# SOFTWARE MAINTENANCE

# Concepts and Practice Second Edition

Penny Grubb (University of Hull, UK) & Armstrong A Takang (Software Systems Consultant, USA)



# Acknowledgements

To our families, especially

- George and Danny (and thanks for all that proof-reading)
- Ayem, Bessem and Nyente.

The authors would like to thank colleagues and friends in the various health care facilities across the world whose software trials and tribulations have been amalgamated into the Acme Health Clinic case studies used in the book.

Thanks also to Steven Patt and his colleagues for editorial assistance.

# Preface

### Aims and Objectives

The purpose of this book is to explore the key issues underpinning software change and to discuss how these issues impact on the implementation of changes to software systems. The motivation for the book came from the need for texts dealing directly with challenges that software engineers face when modifying complex software systems. The extent of this challenge can be seen in the cost of modifying software. This cost can reach 70% of the total life-cycle cost [4, 36, 176]. Software maintenance is recognised as a key area in software engineering [9, 163]. Despite this, many mainstream software systems at the expense of issues surrounding changes to these systems after they become operational [70].

Our intention is to produce a text that presents:

- a coherent and comprehensive coverage of software change concepts;
- a theoretical base for the skills required to effect, control and manage changes to evolving software systems;
- a framework for understanding and applying current maintenance techniques and methods to solve problems.

This is not a cookbook; there is no set of cut and dried rules for dealing with the problems of software maintenance. An elegant and workable solution in one situation may be completely inadequate for the same problem in a different environment. Nonetheless, it is essential for software engineers to have a sound understanding of software maintenance for several reasons. Firstly, it is common wisdom that a large part of finding a solution to a problem lies in understanding it. Secondly, an insight into the issues underpinning software maintenance can help in the formulation of an adequate framework that can be used to guide the development of appropriate support tools. This framework also enables researchers to identify potential research questions and compare research findings.

### **Target Audience**

This book is aimed at students, academics and professionals who have an interest in the development and maintenance of software systems.

It is intended as a reference text and also as a course book for software maintenance, software evolution and general courses on advanced software engineering. It can also serve as an introductory text for those intending to engage in research into software maintenance.

For undergraduate study, the book aims to raise awareness of software maintenance issues, for example the need to develop programs that cater for the evolutionary tendency of software systems. This not only provides a grounding in the discipline, but is also a preparation for life in the commercial world. The first job of many graduates going into the software industry involves the maintenance of existing systems rather than the development of new systems [187, 282]. Additionally, the book is intended to complement other undergraduate software engineering and programming courses.

For software professionals, the text provides a collection of definitions for some of the commonly used terms. This is important because of the plethora of terms and jargon in use [211]. In addition, the case studies and real world examples provided should help during inservice training or refresher courses on software maintenance.

### Structure and Organisation of this Book

The book is organised into five parts.

The first part looks at the context of software maintenance. It introduces the basic concepts and the framework within which maintenance operates. Underlying theory is introduced by looking at the fundamentals of software change, but real world considerations are also introduced at this stage. This part of the book concludes with a look at how software development and maintenance life-cycles are modelled.

The second part of the book goes through the activities that take place during maintenance, starting with understanding the system to be changed, through the specifics of making the change and testing the modified system, to the managerial issues and decision-making that accompanies the process.

viii

The third part looks at means of measurement and assessment, both of the overall process and of the components of software and software maintenance, showing how to keep track and provide objective assessment.

These first three parts of the book look at what software maintenance is and how to do it. In total they build the case for maintainability in systems.

The fourth part looks at how these lessons can be used in the building of better systems.

The fifth and final part looks at research areas and the future for the discipline of software maintenance.

Each major section is preceded by a number of discussion points aimed at provoking thought about some of the fundamental issues.

Exercises throughout the book vary from straightforward questions on the details of the text, to more complex role-playing projects where the reader is asked to put themselves into a particular maintenance context and think through a specific problem.

Both minor and major case studies are used throughout to relate the material to what is happening at the coal face of software maintenance.

AC	KNOV	VLEDGE	EMENTS.	•••••••••••••••••••••••••••••••••••••••	V		
PR	EFAC	Е	•••••		VII		
PA	<b>RT I:</b> 1	THE CO	NTEXT O	OF MAINTENANCE	1		
		VIEW					
1.	INTR	ODUCT	ION TO I	THE BASIC CONCEPTS	5		
	1.1 1.2 1.3 1.4	DEFINIT THE BAS	IONS SICS	OPMENT AND MAINTENANCE ACTIVITI	6 7		
	1.5	DIFFER.		AAINTENANCE IS NEEDED	9		
	1.6 1.7 1.8	CASE ST	UDY – AIF	TEMS EFFECTIVELY R Traffic Control ftware Change			
	1.9						
2.	THE	MAINTE	INANCE I	FRAMEWORK			
	2.1 2.2 2.3 2.4	DEFINIT A SOFTV 2.3.1 2.3.2	IONS VARE MAI Compon 2.3.1.1 2.3.1.2 2.3.1.3 2.3.1.4 2.3.1.5 Relations	NTENANCE FRAMEWORK ents of the Framework User Environment Operating environment Organisational Environment Maintenance Process Software Product Maintenance Personnel s Between the Maintenance Factors			
3.	FUND	DAMENT	ALS OF S	SOFTWARE CHANGE			
	3.1 3.2 3.3	DEFINITI	IONS RE CHANG	E ation of Changes Corrective Change			

			3.3.1.2 Adaptive Change	
			3.3.1.3 Perfective Change	
			3.3.1.4 Preventive Change	
		3.3.2	The Importance of Categorising Software Changes	40
		3.3.3	Case Study – The Need to Support an Obsolete	
			System	
		3.3.4	Incremental Release	
	3.4		NG SUPPORT	
	3.5		N'S LAWS	
	3.6	SUMMA	RY	46
4.			<b>IS AND ECONOMIC IMPLICATIONS TO</b>	
	SOF		CHANGE	
	4.1		UCTION	
	4.2		TONS	
	4.3		MIC IMPLICATIONS OF MODIFYING SOFTWARE	
	4.4	LIMITA	FIONS TO SOFTWARE CHANGE	
		4.4.1	Resource Limitations	
		4.4.2	Quality of the Existing System	51
		4.4.3	Organisational Strategy	51
		4.4.4	Inertia	
		4.4.5	Attracting and Retaining Skilled Staff	52
	4.5	THE NO	MENCLATURE AND IMAGE PROBLEMS	
	4.6	POTENT	IAL SOLUTIONS TO MAINTENANCE PROBLEMS	54
		4.6.1	Budget and Effort Reallocation	54
		4.6.2	Complete Replacement of the System	
		4.6.3	Maintenance of the Existing System	
	4.7		RY	
5.	THE	MAINTH	ENANCE PROCESS	59
	5.1	INTROD	UCTION	59
	5.2		IONS	
	5.3		FTWARE PRODUCTION PROCESS	
	5.4		L APPRAISAL OF TRADITIONAL PROCESS MODELS	
	5.4	5.4.1	Code-and-Fix Model	
			Waterfall Model	
		5.4.2		
	~ ~	5.4.3	Spiral Model	
	5.5		NANCE PROCESS MODELS	
		5.5.1	Quick-Fix Model	76
			5.5.1.1 Case Study – Storage of Chronological Clinical Data	77
		5.5.2	Boehm's Model	
				= =
		5.5.3	Osborne's Model	
		5.5.4	Iterative Enhancement Model	84

Software Maintenance: Concepts and Practice

xii

		5.5.5	Reuse-Oriented Model	85
	5.6	WHEN 7	TO MAKE A CHANGE	86
	5.7	PROCES	S MATURITY	87
		5.7.1	Capability Maturity Model <sup>®</sup> for Software	88
		5.7.2	Software Experience Bases	
	5.8	SUMMA	RY	
PA	RT II:		TAKES PLACE DURING MAINTENANCE	
	OVER	VIEW		
			DINTS	
,	DDO	CDANKI		07
6.	PRO		INDERSTANDING	
	6.1		UCTION	
	6.2		TONS	
	6.3	AIMS O	F PROGRAM COMPREHENSION	
		6.3.1	Problem Domain	100
		6.3.2	Execution Effect	101
		6.3.3	Cause-Effect Relation	101
		6.3.4	Product-Environment Relation	103
		6.3.5	Decision-Support Features	103
	6.4	MAINTA	INERS AND THEIR INFORMATION NEEDS	103
		6.4.1	Managers	104
		6.4.2	Analysts	104
		6.4.3	Designers	105
		6.4.4	Programmers	105
	6.5	COMPRI	EHENSION PROCESS MODELS	107
	6.6	MENTA	L MODELS	109
	6.7	PROGRA	M COMPREHENSION STRATEGIES	110
		6.7.1	Top-Down Model	111
		6.7.2	Bottom-Up / Chunking Model	
		6.7.3	Opportunistic Model	
	6.8	READIN	G TECHNIQUES	
	6.9		S THAT AFFECT UNDERSTANDING	
		6.9.1	Expertise	118
		6.9.2	Implementation Issues	118
			6.9.2.1 Naming Style	
			6.9.2.2 Comments	
			6.9.2.3 Decomposition Mechanism	121
		6.9.3	Documentation	122
		6.9.4	Organisation and Presentation of Programs	122
		6.9.5	Comprehension Support Tools	125
			6.9.5.1 Book Paradigm	
		6.9.6	Evolving Requirements	126

xiii

	6.10	IMPLICA		COMPREHENSION THEORIES AND STUDIES	
		6.10.1		Ige Acquisition and Performance	
		6.10.2		on and Training	
		6.10.3	Design F	Principles	129
		6.10.4		es and Recommendations	
	6.11	SUMMA	RY		130
7.	REV	ERSE EN	GINEER	ING	133
	7.1	INTROD	UCTION		133
	7.2	DEFINIT	IONS		134
	7.3	Abstra	CTION		134
		7.3.1	Function	Abstraction	135
		7.3.2	Data Abs	straction	135
		7.3.3	Process A	Abstraction	135
	7.4	PURPOS	e and Obji	ECTIVES OF REVERSE ENGINEERING	135
	7.5	LEVELS	OF REVERS	SE ENGINEERING	138
		7.5.1	Redocum	nentation	139
		7.5.2		Recovery	
		7.5.3	Specifica	ation Recovery	142
		7.5.4		ns for Reverse Engineering	
	7.6	SUPPOR		NIQUES	
		7.6.1		Engineering	
		7.6.2		ring	
		7.6.3	Reengine	ering	146
	7.7	BENEFIT	'S		146
		7.7.1	Maintena	ince	146
		7.7.2		Reuse	147
		7.7.3		Engineering and Associated Techniques in	
	7.8			DEPARTMENT OF DEFENSE INVENTORY	
	7.9			MS	
	7.10	SUMMAI	RY	······	151
8.	REUS	SE AND H	REUSABI	LITY	153
	8.1	INTRODU	JCTION		154
	8.2	DEFINIT	IONS		154
	8.3	THE TAF	GETS FOR	Reuse	155
		8.3.1	Process	•••••••••••••••••••••••••••••••••••••••	155
		8.3.2	Personne		156
		8.3.3	Product		156
		8.3.4	Data		156
			8.3.4.1	Design	
			8.3.4.2	Program	157

Software Maintenance: Concepts and Practice

xiv

	8.4	OBJECT	IVES AND	BENEFITS OF REUSE	158	
	8.5	Approa	ACHES TO F	Reuse	159	
		8.5.1	Compos	sition-Based Reuse	160	
		8.5.2	Generat	ion-Based Reuse	162	
			8.5.2.1	Application Generator Systems		
			8.5.2.2	Transformation-Based Systems	163	
			8.5.2.3	Evaluation of the Generator-Based Systems		
	8.6			S		
	8.7	COMPO		GINEERING		
		8.7.1	Design 1	for Reuse		
			8.7.1.1	Characteristics of Reusable Components		
			8.7.1.2	Problems with Reuse Libraries		
		8.7.2	Reverse	Engineering	169	
			8.7.2.1	Case Study - Patient Identification		
		8.7.3	Compor	ents-Based Processes	171	
	8.8	REUSE I		IODEL		
		8.8.1	Generic	Reuse/Reusability Model	173	
		8.8.2		nodating a Reuse Process Model		
	8.9	FACTOR		PACT UPON REUSE		
		8.9.1	Technic	al Factors	177	
			8.9.1.1	Programming Languages		
			8.9.1.2	Representation of Information		
			8.9.1.3	Reuse Library	178	
			8.9.1.4	Reuse-Maintenance Vicious Cycle	178	
		8.9.2	Non-Tec	chnical Factors	178	
			8.9.2.1	Initial Capital Outlay	178	
			8.9.2.2	Not Invented Here Factor	179	
			8.9.2.3	Commercial Interest		
			8.9.2.4	Education		
			8.9.2.5	Project Co-ordination		
		a	8.9.2.6	Legal Issues		
	8.10	SUMMA	RY		181	
9.	TEST	<b>FING</b>			183	
	9.1	INTROD	UCTION		183	
	9.2	DEFINITIONS				
	9.3	Why Test Software				
	9.4	WHAT IS A SOFTWARE TESTER'S JOB 1				
	9.5			D HOW		
	2.5	9.5.1		ooses Test Data		
	9.6			STS		
	9.0	9.6.1		Code		
		7.0.1	9.6.1.1	Black Box and White Box Testing		
			9.6.1.1	Structured Testing		
			9.6.1.2	Integration Testing		
			····	THE PARTON I ADDITE CONTRACTOR CONTRACTOR CONTRACTOR CONTRACTOR		

			9.6.1.4	Regression Testing	
	9.7	VERIFICA	TION AND	VALIDATION	
	9.8	TEST PLA	NS	••••••	192
		9.8.1	Points to	Note	193
	9.9	CASE STU	JDY – THE	RAC 25	
	9.10	SUMMAR	Y		
10	MAN	ACEMEN		RGANISATIONAL ISSUES	203
10,					
	10.1				
	10.2			••••••	
	10.3			PONSIBILITIES	
	10.4	ENHANCI		TENANCE PRODUCTIVITY	
		10.4.1		the Right People	
		10.4.2	Motivatir	ng Maintenance Personnel	
		10.4.3	Commun	ication	
			10.4.3.1	Adequate Resources	209
			10.4.3.2	Domain Knowledge	209
	10.5	MAINTEN		MS	
		10.5.1	Temporal	ry Team	
		10.5.2	Permaner	nt Team	
	10.6	PERSONN	EL EDUCA	TION AND TRAINING	
		10.6.1	Objective	es	
			10.6.1.1	To Raise the Level of Awareness	
		•	10.6.1.2	To Enhance Recognition	213
		10.6.2	Education	and Training Strategies	213
	10.7	ORGANIS	ATIONAL N	MODES	
		10.7.1	Combined	d Development and Maintenance	
			10.7.1.1	Module Ownership	
			10.7.1.2	Change Ownership	
			10.7.1.3	Work-Type	
			10.7.1.4	Application-Type	
		10.7.2	Separate 1	Maintenance Department	
	10.8	SUMMARY	Y		
PA	RT III:	KEEPIN	G TRACI	K OF THE MAINTENANCE PROC	CESS 219
	DISCU	SSION POI	VTS		
11.	CONE	FIGURAT	ION MA	NAGEMENT	
	11.1	INTRODUC	CTION		223
	11.2	DEFINITIO	)NS		225
	11.3			ANAGEMENT	
				c View of Software Configuration	
				ent	

			11.3.1.1 Version Control	232
			11.3.1.2 Building	234
			11.3.1.3 Environment Management	
			11.3.1.4 Process Control	
	11.4	CHANGE	CONTROL	235
		11.4.1	The Responsibilities of Management in Change	
			Control	
	11.5	DOCUME	NTATION	238
		11.5.1	Categories of Software Documentation	238
		11.5.2	Role of Software Documentation	
		11.5.3	Producing and Maintaining Quality Documentation	on 242
	11.6	SUMMAR	Y	
12.	MAIN	TENAN	CE MEASURES	
	12.1	INTRODU	CTION	
	12.2		ONS	
	12.3	THE IMP	ORTANCE OF INTEGRITY IN MEASUREMENT	
		12.3.1	Software Measurement	
		12.3.2	Software Measure and Software Metric	
	12.4		/es of Software Measurement	
		12.4.1	Evaluation	
		12.4.2	Control	
		12.4.3	Assessment	
		12.4.4	Improvement	
		12.4.5	Prediction	
	12.5		Measures	
	14.5	12.5.1	Size	
		12.5.1	Complexity	
		12.3.2	12.5.2.1 McCabe's Cyclomatic Complexity	
			12.5.2.2 Halstead's Measures	
		12.5.3	Quality	
			12.5.3.1 Product Quality	
			12.5.3.2 Process Quality	
		12.5.4	Understandability	
		12.5.5	Maintainability	
		12.5.6	Cost Estimation	
	12.6	GUIDELIN	VES FOR SELECTING MAINTENANCE MEASURES	261
	12.7		Υ	
PAI			NG BETTER SYSTEMS	
	DISCU	SSION POI	NTS	266

xvii

13.	BUIL	DING AI	ND SUSTAINING MAINTAINABILITY	269
	13.1	INTRODU	UCTION	270
	13.2	DEFINIT	IONS	270
	13.3	IMPACT	ANALYSIS	271
		13.3.1	Models and Strategies	271
		13.3.2	Impact Analysis in Creating Maintainable Systems	272
	13.4	QUALITY	Y ASSURANCE	
		13.4.1	Fitness for Purpose	
		13.4.2	Correctness	
		13.4.3	Portability	
		13.4.4	Testability	
		13.4.5	Usability	
			13.4.5.1 Case Study – Usability	
		13.4.6	Reliability	276
		13.4.7	Efficiency	277
		13.4.8	Integrity	
		13.4.9	Reusability	
		13.4.10	Interoperability	278
	13.5		-GENERATION LANGUAGES	
		13.5.1	Properties of Fourth-Generation Languages	281
		13.5.2	Impact on Maintenance	
			13.5.2.1 Increased Productivity	
			13.5.2.2 Reduction in Cost	
			13.5.2.3 Ease of Understanding	
			13.5.2.4 Automatic Documentation	
			13.5.2.5 Reduction in Workload	
		13.5.3	Weaknesses of Fourth-Generation Languages	
			13.5.3.1 Application-Specific	
			13.5.3.2 Proprietary	
			13.5.3.3 Hyped Ease of Use   13.5.3.4 Poor Design	
	13.6	OBIECT	ORIENTED PARADIGMS	
	15.0	13.6.1	Decomposition to Aid Comprehension	
		13.6.2	Impact on Maintenance	
		13.6.3	Migration to Object-Oriented Platforms	
		13.6.4	Approaches	
		13.6.5	Retraining Personnel	
	13.7		ORIENTED TECHNIQUES IN SOFTWARE MAINTENANCE	
	15.7	13.7.1		
			Case Study – Mobile2000	
		13.7.2 13.7.3	Case Study – Insight II	
	120		Case Study – Image Filing System	
	13.8	SOMMAR	RY	291

Contents
----------

14.	MAIN	NTENANCE TOOLS					
	14.1	INTRODUCTION					
	14.2	1.2 DEFINITIONS					
	14.3	.3 CRITERIA FOR SELECTING TOOLS					
	14.4	4.4 TAXONOMY OF TOOLS					
	14.5	TOOLS FOR COMPREHENSION AND REVERSE ENGINEERING					
		14.5.1 Program Slicer					
		14.5.2 Static Analyser					
		14.5.3 Dynamic Analyser					
		14.5.4 Data Flow Analyser					
		14.5.5 Cross-Referencer					
		14.5.6 Dependency Analyser	305				
		14.5.7 Transformation Tool					
	14.6	TOOLS TO SUPPORT TESTING					
		14.6.1 Simulator					
		14.6.2 Test Case Generator					
		14.6.3 Test Paths Generator					
	14.7	TOOLS TO SUPPORT CONFIGURATION MANAGEMENT					
		14.7.1 Source Code Control System					
		14.7.2 Other Utilities					
	14.8	OTHER TASKS					
		14.8.1 Documentation					
		14.8.2 Complexity Assessment					
	14.9	SUMMARY	309				
PAI	RT V: I	LOOKING TO THE FUTURE					
	OVERV	VEW					
		PAST AND PRESENT					
		ARCH AREAS					
	_	Classification					
		Software Experience Bases					
		Software Reuse					
		Support Tools					
		Software Measurement					
		Program Comprehension					
		The Software Maintenance Process					
		The Threesome Marriage					
	THE B	BEST OF BOTH WORLDS					
REI	FEREN	NCES					
IND	EX						

xix