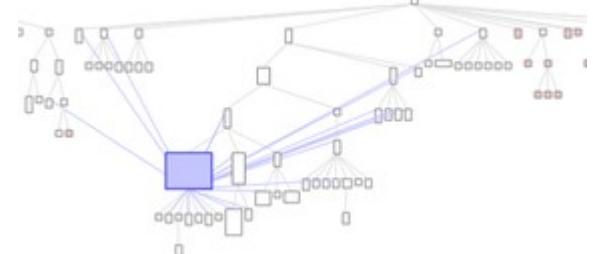
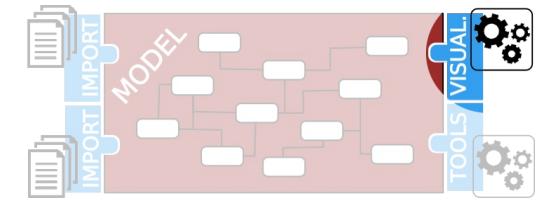
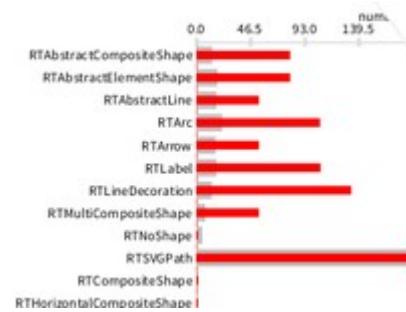
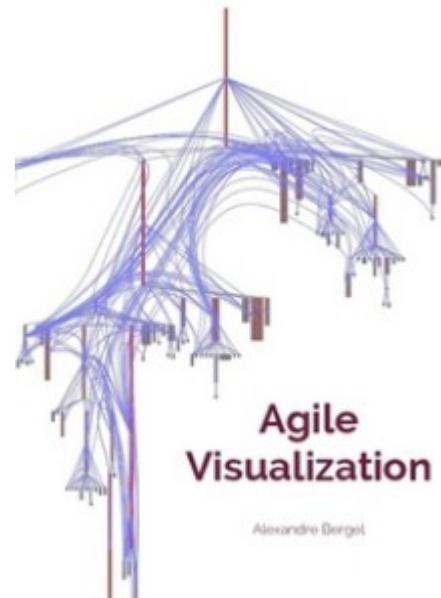
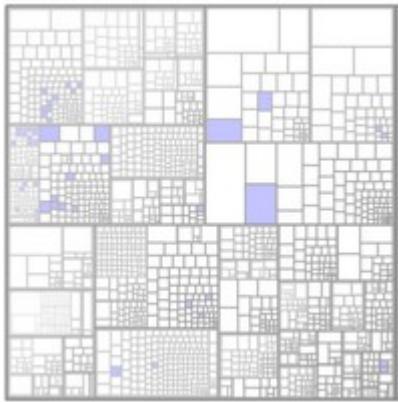
Software engineering metrics: cohesion/coupling, Chidambler & Kemerer metrics, cyclomatic complexity, ...

Data Mining algorithms



# moose, some background

## Visualizations



# Agenda

Reverse Engineering requirements

## **Famix: Generic Software Meta-Model**

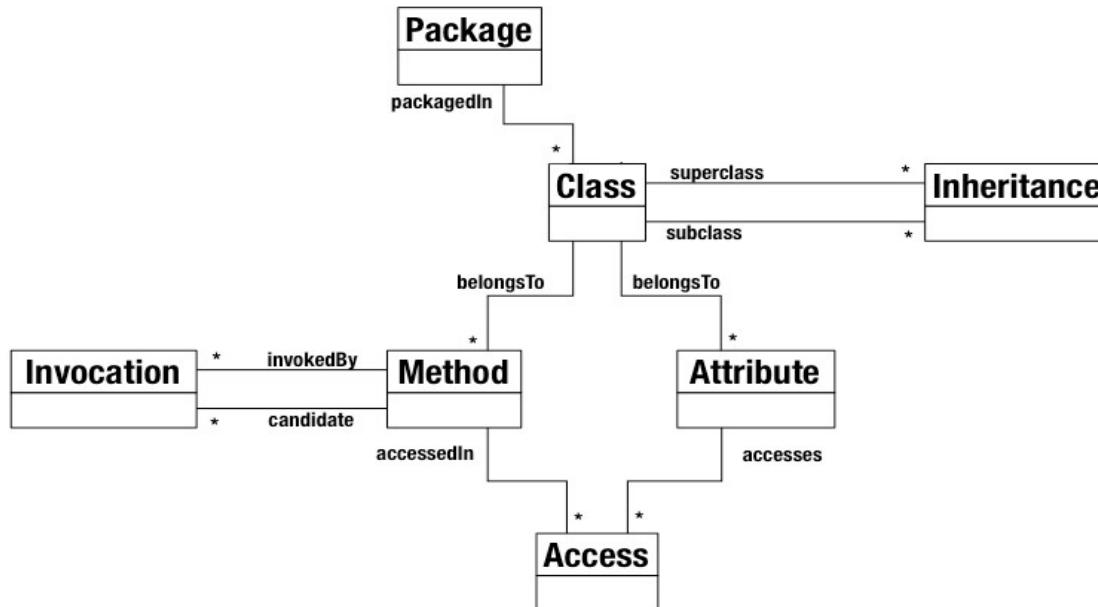
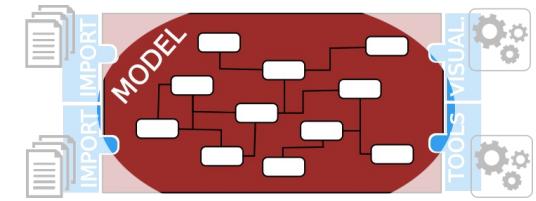
FamixNG: Composable Software Meta-Models

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# Software Meta-Modeling

## Generic software meta-model

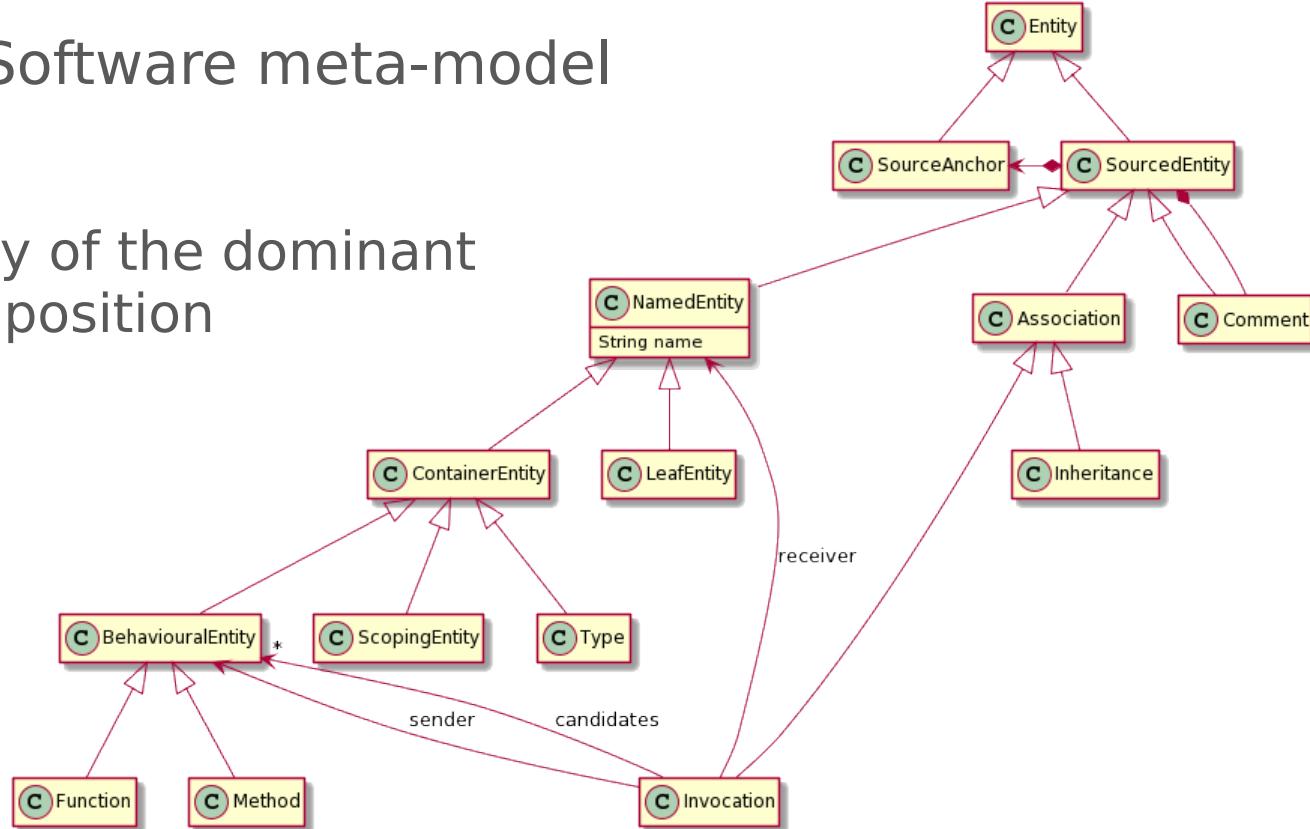


# Software Meta-Modeling

Generic Software meta-model

Famix

Tyranny of the dominant decomposition

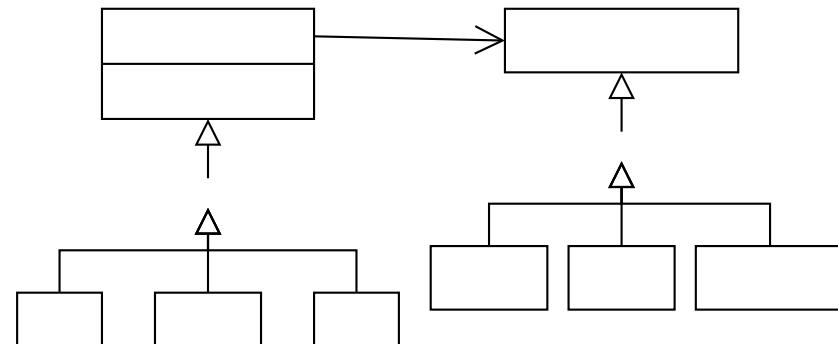


# Software Meta-Modeling

Generic software meta-model

Dagstuhl Middle Meta-model

Tyranny of the dominant  
decomposition



# Software Meta-Modeling

Famix: Generic software meta-model ?

Entities have unneeded/misleading properties  
(package can be invocation receivers)

Difficult to evolve (add new language)

New languages could change existing entities

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Reverse Engineering requirements

Famix: Generic Software Meta-Model

## **FamixNG: Composable Software Meta-Models**

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# Composable Meta-Model

~~Famix: One generic meta-model for all languages~~

Create specialized meta-model for each language

FamixNG: Bare bone entities + composable properties

Ex: Classes have *attributes* and *methods* and *inheritance*

+ *visibility* (public, private, protected, friend, ...)

+ *partial classes* + *extension methods* + *use traits*

# Composable Meta-Model

## FamixNG

≈ 100 traits (*i.e.* a set of methods that classes can *use* with a kind of “multiple inheritance”)

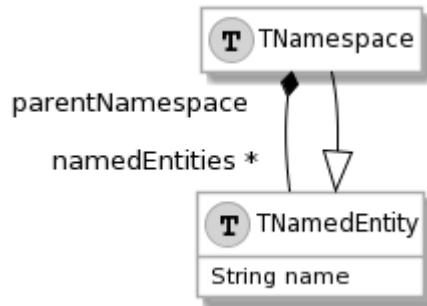
# Composable Meta-Model

## FamixNG

≈ 100 traits (i.e. a set of methods that classes can use with a kind of “multiple inheritance”)

Ex: TNamedEntity used by entities that have a name

Ex: TNamespace used by entities that contain TNamedEntity



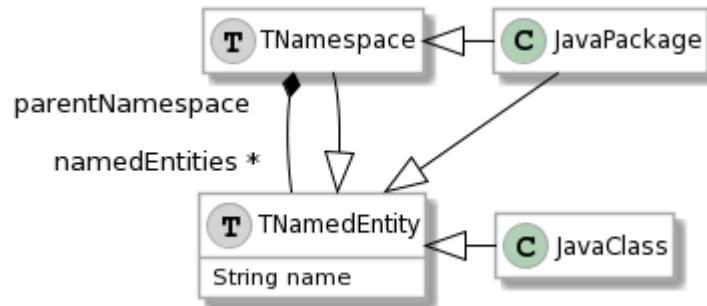
# Composable Meta-Model

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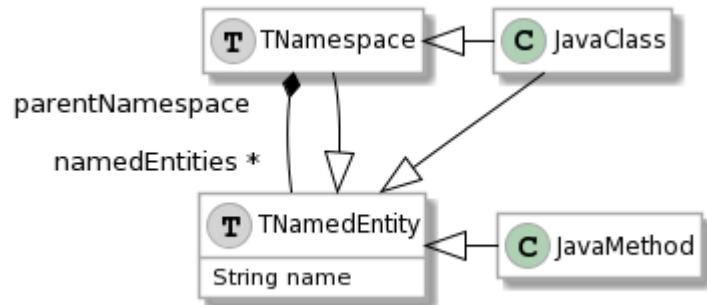
# Composable Meta-Model

## FamixNG

≈ 100 traits (i.e. a set of methods that classes can use with a kind of “multiple inheritance”)

Ex: TNamedEntity used by entities that have a name

Ex: TNamespace used by entities that contain TNamedEntity



# Composable Meta-Model

Generic `TClass` in FamixNG *uses*:

`TType` (which *uses* `TNamedEntity`)

`TWithComment`

`TPackageable`

`TWithInheritances`

`TWithAttributes`

`TWithMethods`

`TInvocationsReceiver`

# Composable Meta-Model

JavaClass *uses*:

TClass

TWithVisibility

TWithExceptions

PharoClass *uses*:

TClass

TUsesTraits

TWithExtentions

# Composable Meta-Model

FamixNG traits library

Relation traits (7):

Inheritance, Access, Invocation, Reference, UseTrait, IncludeFile

Technical traits (12):

SourceAnchor, metrics, queries

Property traits(46):

name, comments, typed, visibility, invocable, ...

Entity traits (38):

Class, Method, Parameter, Exception, Function, ...

# Meta-Model builder

New language meta-models built from FamixNG traits library  
“Builders” to create metamodels

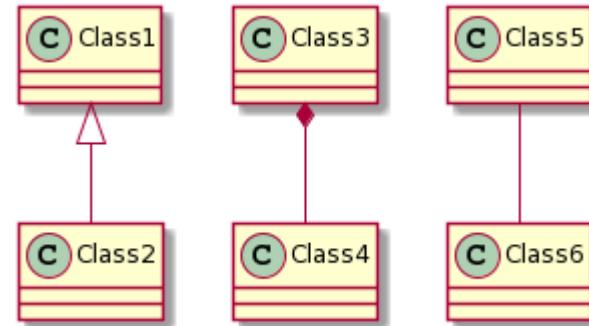
# Meta-Model builder

New language meta-models built from FamixNG traits library

“Builders” to create metamodels

DSL (inspired by [PlantUML.com](https://PlantUML.com))

```
@startuml  
Class1 <|-- Class2  
Class3 *-- Class4  
Class5 - Class6  
@enduml
```



# Meta-Model builder

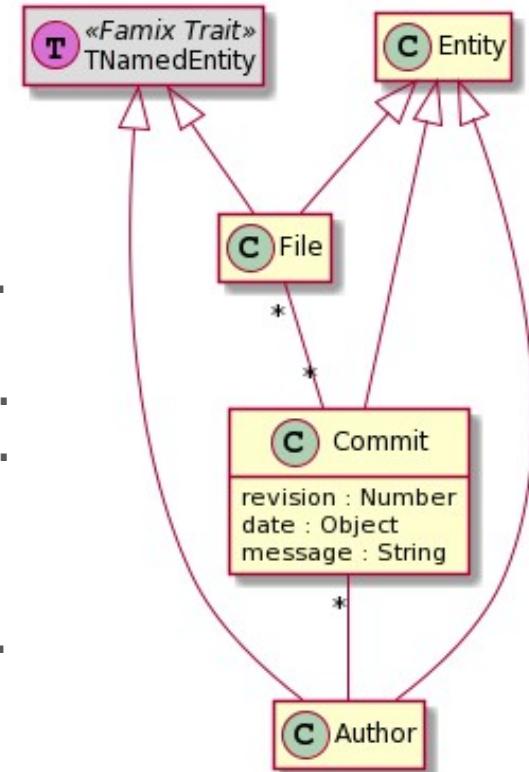
Example: Meta-model for commits

Define classes

```
entity := builder newClassNamed: 'Entity'.
file := builder newClassNamed: 'File'.
commit := builder newClassNamed: 'Commit'.
author := builder newClassNamed: 'Author'.
```

Define properties

```
commit property: 'revision' type: #Number.
commit property: 'date' type: #Object.
commit property: 'message' type: #String.
```



# Meta-Model builder

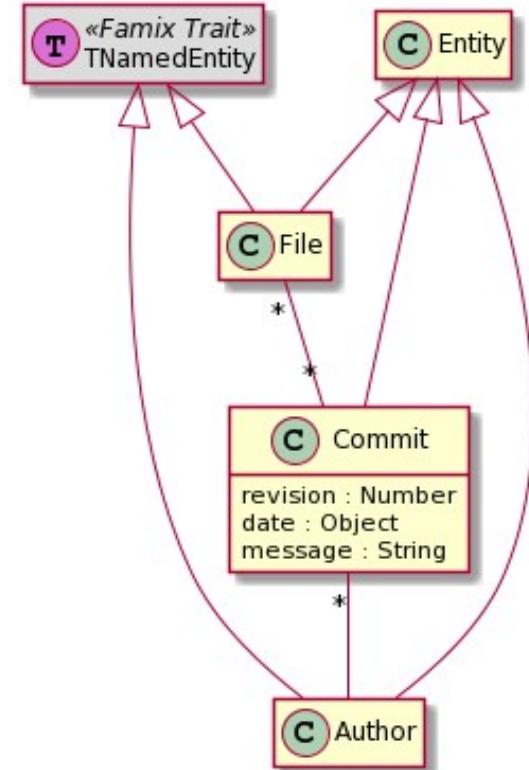
Example: Meta-model for commits

Define inheritances

```
file --> entity.  
file --> TNamedEntity.  
commit --> entity.  
author --> entity.  
author --> TNamedEntity.
```

Define relations

```
file *-* commit.  
commit *- author.
```



# Agenda

Reverse Engineering requirements

Famix: Generic Software Meta-Model

FamixNG: Composable Software Meta-Models

**ModMoose: Integrated Rev. Engin. Environ.**

Conclusion

# Integrated Reverse Engineering Environment

Reverse engineering involves many tasks

Visualization, query, metrics, navigation, dependency analysis,  
control flow/data flow analysis

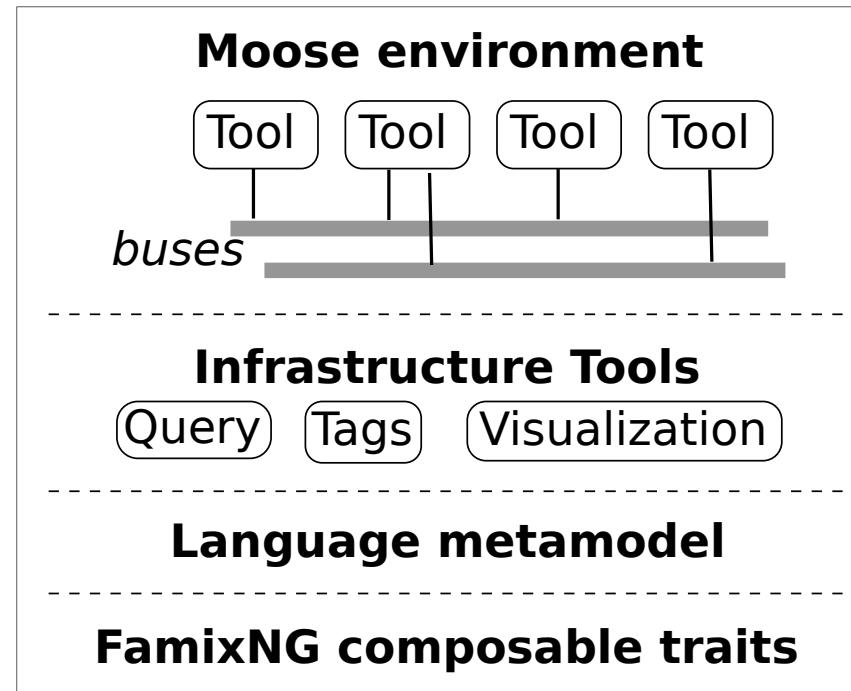
Many specialized tools

Generic tools (across meta-models)

Adaptable, collaborating, tools

# ModMoose

## Architecture of an Integrated Reverse Engineering Environment



# ModMoose

## ModMoose rules:

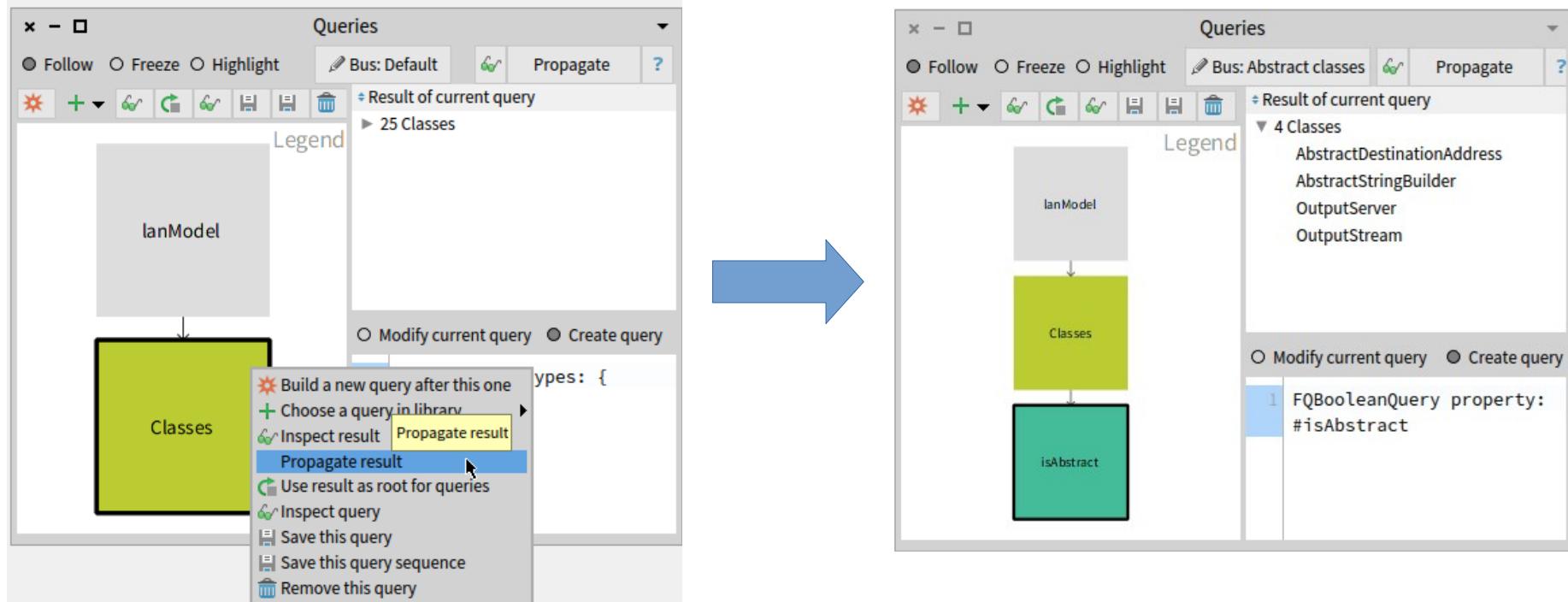
The environment centralizes data and tool interactions

Tools are focusing on a single task: e.g., the Query Browser works on a set of model entities and produces another set of entities

Tools communicate through buses, they “read” model entities on their bus(es) and “write” entities back on their bus(es)

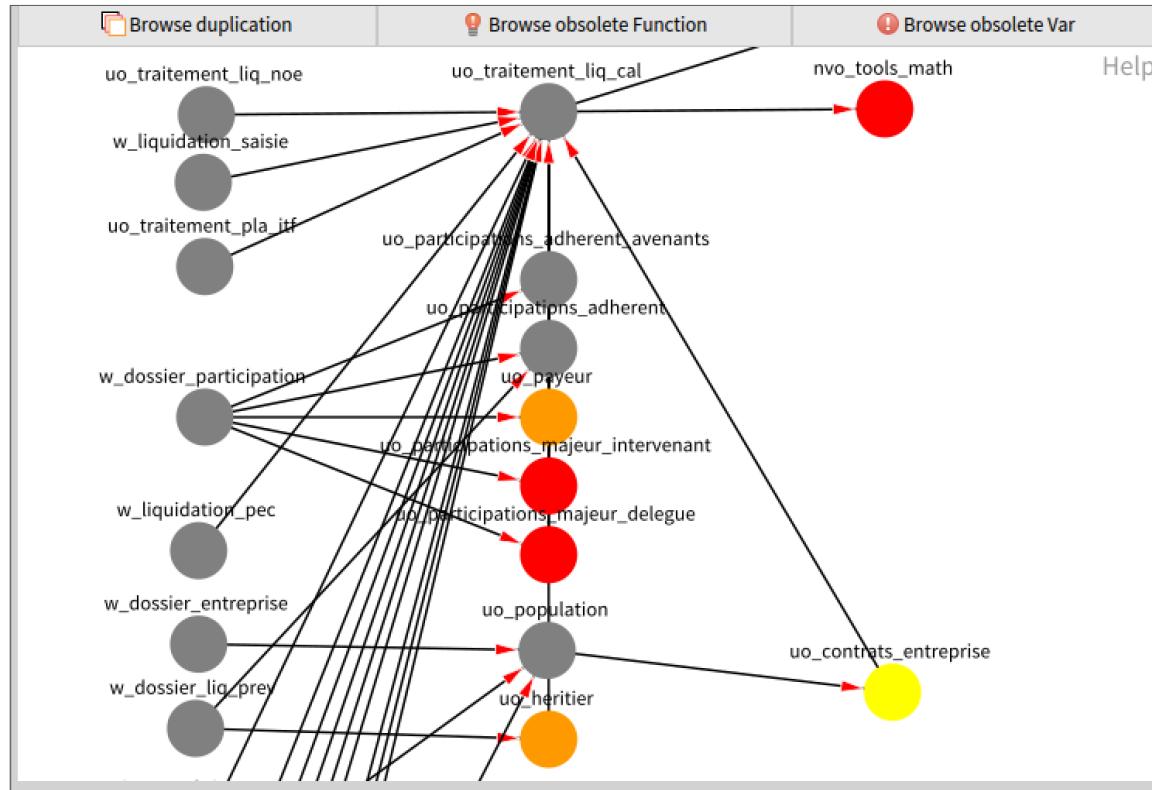
# Tools

## Query Browser



# Tools

## Dependency Graph Browser



# Tools

## Entity Inspector

The screenshot shows the Entity Inspector tool interface. On the left, there is a navigation tree with various Smalltalk class names listed. One item, '#Smalltalk::ArrayedCollection', is highlighted with a blue selection bar. The main area contains two tables: a 'Navigation' table and a 'Moose Properties' table.

Name	Type	Opposite	Derived?	Container?	IsTarget?	IsSource?
annotationInstan	TAnnotationInsta	annotatedEntity	true	false	false	false
attributes	TAttribute	parentType	true	false	false	false
comments	TComment	container	true	false	false	false
declaredSourceL	TSourceLanguag	sourcedEntities	false	false	false	false
definedAnnotat	TAnnotationType	annotationTypes	true	false	false	false
exceptions	TException	exceptionClass	true	false	false	false
extendedMethod	Method		true	false	false	false
incomingReferen	TReference	target	true	false	false	false
methods	TMethod	parentType	true	false	false	false
parentPackage	TPackage	childEntities	false	true	false	false
receivingInvocati	TInvocation	receiver	true	false	false	false
sourceAnchor	TSourceAnchor	element	true	false	false	false
subInheritanc	TInheritance	superclass	true	false	false	false
superinheritanc	TInheritance	subclass	true	false	false	false
typeContainer	TWithTypes	types	false	true	false	false
typedEntities	TTypedEntity	declaredType	true	false	false	false
types	TType	typeContainer	true	false	false	false

# Communication Buses

Tools “read” and “write” model entities on buses

Each tool can be attached to 0 to n buses

Can have several instances of the same tool on different buses

Ex: Compare dependencies of two set of entities

Bus1: QueryBrowser1 + DependencyGraphBrowser1

Bus2: QueryBrowser2 + DependencyGraphBrowser2

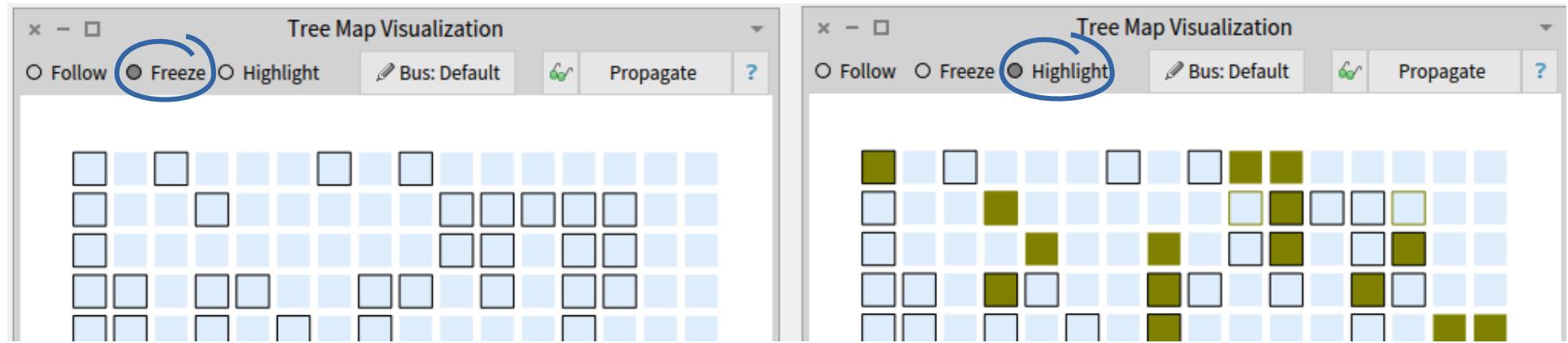
# Tools

Fine control of tool behavior

Follow: Display incoming entities, produces outgoing entities

Highlight: Highlight incoming entities in “frozen” display

Frozen: Frozen display but, produces outgoing entities



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# WrapUp

## FamixNG

Composition of programming language meta-models from basic traits

## ModMoose

Interactive Reverse Engineering Environment

Specialized tools communicating through buses

# Modular Moose

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