

Supporting Code Comprehension via Annotations: Right Information at the Right Time and Place

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Code Comprehension

- Code Comprehension:
 - Navigating through a codebase
 - Building a mental model of that code
- Large portion of developers' activities
 - 58% of the effort ^[1]

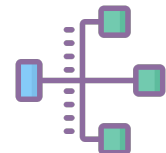


[1] Xia, X., Bao, L., Lo, D., Xing, Z., Hassan, A. E., & Li, S. (2017). Measuring program comprehension: A large-scale field study with professionals. *IEEE Transactions on Software Engineering*, 44(10), 951-976.

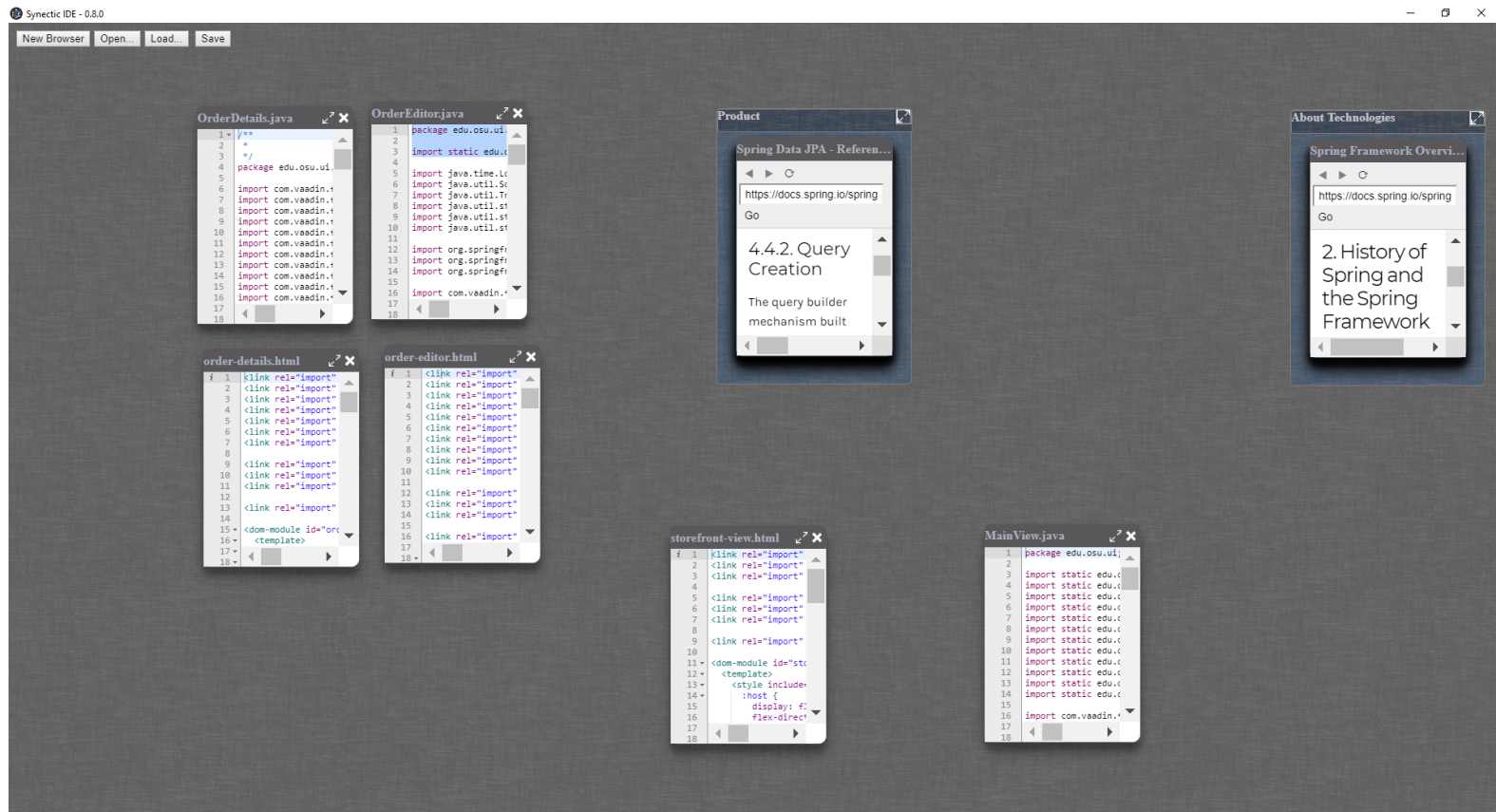
Difficulties in code comprehension

Understanding code requires developers to:

- Manage different types of artifacts
- Locate relevant information in different places
- Understand the relationships between artifacts



Synectic : A canvas-based IDE



Annotation Overlay

- **Annotation notes** for capturing design rationale, expected API usage patterns, corner-cases, etc.
- **Annotation links** for connecting notes to cards or groups
- Multiway connections between annotations and cards to describe relationships.



Study Design - RQs

- RQ1: How do annotations affect code comprehension among newcomers?
 - Do annotations increase the accuracy of responses?
 - Do annotations reduce the time to task completion?
 - Do annotations reduce cognitive load?

User Study

Controlled lab study

- Between-subject design
- 22 participants (graduate students)
- 4 code comprehension tasks

Synectic treatment

11 participants

4 code comprehension tasks

Onboarding information added as
annotations

Eclipse treatment

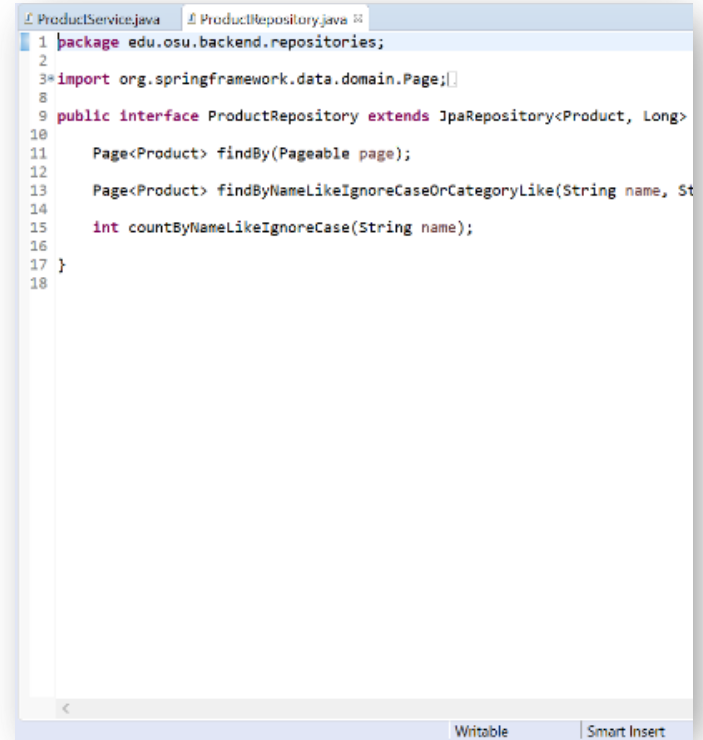
11 participants

4 code comprehension tasks

Onboarding information added as text
document

Study Design – Tasks

- Code Comprehension Task
 - Navigation portion
 - Comprehension portion
- Designed as onboarding tasks
 - Locating code related to a feature
 - Learning how to make changes to those features



```
1 package edu.osu.backend.repositories;
2
3 import org.springframework.data.domain.Pageable;
4
5 public interface ProductRepository extends JpaRepository<Product, Long> {
6
7     Page<Product> findBy(Pageable page);
8
9     Page<Product> findByNameLikeIgnoreCaseOrCategoryLike(String name, String category, boolean or);
10
11     int countByNameLikeIgnoreCase(String name);
12 }
13
14
15
16
17
18
```

Results

Accuracy

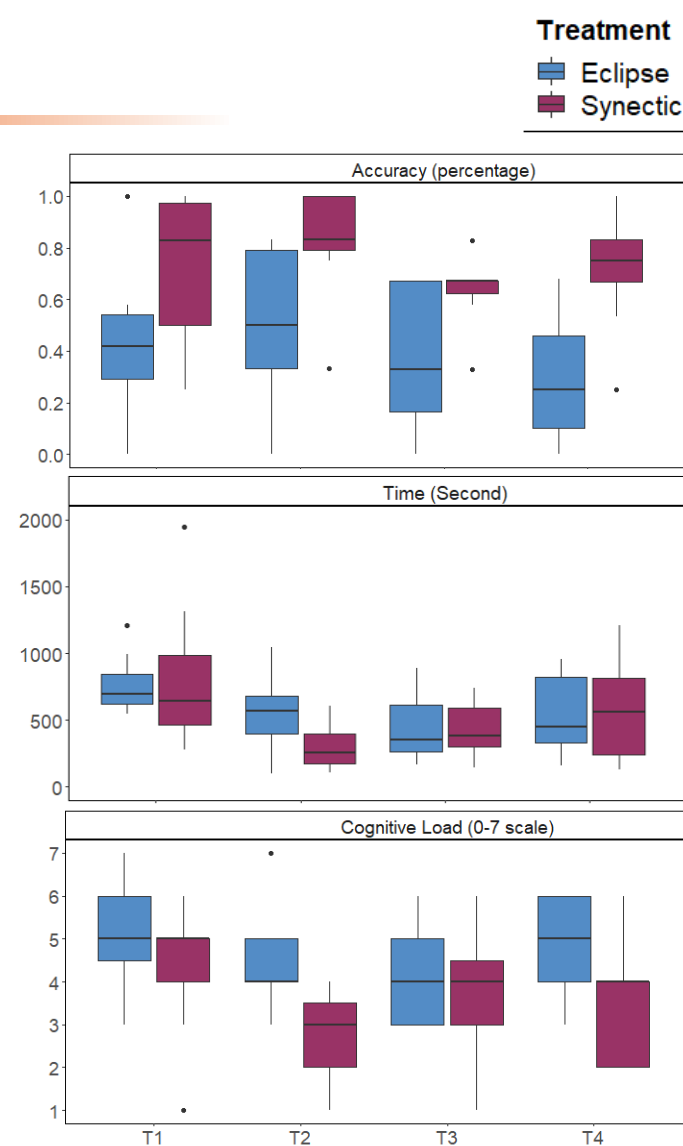
Rank Based Non-Parametric (RBNP) ANOVA test
(p -value < 0.001, statistic = 19.46488)

Time

RBNP ANOVA test
(p -value = 0.22, statistic = 1.607723)

Cognitive Load

RBNP ANOVA test
(p -value = 0.003, statistic = 11.52591)



Discussion

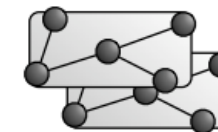
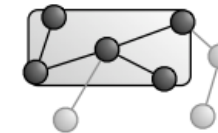
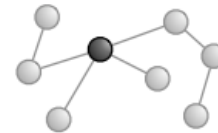
- Quantitative results
 - Accuracy & Cognitive Load differences were significant
 - Time differences were not statistically significant
- Qualitative results
 - Sillito et al.'s four stages of comprehension model^[1] to explain comprehension
 - Information Foraging Theory (IFT) to explain navigation

[1] Sillito, J., Murphy, G. C., & De Volder, K. (2008). Asking and answering questions during a programming change task. *IEEE Transactions on Software Engineering*, 34(4), 434-451.

Discussion – Stages of comprehension

Sillito et al. identified 4 categories of comprehension:

1. Finding the initial focus point
2. Building on those focus points
3. Understanding the concepts between related entities
4. Understanding concepts across multiple groups of related entities

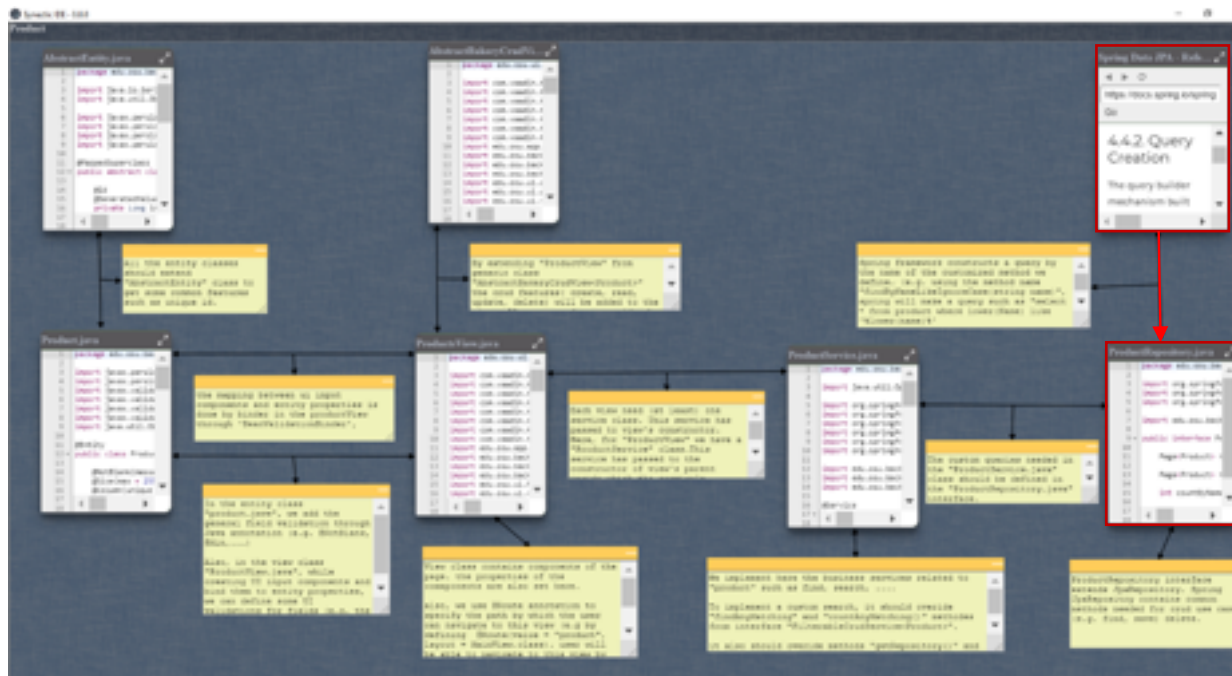


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Discussion – Stages of comprehension

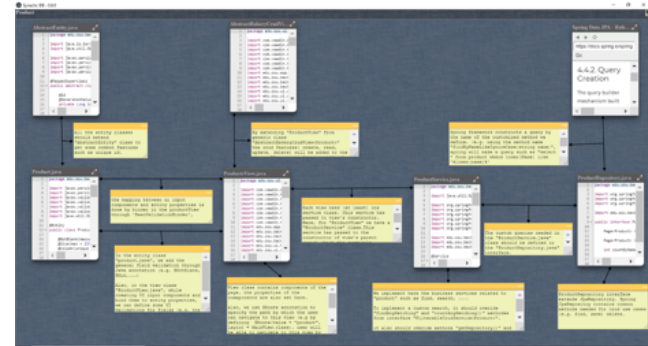
2. Building on those focus points



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Summary

- Annotations in a canvas-based IDE resulted in:
 - Lower cognitive load among newcomers
 - More accurate comprehension responses
 - Required no additional time compared traditional IDEs
- Design challenges for annotations within IDEs:
 - Manage different types of artifacts
 - Locate relevant information in different places
 - Understand the relationships between artifacts



“Right information, at the right place, and the right time”



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