Software Archaeology

17-313 Spring 2025

Foundations of Software Engineering

https://cmu-313.github.io

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Administrivia

- Part (b) is due Thursday, Jan 23rd, 11:59pm.
- If you haven't: PLEASE FILL OUT TEAMWORK SURVEY!
- Get started early, ask for help, and check the #technicalsupport channel; chances are your questions have been asked by others!

Smoking Section

Last full row

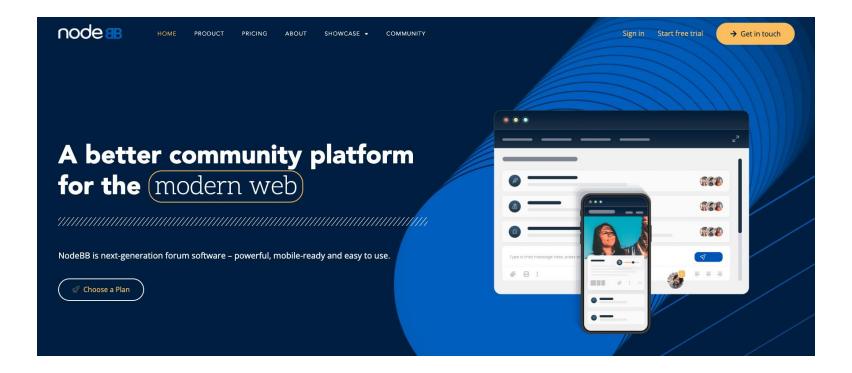


Learning Goals

- Understand and scope the task of taking on and understanding a new and complex piece of existing software
- Appreciate the importance of configuring an effective IDE
- Contrast different types of code execution environments including local, remote, application, and libraries
- Enumerate both static and dynamic strategies for understanding and modifying a new codebase

Context: big ole pile of code

• ... do something with it!





Participation Activity—Part 1

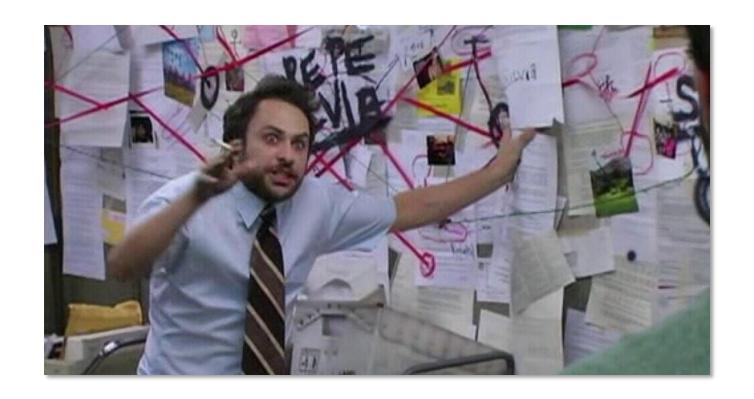
- Take out a piece of paper (or ask for one).
- Write down the challenges you've faced trying to understand someone else's code.
- Pair with your neighbor and discuss your answers. Do you agree?
- Share with the class!
- Write your own andrewID on the paper, leave it at the end of class.

You will never understand the entire system!





Challenge: How do I tackle this codebase?



Participation Activity—Part 2

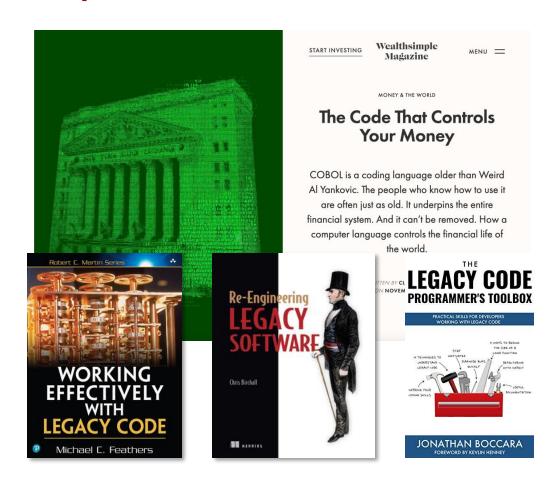
 Write down strategies to understand a large codebase that is unfamiliar to you.

Challenge: How do I tackle this codebase?

- Leverage your previous experiences (languages, technologies, patterns)
- Consult documentation, whitepapers
- Talk to experts, code owners
- Follow best practices to build a working model of the system

Bad news: There are few helpful resources!

- Working Effectively with Legacy Code.
 Michael C. Feathers. 2004.
- Re-Engineering Legacy Software.
 Chris Birchall. 2016.
- The Legacy Code Programmer's Toolbox.
 Jonathan Boccara. 2019.

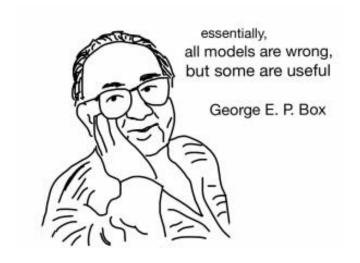


Why? Because of Tacit Knowledge

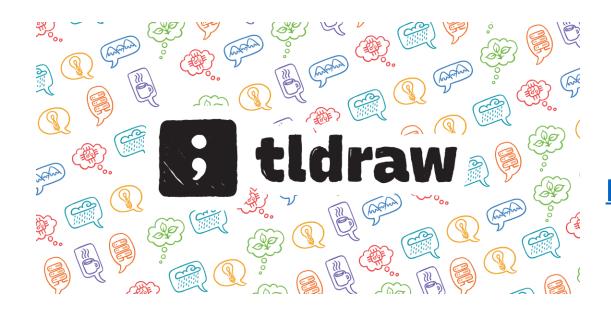


Today: How to tackle codebases

- Goal: develop and test a working model or set of working hypotheses about how (some part of) a system works
- Working model: an understanding of the pieces of the system (components), and the way they interact (connections)
- Observation, probes, and hypothesis testing
 - Helpful tools and techniques!



Live Demonstration: tldraw



https://github.com/tldraw/tldraw

Participation Activity—Part 3

 Write down what you would do if you wanted to modify the Duplicate functionality.

Steps to Understand a New Codebase

- Look at README.md
- Clone the repo.
- Build the codebase.
- Figure out how to make it run.
- What do you want to mess with?
- Traceability Attach a debugger
 - View Source
 - Find the logs.
 - Search for constants (strings, colors, weird integers (#DEADBEEF))



My experiences (headaches) at companies

- Documentation was ALWAYS out of date—often the core devs didn't know
- Had to ask someone to ask someone to help me get the project building (i.e., sit beside me for hours)
- Better take notes... not unusual to break something and need to do it all again
- Often the authors are no longer there
- So many design decisions are never written down, or they are trapped in old Jira tickets, commit messages, and emails



Program comprehension strategies

Novice

- Reads code line by line
- Revisits same code repeatedly
- Trial and error
- Only tests "happy path"

Expert

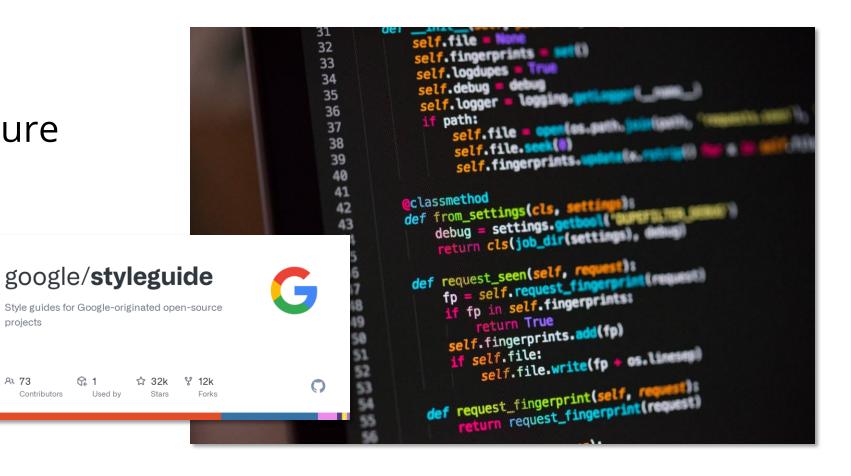
- "Top down"
- Recognizes patterns
- Forms hypotheses
- Checks up/downstream consequences

Observation: Software is full of patterns

projects

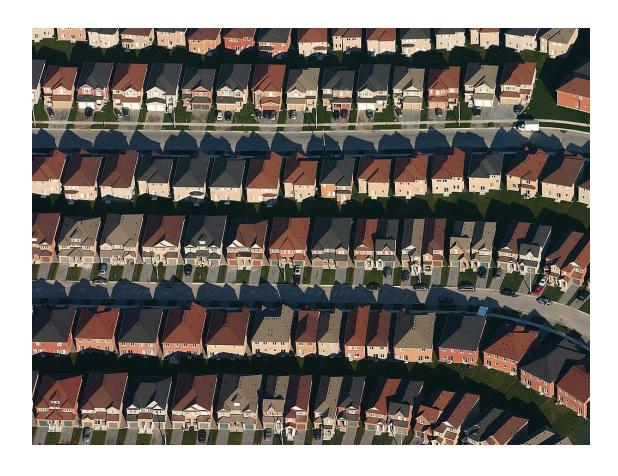
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- File structure
- System architecture
- Code structure
- Names

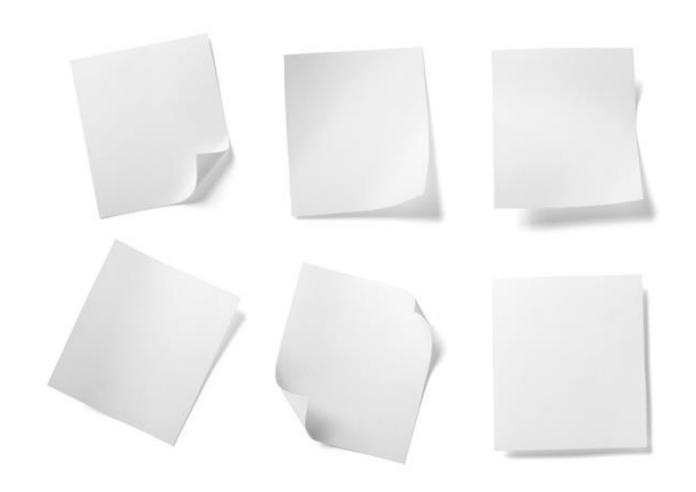


Observation: Software is massively redundant

 There's always something to copy/use as a starting point!



Observation: Code must run to do stuff!



Ask me about the 11,000-line file



Observation: If code runs, it must have a beginning...





Observation: If code runs, it must exist...

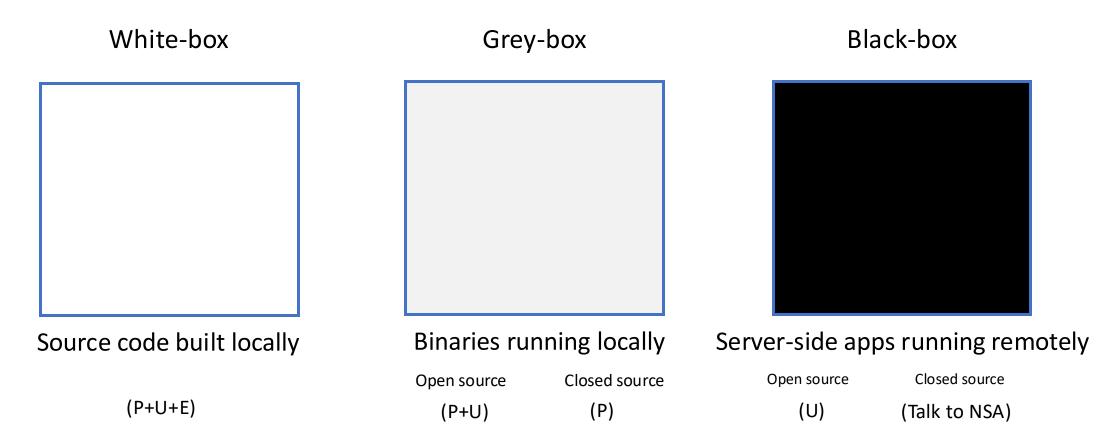
```
DWORD PTR [ebp+0x8],0x1
           14 <+16>;
   0x08048416 <+18>:
                       jg
                              0x804843c <main+56>
  0x08048419 <+21>;
                             eax, DWORD PTR [ebp+0xc]
                       Mov
  0x0804841b <+23>:
                             ecx.DWORD PTR [eax]
                      mov
 0x08048420 <+28>:
                      mov
                            edx, 0x8048520
 0x08048425 <+33>:
                      MOV
                            eax, ds:0x8049648
0x08048429 <+37>:
                           DWORD PTR [esp+0x8],ecx
                     MOV
0x0804842d <+41>:
                           DWORD PTR [esp+0x4], edx
                    mov
0x08048430 <+44>:
                          DWORD PTR [esp],eax
                    mov
)x08048435 <+49>;
                    call
                          0x8048338 <fprintf@plt>
x0804843a <+54>;
                   MOV
(0804843c <+56>;
                          eax, 0x1
                   ]mp
                         0x8048459 <main+85>
0804843f <+59>;
                  MOV
                        eax, DWORD PTR [ebp+0xc]
08048442 <+62>;
                  add
8048444 <+64>;
                        eax,0x4
                 mov
                       eax, DWORD PTR [eax]
3048448 <+68>;
                 mov
                       DWORD PTR [esp+0x4], eax
04844c <+72>;
                lea
)4844f <+75>;
                       eax,[esp+0x10]
                MOV
                      DWORD PTD
48454 210
                Call
```

Code must exist. But where?

- Locally installed programs: run cmd, OS launch, I/O events, etc.
 - Binaries (machine code) on your computer
- Local applications in dev: build + run, test, deploy (e.g., docker)
 - Source code in repository (+ dependencies)
- Web apps server-side: Browser sends HTTP request (e.g., GET, POST)
 - Code runs remotely (you can only observe outputs)
- Web apps client-side: Browser runs JavaScript, event handlers
 - Source code is downloaded and run locally (see: browser dev tools!)



Can running code be Probed/Understood/Edited?



Creating a model of unfamiliar code

Source code built locally





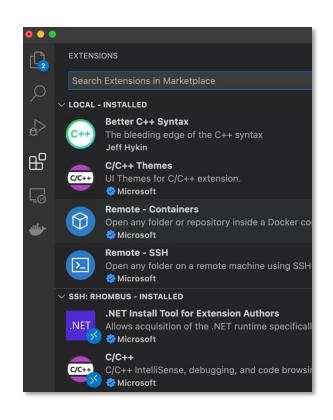
Information Gathering

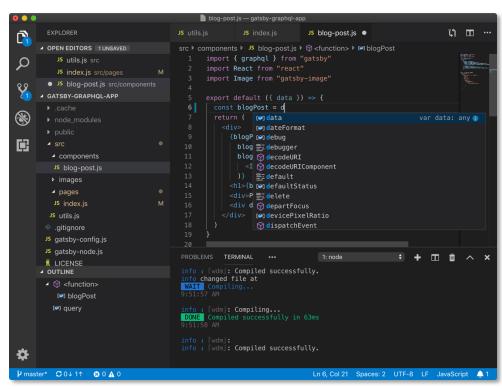
- Basic needs:
 - Code/file search and navigation
 - Code editing (probes)
 - Execution of code, tests
 - Observation of output (observation)
- Many choices here on tools! Depends on circumstance.
 - grep/find/etc. Knowing Unix tools is invaluable
 - A decent IDE
 - Debugger
 - Test frameworks + coverage reports
 - Google (or your favorite web search engine)
 - ChatGPT



Static Information Gathering: Use an IDE! Real software is too complex to keep in your head

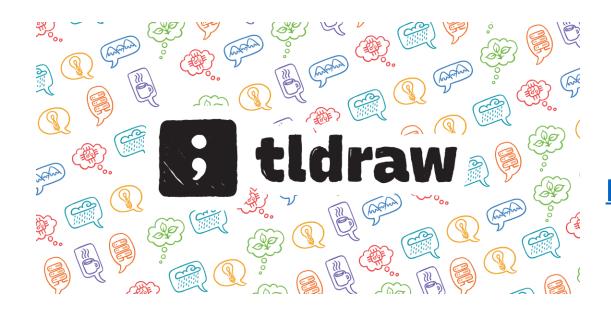








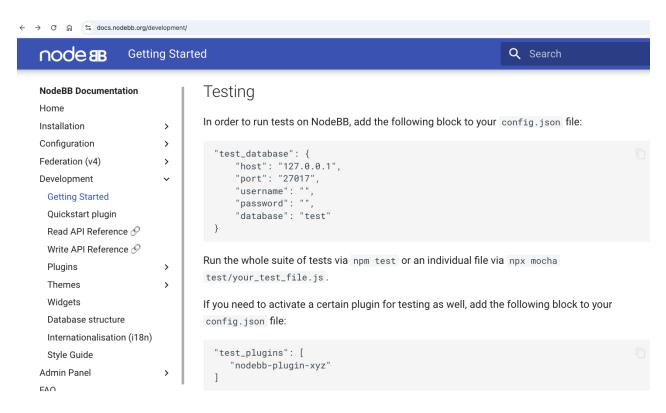
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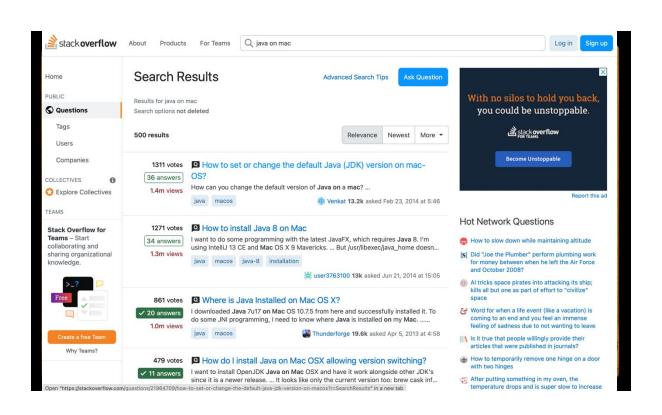
Consider documentation and tutorials judiciously

- Great for discovering entry points!
- Can teach you about general structure, architecture (more on this later in the semester)
- Often out of date.
- As you gain experience, you will recognize more of these, and you will immediately know something about how the program works
- Also: discussion boards; issue trackers



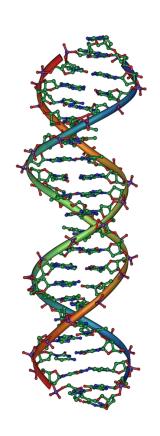
Discussion Boards and Issue Trackers

- Software is written by people.
- How can we talk to them?
- Fortunately, they probably aren't dead.
- So, you can report problems on GitHub.
- Or, ask them questions on StackOverflow.



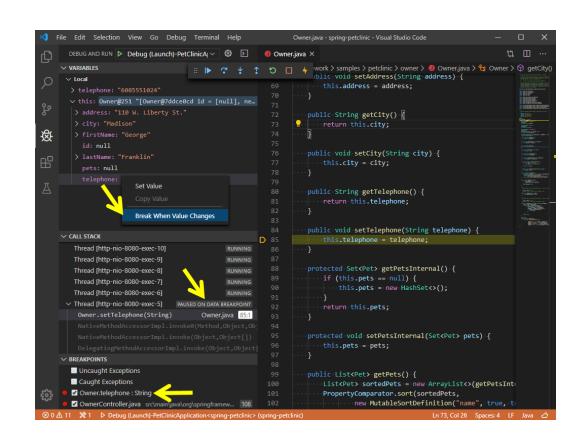
Dynamic Information Gathering Change helps to inform and refine mental models

- Build it.
- Run it.
- Change it.
- Run it again.
- How did the behavior change?



Probes: Observe, control or "lightly" manipulate execution

- print("this code is running!")
- Structured logging
- Debuggers
 - Breakpoint, eval, step through / step over
 - (Some tools even support remote debugging)
- Delete debugging
- Chrome Developer Tools





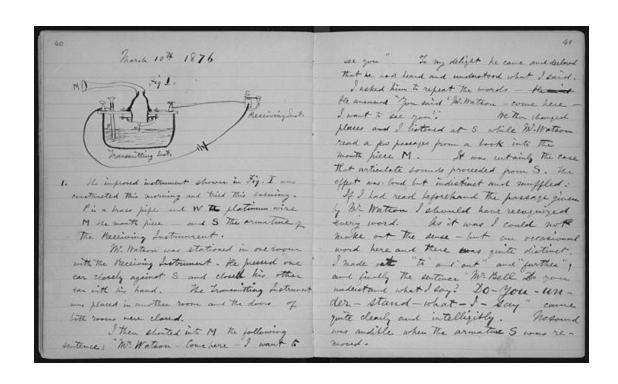
Step 0: Sanity check basic model + hypotheses

- Confirm that you can build and run the code.
 - Ideally both using the tests provided, and by hand.
- Confirm that the code you are running is the code you built
- Confirm that you can make an externally visible change
- How? Where? Starting points:
 - Run an existing test, change it
 - Write a new test
 - Change the code, write or rerun a test that should notice the change
- Ask someone for help



Document and share your findings!

- Update README and docs
 - Or better: use a Developer Wiki
 - Use **Mermaid** for diagrams
- Screencast on Twitch
- Collaborate with others
- Include negative results, too!



Next time...

Metrics and Measurement