Chap 1. Software Quality Management

1.2 Software Review and Inspection

1. Introduction
2. Types of Software Reviews
3. Software Inspection
4. Inspection Checks
1. Introduction

- Quality control activities determine whether a product conforms to its requirements, specifications, or pertinent standards.
  - Nonconformance constitute defects.
- Performing quality control within the development process is more efficient than looking for errors after the product has been completed.

- Software review is a verification method that is used to improve work products before they are completed.
  - It consists of having people other than the author of a work product examine that product to find defects and identify improvement opportunities.

- Software review is essential for uncovering a host of defects that other quality control techniques such as testing or static analysis are not adequate for or would miss. These include, for instance:
  - Product compliance with standards
  - Detecting logic errors in implementation
  - Spotting erroneous, ambiguous, or missing requirements
  - Judging clarity or maintainability of the code
2. Types of Software Reviews
- There are various types of review based on the degree of formality:

- Buddy checking: consist of having a person other than the author informally review a document or work. In general this doesn’t involve the use of checklists to guide the process and as such is not repeatable.

- Walkthrough: involve the author of an artifact presenting it to an audience of their peers, and receiving comments and feedbacks. Usually, such process involves limited documentation of the process and the issues uncovered, which makes defect tracking difficult.

- Review by circulation: consist of circulating an artifact among peers for comments; operates like a walkthrough but without holding a meeting. Not holding a meeting avoids potential arguments over issues, but also the benefits of discussion.

- Inspection: formal and managed peer review process with the following characteristics:
  - The process is carried out by a review team with clearly defined roles.
  - The process follows an unambiguous set of criteria for each type of artifacts.
  - Specific data are collected during the process.
  - The process is driven by quantitative goals such as process and quality improvements.
3. Software Inspection

-Software inspection was introduced by Michael Fagan in the 1970s, as an elaborated process for systematic review of software artifacts.

-Since its introduction, inspection has been used on a wide variety of software artifacts: code as well as all the other documents such as specification, design, and test data.

-The main issues underlying software inspection:
  -Inspection can be very expensive because of the head counts (4-5 persons) and time required;
  -Inspection outcomes depend on the experience and training of the inspectors;

-Still, inspection can be very effective when applied to a project from start to finish.
According to data collected from various studies, the benefits of inspection include the following:

- Net increase in productivity in the range of 30-100%;
- Overall project time saving of 10-30%;
- 5 to 10 times reduction in test execution costs and time;
- Reduction in maintenance costs of up to one order of magnitude;
- Improvement in consequent product quality.
- Minimal defect correction backlash at systems integration time.

According to many previous studies inspection is more efficient than testing, specifically when comparing inspection of code modules with testing those modules.

- Inspection finds most of the problems testing would find, and does so more efficiently.

But such enthusiasm should be tempered by the fact that some subtle bugs may escape inspection, and could only be detected through testing by executing the software code.

So, inspection and testing should be considered as complementary processes.
**Inspection Participants and Procedure**

**Participants**
- The following key participants are involved in a formal inspection process:

  ✷ **Author (or Owner):** the person who wrote the document or work product under review; his role in the inspection consists solely of presenting his work, and helping others understand it, but not of “defending” it.

  ✷ **Moderator:** runs the inspection, by rigorously enforcing its purpose, which is to discover deficiencies in the document being inspected.

  ✷ **Recorder:** is in charge of recording possible deficiencies uncovered during the inspection process, and along with the moderator, of preparing at the end of the process, an inspection report, which will be used to fix the problems found.

  ✷ **Reader:** Paraphrases the code or document at an inspection meeting.

  ✷ **Inspectors:** are the ones who raise questions, suggest problems, and criticize the document (but are not supposed to “attack” it). Inspectors may include people from different expertise (e.g., quality assurance, marketing etc.), each bringing a different viewpoint.
Procedure
- All the participants are supposed to study the document in advance, and identify issues to raise.
- Since often the same issues may come over and over, inspectors can work from checklists of things to look for, lists to which they add as their experience accumulates.

- Since code can be execution tested whereas other documents cannot, any inspection program should start with the other documents.

- Formal inspections requires a minimum of four people and is best with seven participants.
  - In small organizations, the personnel don’t exist to systematically carry it out.
  - In such case, if two engineers work well together, they can do useful inspection with no moderator, and one of them acting as the recorder.
**Inspection Process**

- **Planning:** Identifies work product to be inspected, determines the size and composition of the inspection team, and sets the inspection schedule.

- **Overview:** Optional phase where team members who are unfamiliar with the work product to be inspected receive orientation.

- **Preparation:** Team members inspect the work individually looking for defects in the work product with the guidance of relevant checklist.
  - The majority of defects found in inspection processes are found in this stage (about 75%);
  - The reviewer should record any issues found, and determine their severity (i.e., *major* or *minor*):
    * **major** for a defect that will cause an observable product failure or departure from requirements;
    * **minor** for a defect that will not cause a failure in execution of the product.
  - At this stage, it is strictly required that reviewers work individually and do not attempt to find solutions to defects found as this is an improper use of their time.
**Inspection Meeting:** Inspection team members meet to discuss possible defects in the work product. The moderator should ensure that all the issues raised by individual reviewers are appropriately logged.

**Rework:** The work product is revised to conform to requirements and specifications.

**Follow up:** The rework is verified, final inspection data is collected and summarized, and the inspection is officially closed. At this stage also, the moderator may calculate certain metrics to assess the effectiveness of the inspection and recommend improvement to the inspection process.
**Example of Individual Reviewer Log form (used during preparation stage)**

**Reviewer:** Joe Bloggs  
**Team:** DT1  
**Part/Level:** WCMS-HLD-1-03  
**Cycle:** 1  
**Date:** 10 March 2003  
**Owner:** M. Bean  
**Moderator:** M. Python

**Time Information**

<table>
<thead>
<tr>
<th>Description</th>
<th>Start Time: 10:15</th>
<th>End Time: 11:40</th>
<th>Interruption: 25 min</th>
<th>Delta Review Time: 60 min</th>
</tr>
</thead>
</table>

**Defect Information**

<table>
<thead>
<tr>
<th>Location</th>
<th>Description</th>
<th>Severity (maj/min)</th>
<th>Classification*</th>
</tr>
</thead>
<tbody>
<tr>
<td>1.0.1</td>
<td>TBD indicates incomplete specification</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>1.0.2 (L3)</td>
<td>Incorrect spelling of <strong>scenario</strong></td>
<td>min</td>
<td></td>
</tr>
<tr>
<td>UCD</td>
<td>Missing use case for adding resources to courses</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>UCD</td>
<td>Term course used inconsistently</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>SD 4.3</td>
<td>Message to list students incorrectly passed to instance of Student</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>SD4.10</td>
<td>Name does not match UCD</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>SD4.11</td>
<td>Message to list courses incorrectly passed to instance of Course</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>SD4.23</td>
<td>Sequence diagram describes interaction not defined in requirements – no corresponding use case</td>
<td>maj</td>
<td></td>
</tr>
<tr>
<td>SD4.23</td>
<td><strong>Course</strong> spelled incorrectly</td>
<td>min</td>
<td></td>
</tr>
<tr>
<td>SD4.24</td>
<td>Sequence diagram describes interaction not defined in requirements – no corresponding use case</td>
<td>maj</td>
<td></td>
</tr>
</tbody>
</table>

**Summary**

- Number of major defects: 8
- Number of minor defects: 2
- Size of reviewed artefact: 15 pages
- Rate of review: 15 pages / hour
- Defect detection rate (maj/hr): 8 defects / hour
-Example of Log form (used during meeting phase)

Team: DT1
Part/Level: WCMS-HLD-1-03
Cycle: 1

Date: 14 March 2003
Owner: M. Bean
Moderator: M. Python

### Engineer Data

<table>
<thead>
<tr>
<th>Name</th>
<th>Defects</th>
<th>Preparation Data</th>
<th>Est. Yield</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>Major</td>
<td>Minor</td>
<td>Size (pages)</td>
</tr>
<tr>
<td>J.B.</td>
<td>8</td>
<td>2</td>
<td>15 pages</td>
</tr>
<tr>
<td>R.M</td>
<td>9</td>
<td>4</td>
<td>15 pages</td>
</tr>
</tbody>
</table>

| Ave: 67.5 minutes | 13.5 pages/hr | 91.67% |

### Major Defect Data

<table>
<thead>
<tr>
<th>No.</th>
<th>Defect Description</th>
<th>Engineers (finding major defects)</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td></td>
<td>J.B.</td>
</tr>
<tr>
<td>1.0.1</td>
<td>TBD indicates incomplete specification</td>
<td>1</td>
</tr>
<tr>
<td>UCD</td>
<td>Missing use case for adding resources to courses</td>
<td>1</td>
</tr>
<tr>
<td>UCD</td>
<td>Extra use case “Check Enrolment”</td>
<td>1</td>
</tr>
<tr>
<td>UCD</td>
<td>Term course used inconsistently</td>
<td>1</td>
</tr>
<tr>
<td>SD 4.3</td>
<td>Message to list students incorrectly passed to instance of Student</td>
<td>1</td>
</tr>
<tr>
<td>SD4.10</td>
<td>Name does not match UCD</td>
<td>1</td>
</tr>
<tr>
<td>SD4.11</td>
<td>Message to list courses incorrectly passed to instance of Course</td>
<td>1</td>
</tr>
<tr>
<td>SD4.14 / 4.15</td>
<td>Message to add assessment item used inconsistently</td>
<td>1</td>
</tr>
<tr>
<td>SD4.23</td>
<td>Sequence diagram describes interaction not defined in requirements – no corresponding use case</td>
<td>1</td>
</tr>
<tr>
<td>SD4.24</td>
<td>Sequence diagram describes interaction not defined in requirements – no corresponding use case</td>
<td>1</td>
</tr>
<tr>
<td>SD4.25</td>
<td>Missing alternate for check weighting</td>
<td>1</td>
</tr>
</tbody>
</table>

Totals: 8 9
Unique Defects: 2 3

### Inspection Summary

<table>
<thead>
<tr>
<th>Inspection Summary</th>
<th>Product Size: 15</th>
<th>Size Measure:</th>
<th>Size: pages</th>
</tr>
</thead>
<tbody>
<tr>
<td>Total Defects for JB: 8</td>
<td>Total Defects for RM: 9</td>
<td>Common Defects: 6</td>
<td>Overall Rate (p/hr): 3.5</td>
</tr>
<tr>
<td>Est. Total Defects: 12</td>
<td>Total Number Found: 11</td>
<td>Number Left: 1</td>
<td>Defects(maj) / Hour: 2.6</td>
</tr>
<tr>
<td>Meeting Time: 30 min</td>
<td>Total Insp. Hours: 255 min</td>
<td></td>
<td>Defects(maj) / page: 0.73</td>
</tr>
</tbody>
</table>
Inspection Workload

-The amount of code which can be inspected in a given time depends on the experience of the inspection team, the programming language and the application domain.

-Measurement data collected at IBM, and confirmed by AT&T led to the following observations:
1. About 500 source code statements per hour can be considered during the overview stage.
2. During individual preparation, about 125 source code statements per hour can be examined.
3. From 90 to 125 statements per hour can be inspected during the meeting.

-It was suggested that the maximum time spent on an inspection should be about two hours as the efficiency of the defect detection process falls off after that time.

÷Inspection should therefore be a frequent process, carried out on relatively small software components, during program development (..1-2 hours prep + 1h meeting)
4. Inspection Checks
- The inspection process should always be driven by a checklist of common programming errors.

This should be established by discussion with experienced staff and regularly updated as more experience is gained of the inspection process.

Different checklist should be prepared for different programming languages.

Possible checks which be made during the inspection include:

<table>
<thead>
<tr>
<th>Fault class</th>
<th>Inspection Check</th>
</tr>
</thead>
<tbody>
<tr>
<td>Data Faults</td>
<td>Are all program variables initialized before their values are used? Have all constant been named? Is there any possibility of buffer overflow? Etc.</td>
</tr>
<tr>
<td>Control Faults</td>
<td>For each conditional statement, is the condition correct? Is each loop certain to terminate? Are compound statements correctly bracketed? Etc.</td>
</tr>
<tr>
<td>Input/output Faults</td>
<td>Are all input variables used? Are all output variables assigned a value before they are output? Can unexpected inputs cause corruption? Etc.</td>
</tr>
<tr>
<td>Interface Faults</td>
<td>Do all function and method calls have the correct number of parameters? Do formal and actual parameter types match? Are the parameter in right order? If components access shared memory, do they have the same model of the shared memory structure?</td>
</tr>
<tr>
<td>Storage management faults</td>
<td>If a linked structure is modified, have all links been correctly reassigned? If dynamic storage is used, has space been allocated correctly? Is space explicitly de-allocated after it is no longer required? Etc.</td>
</tr>
<tr>
<td>Exception management faults</td>
<td>Have all possible error conditions been taken into account?</td>
</tr>
</tbody>
</table>
Sample Inspection Checklists

Requirements Inspection Checklist
1. Do requirements exhibit a clear distinction between functions and data?
2. Do requirements define all the information to be displayed to users?
3. Do requirements address system and user response to error conditions?
4. Is each requirement stated clearly, concisely, and unambiguously?
5. Is each requirement testable?
6. Are there ambiguous or implied requirements?
7. Are there conflicting requirements?
8. Are there areas not addressed in the Software Requirements Specification (SRS) that need to be?
9. Are performance requirements (such as response time, data storage requirements) stated?

Sample Design Inspection Checklist Questions (Error Handling and Recovery)
1. Is there adequate error condition testing?
2. Are error conditions tested where the probability of an error is high or results of an error would be fatal to the system?
3. Are return codes documented?
4. Are return messages understandable?
5. Does the program allow for successful error recovery...
   - across module or process failures?
   - across operating system failure?
   - across interrupts?
   - across hardware failures?
(Java) Code Inspection Checklist

1. Variable and Constant Declaration Defects (VC)
   1. Are descriptive variable and constant names used in accord with naming conventions?
   2. Are there variables with confusingly similar names?
   3. Is every variable properly initialized?
   4. Could any non-local variables be made local?
   5. Are there literal constants that should be named constants?
   6. Are there macros that should be constants?
   7. Are there variables that should be constants?

2. Function Definition Defects (FD)
   8. Are descriptive function names used in accord with naming conventions?
   9. Is every function parameter value checked before being used?
  10. For every function: Does it return the correct value at every function return point?

3. Class Definition Defects (CD)
  11. Does each class have an appropriate constructor and destructor?
  12. For each member of every class: Could access to the member be further restricted?
  13. Do any derived classes have common members that should be in the base class?
  14. Can the class inheritance hierarchy be simplified?