

CMPT 473  
Software Quality Assurance

# Code Reviews

Nick Sumner - Fall 2014

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as part of jobs / co-ops?

- Why do code reviews?

# Why Do Code Reviews?

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Sharing knowledge about code

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- Code you wrote

What might you share?

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  - Reasons for its design

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  - Reasons for its design
  - How it addresses intended problems
- Code someone else wrote

What might you give feedback on?

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  - Style (is another approach *more consistent*?)

# Why Do Code Reviews?

## Sharing knowledge about code

- Code you wrote
  - Reasons for its design
  - How it addresses intended problems
- Code
  - Code reviews build & maintain ***institutional knowledge***
  - Correctness (does the code do what was intended?)
  - Clarity
  - Design (are there better alternatives?)
  - Style (is another approach *more consistent*?)

# How To Improve Code Reviews

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- Patience
- Learning how to do code reviews is difficult, and the best way to improve is through practice.
- But... there are patterns & structure that help

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  - Developer guides the team or reviewers through changes to explain the code and design

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- **Inspections-**
  - Reviewer (& sometimes mediator) examines the code and focuses on core objectives (security, API, ...)



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- **Audits-**
  - Third party inspections of conformance & quality

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- Reviewer **Why / when might you do audits?** es the code and focuses on core objectives (security, API, ...)

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# What Are Code Reviews?

## Many different approaches

- Passarounds-
  - Developer submits code to many teammates for feedback
- Walkthroughs-
  - Developer changes code through
- Inspections-
  - Reviewer (& sometimes mediator) examines the code and focuses on core objectives (security, API, ...)
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Also less formal approaches:  
ad hoc reviews, pair programming, etc.

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  - e.g. Walkthroughs- informal feedback
  - e.g. Inspections- (Accept, accept w. change, redo)
  - e.g. Audits- Full reports on overall quality

# What Are The Outcomes?

- Depends on  
– e.g. Wall  
– e.g. Insp  
– e.g. Audi

## MY REVIEW OF TOYOTA'S SOURCE CODE

### Access to Toyota's "electronic throttle" source code

- In a secure room in Maryland
- Subject to confidentiality agreements
- For vehicle models with ETCS spanning ~2002-2010 model years  
Camry, Lexus ES, Tacoma, and others

### Approximately 18 months of calendar time with code

- By a very experienced team of embedded systems experts  
Including 3 other engineers from Barr Group
- Building upon NASA's earlier source code review; digging deeper

**NASA must reach a clear-cut conclusion by the end of August.**

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**So they are under a fair amount of pressure.**

TOY-MDL05951378  
TOY-MDL05951378P-0001



From Barr's audit  
of Toyota code:

[http://www.safetyresearch.net/Library/BarrSlides\\_FINAL\\_SCRUBBED.pdf](http://www.safetyresearch.net/Library/BarrSlides_FINAL_SCRUBBED.pdf)



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- Most often, people think of “passarounds”:  
e.g. <http://llvm-reviews.chandlerc.com/D3009>
- Patches with explanations & feedback with {accept, accept w/changes, change & resubmit}
- More rigorous approaches (inspections, audits,...) are more likely to find bugs

# When To Review

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What approaches have you used?

- Can vary with institutional process
- Good approach:
  - *Informal review before every commit!*
- Increasingly in depth reviews as necessary
- Regularly scheduled walkthroughs/inspections.

Why?



# Passarounds

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Not a formal term

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  - No more than 400 lines of code at a time is reasonable

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Why might reviewing smaller sections of code be reasonable?

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  - Why might larger be a problem?
- Review in short periods – Why?!

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- Review in short periods – Why?!
  - If your attention wanes, it is useless

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- Review cohesive but small changes
  - No more than 400 lines of code at a time is reasonable
  - Why might smaller be a problem?
  - Why might larger be a problem?
- Review in short periods – Why?!
  - If your attention wanes, it is useless
  - Fast/prompt feedback is crucial to progress



# Walkthroughs

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- Guide the team / reviewers through changes or through the code and its design
  - A middle ground of formality

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Why don't we want to fix the issues now?

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  - Range from looking at code on a projector to discussions in front of a whiteboard
- Everyone should read the code in advance to look for issues
- Knowledge & design decisions are explicitly disseminated throughout the team
- **Shouldn't last more than an hour**

# Inspections

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Often, these are *required*, although we won't use them in our exercises

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  - Moderator, Author, Reviewer, Scribe

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  - Driven by 4 roles:
    - **Moderator**, Author, Reviewer, Scribe
- Keeps meeting moving.  
Makes sure that reported items are acted on.

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Explains the code.

Answers questions of the Reviewer.

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- Thorough inspections can eliminate 70-85% of bugs
- Best with preparation & a focused checklist of criteria
- Driven by 4 roles:
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Searches for issues in the code.

Prepares in advance for the inspection meeting.

# Inspections

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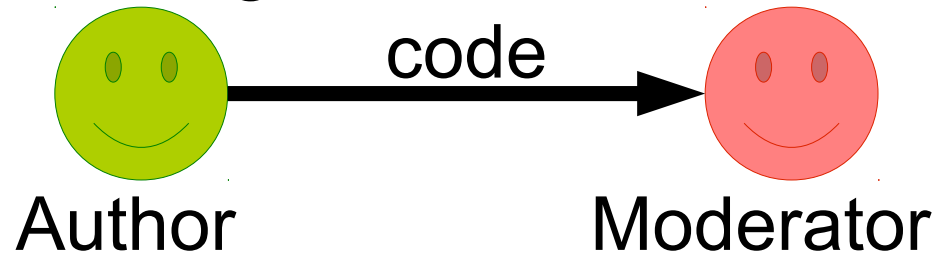
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- Best with preparation & a focused checklist of criteria
- Driven by 4 roles:
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Records the issues and proposed actions.

# Inspection

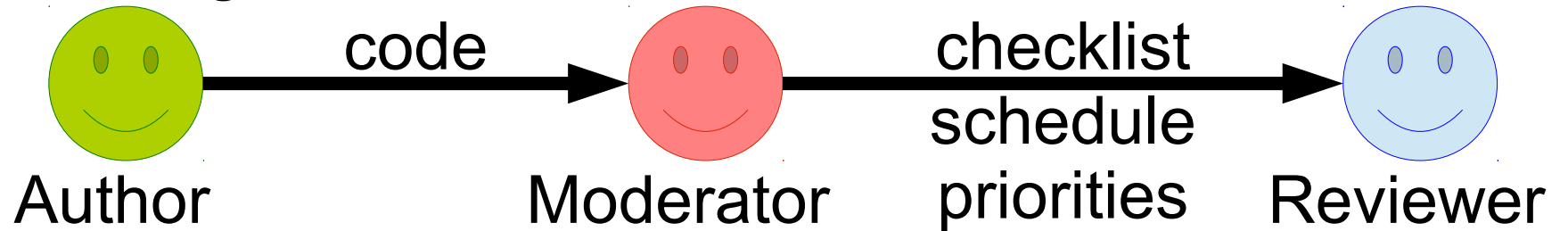
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- Planning



# Inspection

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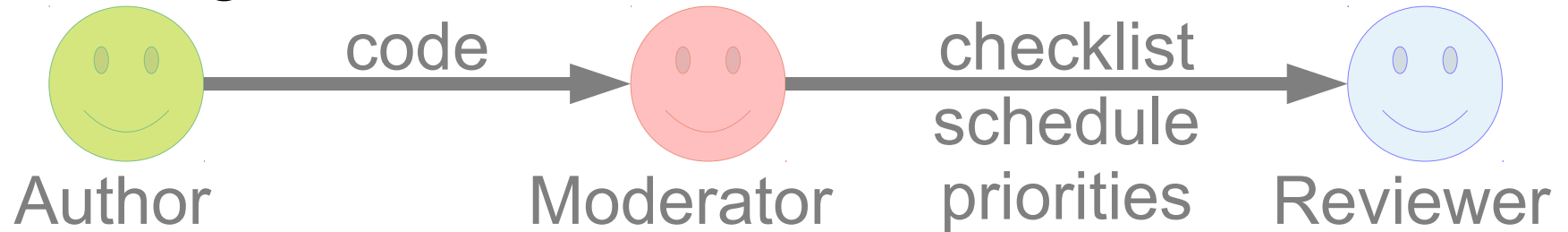




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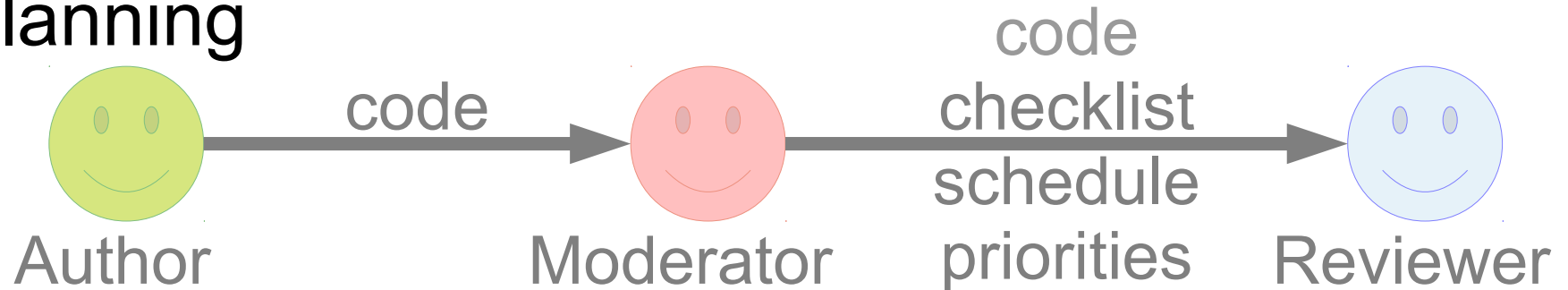
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- Overview? → A risky option

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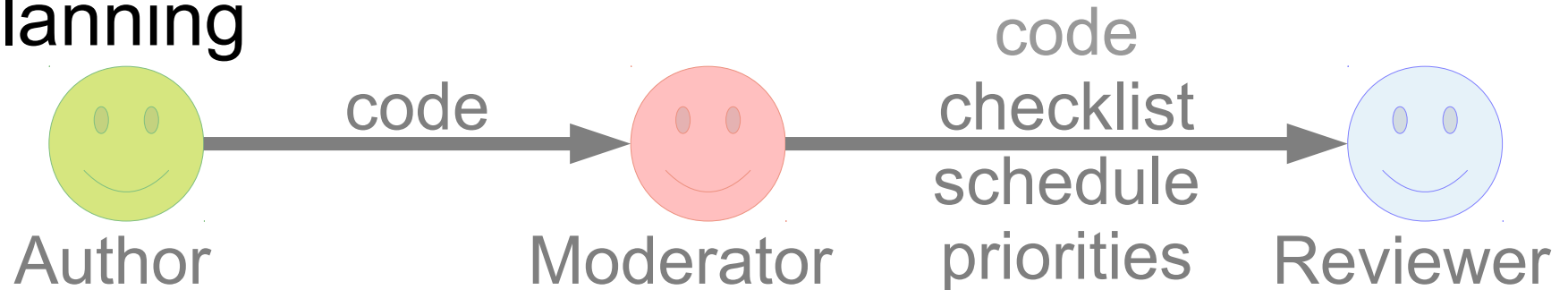
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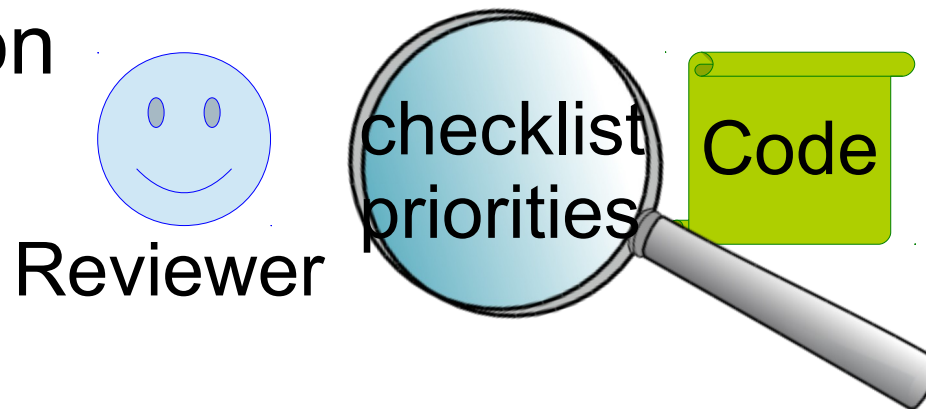
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- Inspection Meeting
  - Moderator selects a nonauthor to lead through and explain each line & all logic in the code
  - Scribe records all errors

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  - Discussion of an error stops once it is detected

Why isn't it fixed?

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- Report
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  - Each defect along with checklist violation & severity is disseminated
- Fixing & Followups
  - Fixes are assigned & ensured by the moderator

# Ego

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- Code reviews are socially troublesome in the same way as bug reporting
- Effective reviews ***must be egoless***

# Exercises

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- Let's walk through some code.

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- Let's walk through some code.
- Let's walk through *your* code.
  - Have one author and one scribe for each session.
  - The moderator shouldn't be the scribe, but for us....
  - Turn in your notes at the end.
  - Record the names of the author, reviewer, & scribe for each.