

# Towards Modeling the User-Perceived Quality of Source Code using Static Analysis Metrics

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**Abstract:** Nowadays, software has to be designed and developed as fast as possible, while maintaining quality standards. In this context, developers tend to adopt a component-based software engineering approach, reusing own implementations and/or resorting to third-party source code. This practice is in principle cost-effective, however it may lead to low quality software products. Thus, measuring the quality of software components is of vital importance. Several approaches that use code metrics rely on the aid of experts for defining target quality scores and deriving metric thresholds, leading to results that are highly context-dependent and subjective. In this work, we build a mechanism that employs static analysis metrics extracted from GitHub projects and defines a target quality score based on repositories' stars and forks, which indicate their adoption/acceptance by the developers' community. Upon removing outliers with a one-class classifier, we employ Principal Feature Analysis and examine the semantics among metrics to provide an analysis on five axes for a source code component: complexity, coupling, size, degree of inheritance, and quality of documentation. Neural networks are used to estimate the final quality score given metrics from all of these axes. Preliminary evaluation indicates that our approach can effectively estimate software quality.

## 1 INTRODUCTION

The continuously increasing need for software applications in practically every domain, and the introduction of online open-source repositories have led to the establishment of an agile, component-based software engineering paradigm. The need for reusing existing (own or third-party) source code, either in the form of software libraries or simply by applying copy-paste-integrate practices has become more eminent than ever, since it can greatly reduce the time (and, thus, cost) of software development (Schmidt, 2015).

In this context of fast development times and increased source code reuse, developers often need to spend considerable time and effort to integrate all components and ensure software performance. And still, this may lead to failures, since the reused code may not satisfy basic functional or non-functional system requirements. Thus, early assessment of the quality of reusable components is important and poses a major challenge for the research community.

An important aspect of this challenge is the fact that quality is highly context-dependent and may mean different things to different people (Kitchenham and Pfleeger, 1996). Hence, a standardized approach for measuring software quality has been proposed in the latest ISO/IEC 25010:2011 (2011) which defines a quality model that comprises eight quality characteristics: *Functional Suitability, Usability, Maintainability, Portability, Reliability, Performance and Efficiency, Security and Compatibility*, out of which the first four are usually assessed using static analysis tools and often evaluated by developers in an intuitive manner. To accommodate easy reuse, developers usually structure their source code (or assess third-party source code) so that it is modular, exhibits loose coupling and high cohesion, and provides information hiding and separation of concerns (Pfleeger and Atlee, 2009).

Current research efforts assess the quality of software components using static analysis metrics (Diamantopoulos et al., 2016; Taibi, 2014; Le Goues and Weimer, 2012; Washizaki et al., 2007), such as

the known CK metrics (Chidamber and Kemerer, 1994). Although in certain cases these efforts can be effective for the assessment of a quality characteristic (e.g. [re]usability, maintainability or security), they do not actually provide an interpretable analysis to the developer, and thus do not inform him/her about the source code properties that need improvement. Moreover, the approaches that are based on metric thresholds, whether they are defined manually (Diamantopoulos et al., 2016; Le Goues and Weimer, 2012; Washizaki et al., 2007) or derived automatically using a model (Zhong et al., 2004), are usually constrained by the lack of objective ground truth values for software quality. As a result, these approaches typically resort to expert help, which may be subjective, case-specific or even at times unavailable (Cai et al., 2001). An interesting alternative to expert involvement is proposed by Papamichail et al. (2016) that employ *user-perceived quality* as a measure of the quality of a software component.

In this work, we employ the concepts defined in (Papamichail et al., 2016) in order to build a mechanism that aspires to associate the extent to which a software component is adopted (or preferred) by developers with component source code quality. We define a ground truth score for the user-perceived quality of source code components based on popularity-related information extracted from their GitHub repos, in the form of stars and forks. After that, we employ a one-class classifier and build a model based on static analysis metrics extracted from a set of popular GitHub projects. By using Principal Feature Analysis and examining the semantics among metrics, we provide the developer with not only a quality score, but also with a comprehensive analysis on five axes for the source code of a component, including scores on its complexity, coupling, size, degree of inheritance, and the quality of its documentation. Finally, we construct five Neural Networks models, one for each of these code quality properties, and aggregate their output to provide an overall quality scoring mechanism for software components.

The rest of this paper is organized as follows. Section 2 provides background information on static analysis metrics and reviews current approaches on quality estimation. Section 3 describes our benchmark dataset and designs a scoring mechanism for the quality of source code components. The constructed models are shown in Section 4, while Section 5 evaluates the performance of our system. Finally, Section 6 concludes this paper and provides valuable insight for further research.

## 2 RELATED WORK

According to Miguel et al. (2014), research on software quality is as old as software development. As software penetrates everyday life, assessing quality has become a major challenge. This is reflected in the various approaches proposed by current literature that aspire to assess quality in a quantified manner. Most of these approaches make use of static analysis metrics in order to train quality estimation models (Samoladas et al., 2008; Le Goues and Weimer, 2012).

Estimating quality through static analysis metrics is a non-trivial task, as it often requires determining quality thresholds (Diamantopoulos et al., 2016), which is usually performed by experts who manually examine the source code (Hegedus et al., 2013). However, the manual examination of source code, especially for large complex projects that change on a regular basis, is not always feasible due to constraints in time and resources. Moreover, expert help may be subjective and highly context-specific.

Other approaches require multiple user-defined parameters for constructing the quality evaluation models (Cai et al., 2001), which are again highly dependent on the scope of the source code and are easily affected by subjective judgment. As a result, a common practice involves deriving metric thresholds by applying machine learning techniques on a benchmark repository. Ferreira et al. (2012) propose a methodology for the estimation of metric thresholds by fitting the values of metrics into probability distributions, while Alves et al. (2010) follow a weight-based approach to derive thresholds by applying statistical analysis on the metrics values. Other approaches involve deriving thresholds using bootstrapping (Foucault et al., 2014) and ROC curve analysis (Shatnawi et al., 2010). Still, these approaches are subject to the type of projects selected to comprise the benchmark repository.

An interesting approach that refrains from the need to use certain metrics thresholds and proposes a fully automated quality evaluation methodology is that of Papamichail et al. (2016). The authors design a system that reflects the extent to which a software component is of high quality as perceived by developers. The proposed system makes use of crowdsourcing information (the popularity of software projects) and a large set of static analysis metrics, in order to provide a single quality score, which is computed using two models: a one-class-classifier used to identify high quality code and a neural network that translates the values of the static analysis metrics into quantified quality estimations.

Although the approaches discussed in this section can be effective for certain cases, their applicability in real-world scenarios is limited. The use of predefined thresholds (Diamantopoulos et al., 2016; Hegedus et al., 2013) results in the creation of models unable to cover the versatility of today’s software projects, and thus applies only to restricted scenarios. On the other hand, systems that overcome threshold issues by proposing automated quality evaluation methodologies (Papamichail et al., 2016) often involve preprocessing steps (such as feature extraction) or regression models (e.g. neural networks) that lead to a quality score which is not interpretable. As a result, the developer is provided with no specific information on the targeted changes to apply in order to improve source code quality.

Extending previous work, we build a generic source code quality estimation mechanism able to provide a quality score at a class level, which reflects the extent to which a given class is adopted by developers. Our system refrains from expert-based knowledge and employs a large set of static analysis metrics and crowdsourcing information from GitHub stars and forks in order to train five quality estimation models, each one targeting a different property of source code. The individual scores are then combined to produce a final quality score that is fully interpretable and provides necessary information towards the axes that require improvement. By further analyzing the correlation and the semantics of the metrics for each axis, we are able to identify similar behaviors and thus select the ones that accumulate the most valuable information, while at the same time describing the characteristics of the source code under examination.

### 3 DEFINING QUALITY

In this section, we quantify quality as perceived by developers using information from GitHub stars and forks as ground truth. In addition, our analysis describes how the different categories of source code metrics are related to major quality characteristics as defined in ISO/IEC 25010:2011 (2011).

#### 3.1 Benchmark Dataset

Our dataset consists of a large set of static analysis metrics calculated for 102 repositories, selected from the 100 most starred and the 100 most forked GitHub Java projects. The projects were sorted in descending order of stars and subsequently forks,

and were selected to cover more than 100,000 classes. Certain statistics are shown in Table 1.

Table 1: Dataset Description.

Statistics	Dataset
Total Number of Projects	102
Total Number of Packages	7,372
Total Number of Classes	100,233
Total Number of Methods	584,856
Total Lines of Code	7,985,385

We computed a large set of static analysis metrics that cover the source code properties of *complexity*, *coupling*, *documentation*, *inheritance*, and *size*. Current literature (Kanellopoulos et. al., 2010; Heitlager et al., 2007) indicates that these properties are directly related to the characteristics of Functional Suitability, Usability, Maintainability, and Portability, as defined by ISO/IEC 25010:2011 (2011). Metrics were computed using SourceMeter (2017) and are shown in Table 2. All metrics were computed at class level, except for McCC that was computed at method level and then averaged to obtain a value for the class.

#### 3.2 Quality Score Formulation

As already mentioned, we use GitHub stars and forks as ground truth information towards quantifying quality the way it is perceived by developers. According to our initial hypothesis, the number of stars can be used as a measure of the popularity for a software project, while the number of forks as a measure of its reusability. We make use of this information in order to define our target variable and consequently build a quality scoring mechanism. Towards this direction, we define a quality score for each class included in the dataset.

Given, however, that the number of stars and forks refer to repository level, they are not representative as is for defining a score that reflects the quality of each class individually. Obviously, equally splitting the quality score computed at the repository level among all classes is not optimal, as every class has different significance in terms of functionality and thus must be rated as an independent entity. Consequently, in an effort to build a scoring mechanism that is as objective as possible, we propose a methodology that involves the values of static analysis metrics for modeling the significance of each class in a repository.

The quality score for every class of the dataset is defined using the following equations:

Table 2: Overview of the Computed Static Analysis Metrics.

Category	Name	Description
Complexity	McC	McCabe's Cycl. Complexity
	NL	Nesting Level
	NLE	Nesting Level Else-If
	WMC	Weighted Methods per Class
Coupling	CBO	Coupling Between Object classes
	CBOI	CBO classes Inverse
	NII	Number of Incoming Invocations
	NOI	Number of Outgoing Invocations
	RFC	Response set For Class
Size	LOC	Lines of Code
	LLOC	Logical Lines of Code
	TNA	Total Number of Attributes
	TNG	Total Number of Getters
	NOS	Number of Statements
	TLOC	Total Lines of Code
	TLLOC	Total Logical Lines of Code
	NPA	Number of Public Attributes
	NM	Number of Methods

Category	Name	Description
Size (cont.)	NPM	Number of Public Methods
	NUMPAR	Number of Public Attributes
Inheritance	DIT	Depth of Inheritance Tree
	NOA	Number of Ancestors
	NOC	Number of Children
	NOD	Number of Descendants
	NOP	Number of Parents
Documentation	AD	API Documentation
	CD	Comment Density
	CLOC	Comment Lines of Code
	DLOC	Documentation Lines of Code
	PDA	Public Documented API
	PUA	Public Undocumented API
	TAD	Total API Documentation
	TCD	Total Comment Density
	TCLOC	Total Comment Lines of Code
	TPDA	Total Public Documented API
TPUA	Total Public Undocumented API	

$$S_{stars}(i, j) = (1 + NPM(j)) \frac{Stars(i)}{N_{classes(i)}} \quad (1)$$

$$S_{forks}(i, j) = (1 + AD(j) + NM(j)) \frac{Forks(i)}{N_{classes(i)}} \quad (2)$$

$$Q_{score}(i, j) = \log(S_{stars}(i, j) + S_{forks}(i, j)) \quad (3)$$

where  $S_{stars}(i, j)$  and  $S_{forks}(i, j)$  represent the quality scores for the  $j$ -th class contained in the  $i$ -th repository based on the number of GitHub stars and forks, respectively.  $N_{classes(i)}$  corresponds to the number of classes contained in the  $i$ -th repository,  $Stars(i)$  to its number of GitHub stars and  $Forks(i)$  to its number of GitHub forks. Finally,  $Q_{score}(i, j)$  is the final quality score computed for the  $j$ -th class contained in the  $i$ -th repository.

Our target set also involves the use of the values of three metrics as a measure of the significance for every individual class contained in a repository. Different significance implies different contribution to the number of GitHub stars and forks of the repository and thus different quality score.  $NPM(j)$  is used to measure the degree to which the  $j$ -th class contributes to the stars of the repository as it reflects the number of methods and thus the functionalities exposed by the class to the outside world.

For the contribution of each class in the number of forks of the repository, we use  $AD(j)$ , which refers to the ratio of documented public methods out

of all the public methods of the  $j$ -th class, and  $NM(j)$ , which refers to the number of methods of the  $j$ -th class therefore is used as a measure of its functionalities. Those two metrics are closely related with the reusability degree of the class and thus are used as a contribution criterion to forks. It is worth noting that the provided functionalities pose a stronger criterion for determining the reusability score of a class compared to the documentation ratio, which contributes more as the number of methods approaches to zero. Lastly, as seen in equation (3), the logarithmic scale is applied as a smoothing factor for the diversity in the number of classes among different repositories. This smoothing factor is crucial, since this diversity does not reflect the true quality difference among the repositories.

Figure 1 illustrates the distribution of the quality score (target set) for the benchmark dataset classes.

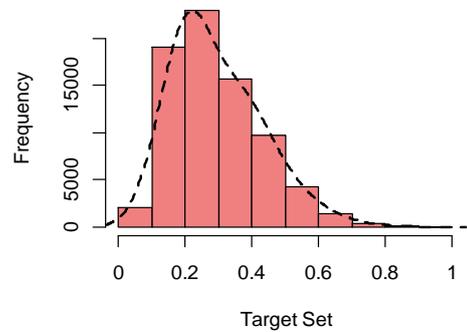


Figure 1: Distribution of the Quality Score.

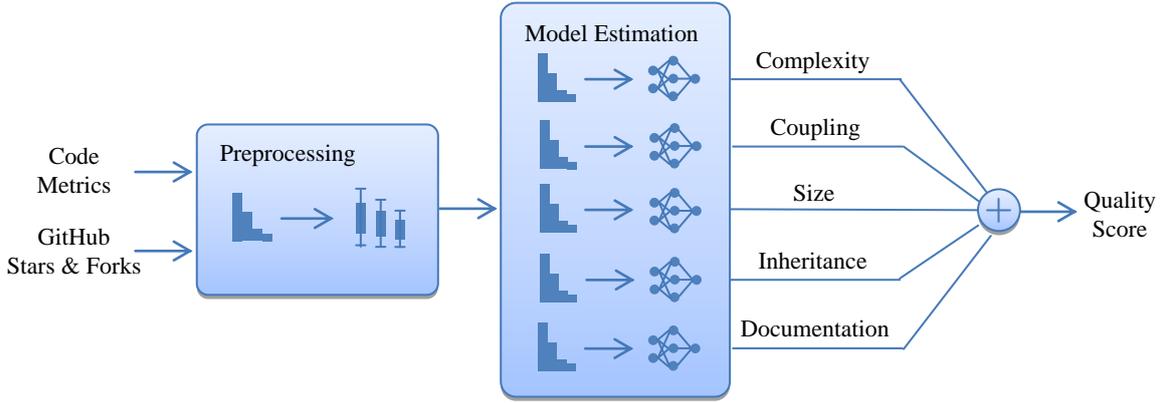


Figure 2: Overview of the Quality Estimation Methodology.

The majority of instances are accumulated in the interval  $[0.1, 0.5]$  and their frequency is decreasing as the score reaches 1. This is expected, since the distributions of the ratings (stars or forks) provided by developers typically exhibit few extreme values.

## 4 SYSTEM DESIGN

In this section we design our system for quality estimation based on static analysis metrics. We split the dataset of the previous section into two sets, one for training and one for testing. The training set includes 90 repositories with 91531 classes and the test set includes 12 repositories with 8702 classes. For the training, we used all available static analysis metrics except for those used for constructing the target variable. In specific, AD, NPM, NM, and NCL were used only for the preprocessing stage and then excluded from the models training to avoid skewing the results. In addition, any classes with missing metric values are removed (e.g. empty class files); hence the updated training and test sets contain 88180 and 7998 class files respectively.

### 4.1 System Overview

Our system is shown in Figure 2. The input is given in the form of static analysis metrics, while the stars and forks of the GitHub repositories are required only for the training of the system. As a result, the developer can make use of our methodology by providing a set of classes (or a full project), and receive a comprehensible quality analysis as output.

Our methodology involves three stages: the preprocessing stage, the metrics selection, and the model estimation. During preprocessing, the target set is constructed using the analysis of Section 3, and the dataset is cleaned of duplicates and outliers. Metrics selection determines the metrics that will be

used for each metric category, and model estimation involves training 5 models, one for each category. The stages are analyzed in the following paragraphs.

### 4.2 Data Preprocessing

The preprocessing stage is used to eliminate potential outliers from the dataset in order to make sure that the models are trained as effectively as possible. Thus, we developed a one-class classifier using *Support Vector Machines (SVM)* and trained it using metrics that were selected by means of *Principal Feature Analysis (PFA)*.

At first, the dataset is given as input in a PFA model. The model performs *Principal Component Analysis (PCA)* to extract the most informative *principal components (PCs)* from 54 metrics. In specific, we keep the first 12 principal components, preserving 82.8% of the information. Figure 3 depicts the percentage of variance for each principal component. We follow a methodology similar to that of Lu et al. (2007) in order to select the features that shall be kept. The transformation matrix generated by the PCA includes values for the participation of each metric in each principal component.

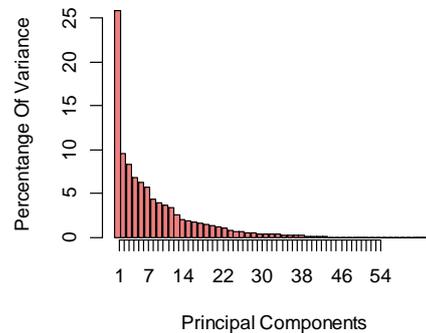


Figure 3: Principal Components Variance for Preprocessing.

We first cluster this matrix using hierarchical clustering and then select a metric from each cluster.

Given that different metrics may have similar trends (e.g. McCabe Complexity with Lines of Code), complete linkage was selected to avoid large inhomogeneous clusters. The dendrogram of the clustering is shown in Figure 4.

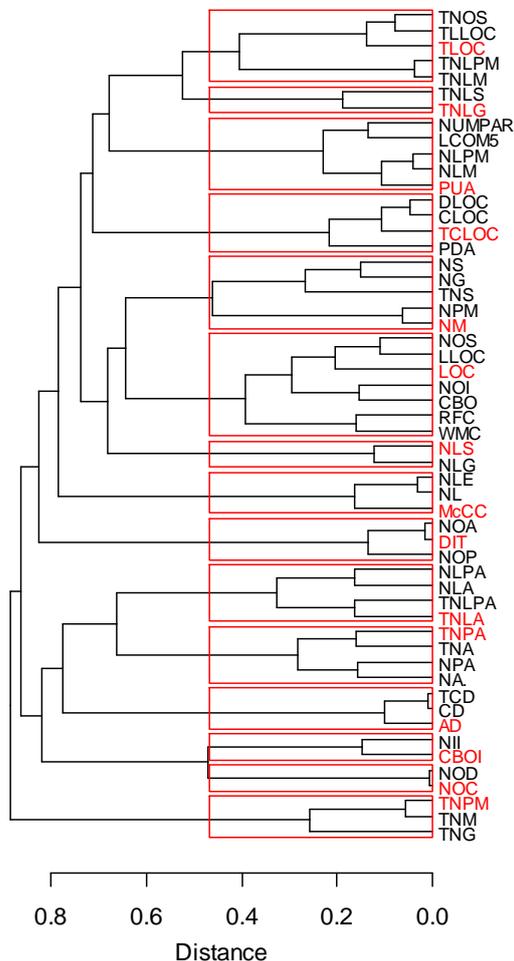


Figure 4: Dendrogram of Metrics Clustering.

The dendrogram reveals interesting associations among the metrics. The clusters correspond to categories of metrics which are largely similar, such as the metrics of the local class attributes, which include their number (NLA), the number of the public ones (NLPA), and the respective totals (TNLPA and TNLA) that refer to all classes in the file. Our clustering reveals that keeping one of these metrics results in minimum information loss. Thus, in this case we keep only TNLA. The selection of the kept metric from each cluster (in red in Figure 4) was performed by manual examination to end up with a metrics set that conforms to the current state-of-the-practice. An alternative would be to select the metric which is closest to a centroid computed as the Euclidean mean of the cluster metrics.

After having selected the most representative metrics, the next step is to remove any outliers. We use an SVM one-class classifier for this task. The classifier uses a radial kernel function, gamma and nu are set to 0.01 and 0.1 respectively, and the training error tolerance is set to 0.01. Given that we our dataset contains popular high quality source code, outliers in our case are actually low quality classes. These are discarded since the models of Figure 2 are trained on high quality source code. As an indicative assessment of our classifier, we use the number of code violations (SourceMeter, 2017).

In total, the one-class classifier ruled out 8815 classes corresponding to 9.99% of the training set. We compare the mean number of violations for these rejected classes and for the classes that were accepted, for 8 categories of violations. The results, which are shown in Table 3, indicate that our classifier successfully rules out low quality source code, as the number of violations for the rejected classes is clearly higher than that of the accepted.

For instance, the classes rejected by the classifier are typically complex since they each have on average approximately one complexity violation; on the other hand, the number of complexity violations for the accepted classes is minimal. Furthermore, on average each rejected class has more than 8 size violations (e.g. large method bodies), whereas accepted classes have approximately 1.

Table 3: Violations of Accepted and Rejected Files.

Violation Types	Mean Violations	
	Rejected Classes	Accepted Classes
WarningInfo	83.0935	18.5276
Clone	20.9365	4.3106
Cohesion	0.7893	0.3225
Complexity	1.2456	0.0976
Coupling	1.5702	0.1767
Documentation	49.9751	12.5367
Inheritance	0.4696	0.0697
Size	8.1069	1.0134

### 4.3 Model Preprocessing

Before model construction, we use PFA to select the most important metrics for each of the five metric categories: complexity metrics, coupling metrics, size metrics, inheritance metrics, and documentation metrics. We also perform discretization on the float variables (TCD, NUMPAR, MCCC) and on the target variable and remove any duplicates in order to reduce the size of the dataset and thus improve the training of the models.

### 4.3.1 Complexity Model

The dataset includes four static analysis metrics that are related to the complexity of class files: NL, NLE, WMC, and McCC. Using PCA and keeping the first 2 principal components (84.49% of the information), the clustering algorithm split the features in 3 clusters. Thus, the selected metrics are NL, WMC, and McCC. Figure 5 depicts the correlation of the metrics with the first two principal components, where the selected metrics are shown in red.

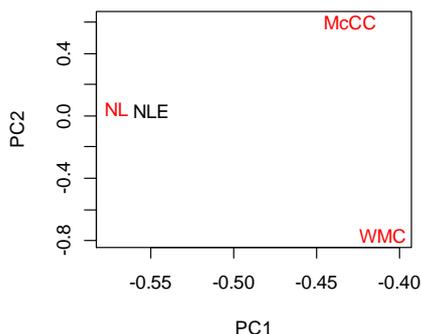


Figure 5: Visualization of Complexity Metrics in 2 PCs.

### 4.3.2 Coupling Model

The coupling metrics of the dataset are CBO, CBOI, NOI, NII, and RFC. By keeping the first 2 principal components (84.95% of the information), we were able to select three of them, i.e. CBO, NII, and RFC, so as to train the ANN. Figure 6 shows the metrics in the first two PCs, with the selected metrics in red.

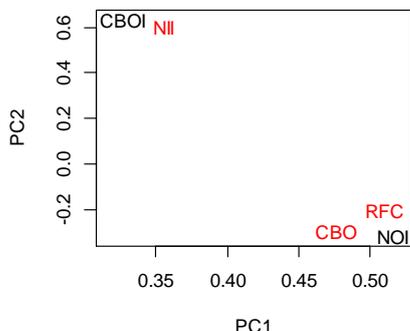


Figure 6: Visualization of Coupling Metrics in 2 PCs.

### 4.3.3 Documentation Model

The dataset includes five documentation metrics (CD, CLOC, DLOC, TCLOC, TCD), out of which DLOC, TCLOC, and TCD were found to effectively cover almost all valuable information (2 principal components with 98.73% of the information). Figure 7 depicts the correlation of the metrics with the kept principal components, with the selected metrics in red.

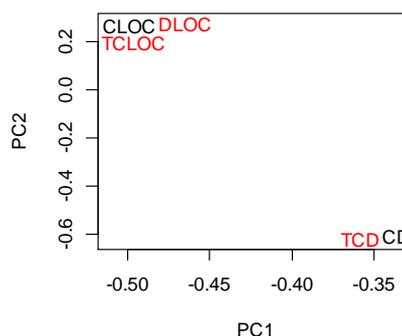


Figure 7: Visualization of Documentation Metrics in 2 PCs.

### 4.3.4 Inheritance Model

For the inheritance metrics (DIT, NOA, NOC, NOD, NOP), the PFA resulted in 2 PCs and two metrics, DIT and NOC, for 96.59% of the information. Figure 8 shows the correlation of the metrics with the PCs, with the selected metrics in red.

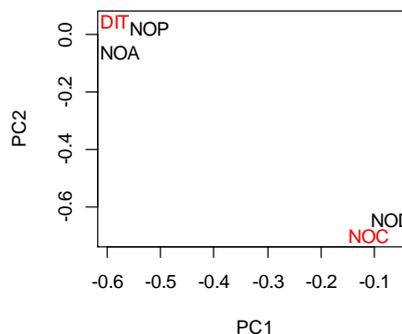


Figure 8: Visualization of Complexity Metrics in 2 PCs.

### 4.3.5 Size Model

The PCA for the size metrics indicated that almost all information, 83.65%, is represented by the first 6 principal components, while the first 2 (that cover 53.80% of the variance) are visualized in Figure 9. Upon executing the clustering algorithm, we select NPA, TLLOC, TNA, TNG, TNLS, and NUMPAR in order to cover most information for the metrics.

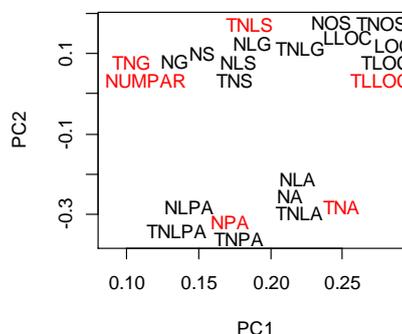


Figure 9: Visualization of Size Metrics in 2 PCs.

## 4.4 Model Validation

We developed five *Artificial Neural Network (ANN)* models, one for each of the five metric categories. The architecture of the networks was determined with respect to the specifics of each category. They all have one input, one hidden, and one output layer. The number of nodes is shown in Table 4.

Table 4: Artificial Neural Networks Architectures.

Metrics Category	Input Nodes	Hidden Nodes	Output Nodes
Complexity	3	1	1
Coupling	3	2	1
Documentation	3	2	1
Inheritance	2	2	1
Size	6	4	1

10-fold cross-validation was performed on the training set to assess the effectiveness of the selected architectures. The validation error for each of the 10 folds and for each model is shown in Figure 10.

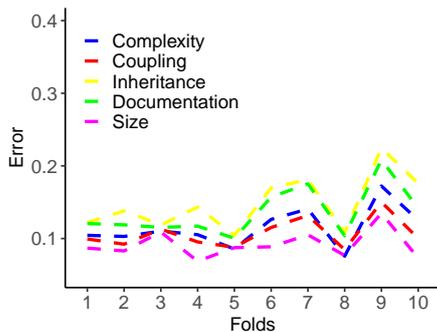


Figure 10: 10-fold Cross-Validation Error for the 5 ANNs.

It is obvious that the performance of the five models across different folds is stable, while the error percentages are low, indicating that the ANN architectures are effective.

## 4.5 Model Construction

The model construction stage involves the training of the five ANN models using the architectures defined in the previous subsection. Each model provides a quality score for a metrics category, and all the scores are aggregated to provide a final quality score for class files. Although simply using the mean of the metrics is reasonable, we use weights to effectively cover the requirements of each individual developer. For instance, a developer may be more inclined towards finding a well-documented component even if it is somewhat complex. In this case, the weights of complexity and documentation could be adapted accordingly.

The default weight values are set according to the correlations between the metrics of each ANN and the target score. Thus, for the complexity score, we first compute the correlation of each metric with the target score (as defined in Section 3), and then calculate the mean of the absolutes of these values. The weights for the other categories are computed accordingly and all values are normalized so that their sum is 1. The weights are shown in Table 5, while the final score is calculated by multiplying the scores with the weights and computing their sum.

Table 5: Quality Score Aggregation Weights.

Metrics Category	Weights
Complexity	0.207
Coupling	0.210
Documentation	0.197
Inheritance	0.177
Size	0.208

Figure 11 depicts the error distributions for the training and test sets for the each of the five models, as well as for the final aggregated model. The mean error percentages are shown in Table 6. The ANNs seem to be trained effectively, given that the error rates of Figure 11 are low and concentrate mostly around 0. The differences in the distributions between the training and test sets are also minimal, indicating that the models avoided overfitting.

Table 6: Mean Error Percentages of the models.

Metrics Category	Training Error	Test Error
Complexity	10.44%	9.55%
Coupling	10.13%	8.73%
Documentation	11.13%	10.22%
Inheritance	13.62%	12.04%
Size	9.15%	8.73%
Final	11.35%	8.79%

## 5 EVALUATION

In this section we evaluate our methodology for estimating software quality.

### 5.1 One-Class Classifier Evaluation

The one-class classifier is evaluated using the test set as defined in Section 4 and using the code violations data described in Section 3. Our classifier ruled out 1594 classes corresponding to 19.93% of the test set. The mean number of violations for the rejected classes and the accepted classes are shown in Table 7, for 8 categories of violations.

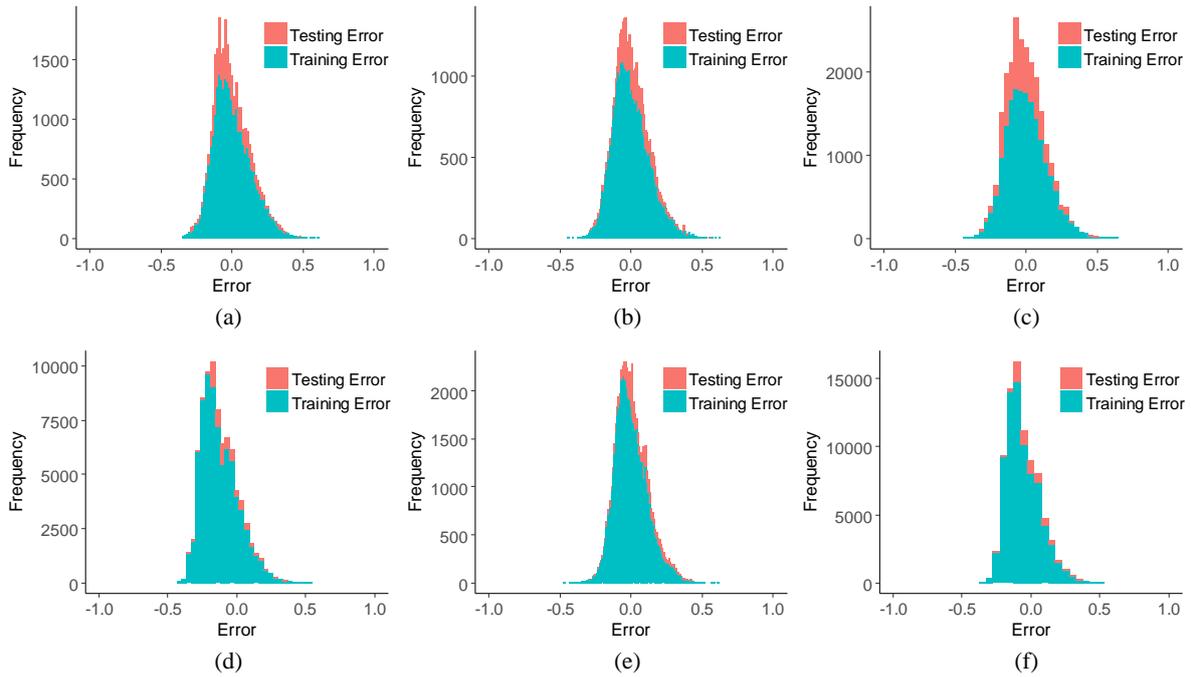


Figure 11: Error Histograms for (a) the Complexity Model, (b) the Coupling Model, (c) the Documentation Model, (d) the Inheritance Model, (e) the Size Model, and (f) the Final Aggregated Model.

Table 7: Violations of Accepted and Rejected Files.

Violation Types	Mean Violations	
	Rejected Classes	Accepted Classes
WarningInfo	57.6481	17.4574
Clone	18.8338	4.1953
Cohesion	0.5922	0.3003
Complexity	1.5772	0.0963
Coupling	1.4737	0.2099
Documentation	26.2083	11.4102
Inheritance	1.2516	0.2854
Size	7.7114	0.9599

The results indicate that the SVM successfully rules out low quality source code, as the number of violations for the rejected classes is clearly higher than that of the accepted. Similar observations can be made per category of violations; concerning e.g. complexity, the rejected classes are quite complex, with more than 1.5 violations per class; on the other hand, the complexity violations of an accepted class are minimal. Other outliers include classes with size violations (more than 7 per class) or documentation issues (more than 25 violations per class), etc.

## 5.2 Quality Estimation Evaluation

The error values for the quality scores provided by our system are quite low (see Figure 11), however

we also have to assess whether these scores are reasonable from a quality perspective. This type of evaluation requires examining the metric values, and studying their influence on the quality scores. To do so, we use a project as a case study. The selected project, MPAndroidChart, was chosen at random as the results are actually quite similar for all projects. For each of the 195 class files of the project, we applied our methodology to construct the five scores corresponding to the five source code properties and then aggregate them in the final quality score.

We use Parallel Coordinates Plots combined with Boxplots to examine how the quality scores are affected by the static analysis metrics (Figures 12a to 12e). For each category, we first calculate the quartiles for the quality score and construct the Boxplot. After that, we split the data instances (metrics values) in four intervals according to their quality score:  $[\min, q_1)$ ,  $[q_1, med)$ ,  $[med, q_3)$ ,  $[q_3, max]$ , where  $\min$  and  $max$  are the minimum and maximum score values,  $med$  is the median value, and  $q_1$  and  $q_3$  are the first and third quartiles, respectively. Each line in the Parallel Coordinates Plot represents the mean values of the static analysis metrics for a specific interval. For example, the blue line in Figure 12a refers to the instances with scores in the  $[q_3, max]$  interval. The line is constructed by the mean values of the metrics NL, McCC, WMC and the mean quality score in this interval, which are

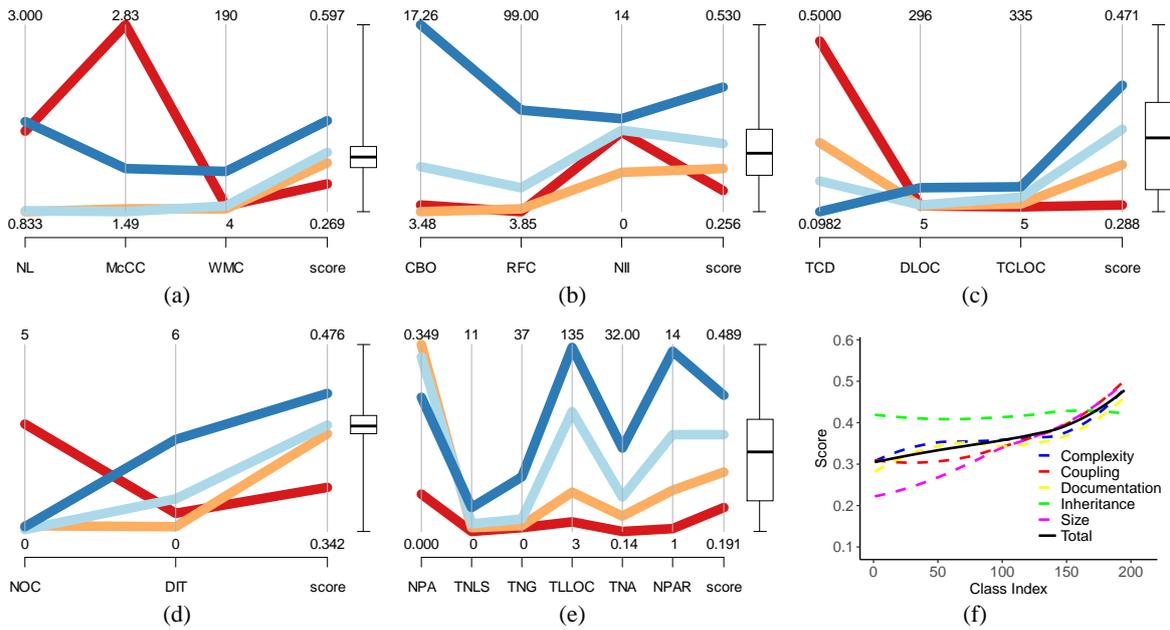


Figure 12: Parallel Coordinates Plots for the Score generated from (a) the Complexity Model, (b) the Coupling Model, (c) the Documentation Model, (d) the Inheritance Model, (e) the Size Model, and (f) plot depicting the Score Aggregation.

1.88, 1.79, 44.08, and 0.43 respectively. The red, orange, and cyan lines are constructed similarly using the instances with scores in the  $[\min, q_1)$ ,  $[q_1, med)$ , and  $[med, q_3)$  intervals, respectively.

Figure 12a refers to the complexity model. This plot results in the identification of two dominant trends that influence the score. At first, McCC appears to be crucial for the final score. High values of the metric result in low score, while low ones lead to high score. This is expected since complex classes are prone to containing bugs and overall imply low quality code. Secondly, the metrics WMC and NL do not seem to correlate with the score individually; however they affect it when combined. Low WMC values combined with high NL values result in low quality scores, which is also quite rational given that more complex classes with multiple nested levels are highly probable to exhibit low quality.

Figures 12b and 12c refer to the coupling and the documentation models, respectively. Concerning coupling, the dominant metric for determining the score appears to be RFC. High values denote that the classes include many different methods and thus many different functionalities, resulting in high quality score. As for the documentation model, the plot indicates that classes with high comment density (TCD) and low number of documentation lines (DLOC) are given a low quality score. This is expected as this combination probably denotes that the class does not follow the Java documentation guidelines, i.e. it uses comments instead of Javadoc.

Figures 12d and 12e refer to the inheritance and size models, respectively. DIT appears to greatly influence the score generated by the inheritance model, as its values are proportional to those of the score. This is expected as higher values indicate that the class is more independent as it relies mostly on its ancestors, and thus it is more reusable. Although higher DIT values may lead to increased complexity, the values in this case are within acceptable levels, thus the score is not negatively affected.

As for the size model, the quality score appears to be mainly influenced by the values of TLLOC, TNA and NUMPAR. These metrics reflect the amount of valuable information included in the class by measuring the lines of code and the number of attributes and parameters. Classes with moderate size and many attributes or parameters seem to receive high quality scores. This is expected as attributes/parameters usually correspond to different functionalities. Additionally, a moderately sized class is common to contain considerable amount of valuable information while not being very complex.

Finally, Figure 12f illustrates how the individual quality scores (dashed lines) are aggregated into one final score (solid line), which represents the quality degree of the class as perceived by developers. The class indexes (project files) are sorted in descending order of quality score. The results for each score illustrate several interesting aspects of the project. For instance, it seems that the classes exhibit similar inheritance behavior throughout the project. On the

Table 8: Static Analysis Metrics per Property for 10 Classes (separated by double line border) with different Quality Scores.

Static Analysis Metrics				Class with High Quality Score per Category	Class with Low Quality Score per Category
Category	Name	Min Value	Max Value		
<i>Complexity</i>	McCC	1	39	<b>2.3</b>	8.5
	WMC	0	498	273	51
	NL	0	55	<b>4</b>	<b>28</b>
<i>Coupling</i>	NII	0	3,195	88	0
	RFC	0	360	<b>65</b>	<b>7</b>
	CBO	0	191	5	35
<i>Documentation</i>	TCD	0	1	0.3	<b>0.8</b>
	DLOC	0	3,163	<b>917</b>	2
	TCLOC	0	4,515	1,019	19
<i>Inheritance</i>	DIT	0	9	<b>8</b>	0
	NOC	0	65	1	16
<i>Size</i>	NUMPAR	0	423	27	3
	TNG	0	327	86	<b>0</b>
	TNA	0	404	69	<b>0</b>
	NPA	0	254	36	<b>0</b>
	TLLOC	0	4,049	189	<b>10</b>
	TNLS	0	129	13	2

other hand, the size quality score is diverse, as the project has classes with various size characteristics (e.g. small or large number of methods), and thus their score may be affected accordingly. Finally, the trends of the individual scores are in line with the final score, while their variance gradually decreases as the final score increases. This is expected as a class is typically of high quality if it exhibits acceptable metric values in several categories.

### 5.3 Example Quality Estimation

Further assessing the validity of our system, for each category we manually examine the values of the static analysis metrics of two sample classes that received high and low quality scores, respectively (Table 8). Note that the presented static analysis metrics refer to different classes for each category. For the complexity model, the class that received low score appears to be much more complex than the one that received high score. This is reflected in the values of McCC and NL, as the low-scored class includes more complex methods (8.5 versus 2.3), while it also has more nesting levels (28 versus 4).

For the coupling model, the high-quality class has significantly higher NII and RFC values when compared to those of the low-quality class. This difference in the number of exposed functionalities is reflected in the quality score. The same applies for the inheritance model, where the class that received

high score is a lot more independent (higher DIT) and thus reusable than the class with the low score.

Finally, as for the documentation and size models, in both cases the low-quality class appears to have no valuable information. In the first case, this absence is obvious from the extreme value of comments density (TCD) combined with the minimal documentation (TCLOC). In the second case, the low-quality class contains only 10 logical lines of code (TLLOC), which indicates that it is of almost no value for the developers. On the other hand, the high-quality classes seem to have more reasonable metric values.

### 5.4 Threats to Validity

The threats to the validity of our approach and our evaluation involve both its applicability to software projects and its usage by the developers. Concerning applicability, the dataset used is quite diverse; hence our methodology can be seamlessly applied to any software project for which static analysis metrics can be extracted. Concerning expected usage, developers would harness the quality estimation capabilities of our approach in order to assess the quality of their own or third-party software projects before (re)using them in their source code. Future work on this aspect may involve integrating our approach in a system for software component reuse, either as an online component search engine or as an IDE plugin.

## 6 CONCLUSIONS

In this work, we proposed a new software quality estimation approach, which employs information about the popularity of source code components to model their quality as perceived by developers. Upon removing outliers using a one-class classifier, we apply Principal Feature Analysis techniques to effectively determine the most informative metrics lying in five categories: complexity, coupling, documentation, inheritance, and size metrics. The metrics are subsequently given to five neural networks that output quality scores. Our evaluation indicates that our system can be effective for estimating the quality of software components as well as for providing a comprehensive analysis on the aforementioned five source code quality axes.

Future work lies in several directions. At first, the design of our target variable can be further investigated for different scenarios and different application scopes. In addition, various feature selection techniques and models can be tested to improve on current results. Finally, we could assess the effectiveness of our methodology by means of a user study, and thus further validate our findings.

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