



# **An analysis system for mobile applications MVC software architectures**

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Dragoș Dobrean, Laura Dioșan

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Computer Science Department, Babes Bolyai University, Cluj Napoca, Romania

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# Introduction

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# Introduction

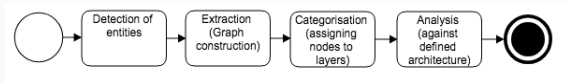
- Many companies built around their mobile applications (Instagram, Uber, Whatsapp, etc.)
- Projects need to be extensible, flexible, and to allow multiple people to work on them
- New software and hardware enhancements

- Help the inexperienced developers write better code
- Validate whether or not some of the constraints of the architecture have been violated as early as possible in the development phase
- Insightful information for Management

# **Software Architecture Checker System**

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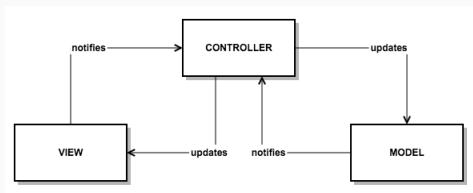
# Software Architecture Checker System



**Figure 1:** Software architecture checker system phases

- Works on Swift codebases
- Analysis MVC architectures
- Leverages SDK information for architecture extraction
- Automated process

# Model View Controller



**Figure 2:** Apple's Model-View-Controller architectural overview

- One of the most used presentational patterns
- Heavily used on mobile platforms (iOS, Android, Windows Mobile)
- Separates the codebase in 3 layers **Model**, **View** and **Controller**
- "Father" of other architectural patterns — MVP, MVVM



- Components
  - **Classes**
  - **Structs**
  - **Protocols**
  - **Enums**
- Public and private **properties**
- Public and private class and instance **methods**

It creates a dependency graph based on the information in that file, each node contains the following information:

- Name
- Type
- Inherited type
- Instance and class variables (name and type)
- Instance and class methods (together with parameters names and types)
- Path

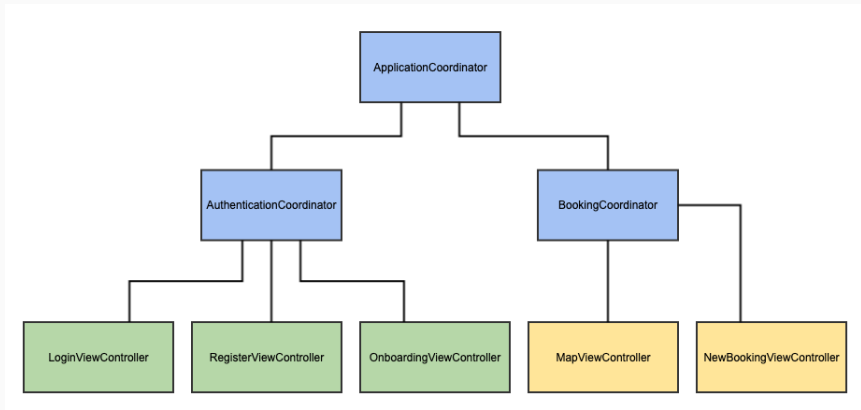
## Heuristics

$$\begin{aligned} \textit{Controller} = \{ n \mid \textit{pred}_X(n, \textit{SDK'sController}) = \textit{True}, \\ \text{where } X \in \{\textit{instanceOf}, \textit{inheritance}\} \} \end{aligned} \quad (1)$$

$$\begin{aligned} \textit{View} = \{ n \mid \textit{pred}_X(n, \textit{SDK'sView}) = \textit{True}, \\ \text{where } X \in \{\textit{instanceOf}, \textit{inheritance}\} \} \end{aligned} \quad (2)$$

$$\textit{Model} = \textit{Components} - \textit{View} - \textit{Controller} \quad (3)$$

# Categorisation



**Figure 3:** Coordinating controllers flows

## Coordinating controllers

$$\begin{aligned} \text{Coordinators} = \{ & n \mid \exists v \in n.\text{properties} \text{ and } c \in \text{Controller} \\ & \text{such as } \text{pred}_{\text{instanceOf}}(v, c) = \text{True} \text{ or } \exists m \in n.\text{methods} \\ & \text{and } c \in \text{Controller} \text{ such as } \text{pred}_{\text{using}}(m, c) = \text{True} \} \end{aligned} \quad (4)$$

$$\text{Controller} = \text{Controller} \cup \text{Coordinators} \quad (5)$$

# Analysis

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## Research questions

- RQ1 - How effective is the proposed categorisation method compared to manual inspections?
- RQ2 - What is the topological structure of mobile codebases using the proposed approach?
- RQ3 - Do mobile codebases respect the architectural rules?

<b>Application</b>	<b>Blank</b>	<b>Comment</b>	<b>Code</b>	<b>Source</b>
Firefox	23392	18648	100111	open-source
Wikipedia	6933	1473	35640	open-source
Trust	4772	3809	23919	open-source
E-Commerce	7861	3169	20525	private
Game	839	331	2113	private

**Table 1:** Codebases size



## Methodology

- **Controller:**  $L_{VC}^{CC} = \{I = (vc, cc) | vc \in ViewControllers \wedge cc \in CoordinatingControllers\} = \emptyset$  meaning that ViewControllers should not depend on other Coordinator controllers
- **View:**  
 $L_{View}^{Other} = \{I = (v, o) | v \in View \wedge (o \in Controller \vee o \in Model)\} = \emptyset$   
meaning that all components in the View layer should only depend on components within the same layer
- **Model:**  
 $L_{Model}^{Other} = \{I = (m, o) | m \in Model \wedge (o \in Controller \vee o \in View)\} = \emptyset$   
meaning that all components in the Model layer should only depend on components within the same layer

## Approaches

- MVC without Coordinating Controllers (SimpleCateg)
- MVC with Coordinating Controllers (CoordCateg)

## Layers

$H_1$  *Controllers*  $\leftarrow$  *CategorisationVCs(Comps.)*

$H_2$  *Views*  $\leftarrow$  *CategorisationViews(Comps. \ Controllers)*

$H_3$  *Models*  $\leftarrow$  *Comps. \ (Controllers  $\cup$  Views)*

## Dependencies rules

$R_1$   $L_{View}^{Others} = \emptyset$  – all View components depend only on other View components

$R_2$   $L_{Model}^{Others} = \emptyset$  – all Model components depend only on other Model components

## Layers

$H_4$  *Controllers*  $\leftarrow$  *CategorisationVCsAndCCs(Comps.)*

$H_2$  *Views*  $\leftarrow$  *CategorisationViews(Comps. \ Controllers)*

$H_3$  *Models*  $\leftarrow$  *Comps. \ (Controllers  $\cup$  Views)*

## Dependencies rules

$R_1$   $L_{View}^{Others} = \emptyset$  – all View components depend only on other View components

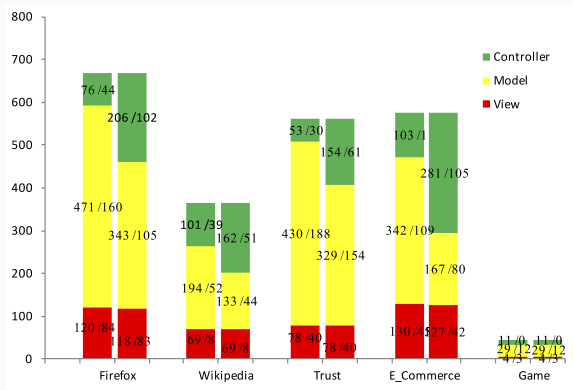
$R_2$   $L_{Model}^{Others} = \emptyset$  – all Model components depend only on other Model components

$R_3$   $L_{VCs}^{CCs} = \emptyset$  – all ViewController components should not depend on Coordinator components

## RQ1 - How effective is the proposed categorisation method compared to manual inspections?

- SimpleCateg - average accuracy of 89.6%
- CoordCateg - average accuracy of 86.2%
- Codebases using coordinators scored better than the others
- 100% accuracy on the simplest codebase

# Evaluation



**Figure 4:** RQ2 - Topological structure of mobile codebases using the proposed approach

## RQ3 - Do mobile codebases respect the architectural rules?

- $R_1$  and  $R_2$  violated in both approaches
- $R_3$  violated in 3 of the 5 analysed codebases
- Model layer is the most problematic

## Threats to validity

- Internal validity - mismatches between the purpose given by developer and the one obtained by inference, Swift only codebases
- External validity - the study was focused on MVC
- Conclusion validity - should be tested on more applications to strengthen our findings



# Conclusions

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# Conclusions

- Issues come from bad implementation
- No architecture can enforce stop writing bad code
- Software Architecture Checker system adds another layer of architectural trust

# Conclusions

- SDK information can be successfully used for inferring the architecture of a codebase
- Provides useful information for management and developers
- Adds another layer of architectural trust by integrating it in a CI/CD pipeline
- Can be generalised to other platforms where the products rely on an SDK

## Further work

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- Use AI & ML algorithms for improving the categorisation process
- Integrate the system into real CI/CD pipelines

**Questions?**