

# CQSE Software Intelligence Talk

# Agenda

- Begrüßung
- Kosten-Nutzen-Berechnung von Qualitätsanalysen  
Erfahrungen bei der Munich Re  
**Uwe Proft**  
Münchener Rückversicherungs-Gesellschaft AG  
**Dr. Elmar Juergens**  
CQSE GmbH
- Q&A Session

# Kosten-Nutzen-Berechnung von Qualitätsanalysen Erfahrungen bei der Munich Re

Uwe Proft (Munich Re)  
Elmar Jürgens (CQSE)



Requirement  
Engineers



User



## *TreeAdministrationQuarterly.cs*

```
93  /// </summary>
94  protected override bool DoLazyLoading(
95      UltraTreeNode node)
96  {
97      // Some types of segments always have the
98      // expand icon
99      if ( node.Tag is GaSegment ||
100          node.Tag is MainSegment ||
101          node.Tag is GeneralMainSegment ||
102          node.Tag is Branch )
103          return true;
104      // All others only if there are child nodes
105      return false;
106  }
107  /// <summary>
108  /// Structure segments return only loss or
109  /// premium segments according to
110  /// the mode.
111  /// </summary>
112  protected override IList GetChildSegments(
113      ISegment parent, ref bool alreadySorted )
114  {
115      if ( parent is StructureSegment )
116      {
117          // Show either premium or loss beyond
118          // structure segment
119          StructureSegment strucSeg = (StructureSegment)
120              parent;
121          if ( (TypeOfSgmtEnum) GetFilterValue( typeof(
122              TypeOfSgmtEnum) ) == TypeOfSgmtEnum.Loss
123              )
124              return strucSeg.GetLossProcessingSegments();
125          else
126              return strucSeg.GetPremiumProcessingSegments()
127              ();
128  }
```

## *TreeAdministrationYearly.cs*

```
106  /// </summary>
107  protected override bool DoLazyLoading(
108      UltraTreeNode node)
109  {
110      // Some types of segments always have the
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129      {
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131          // structure segment
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133              parent;
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135              TypeOfSgmtEnum) ) == TypeOfSgmtEnum.Loss
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137              return strucSeg.GetLossProcessingSegments();
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140              ();
141  }
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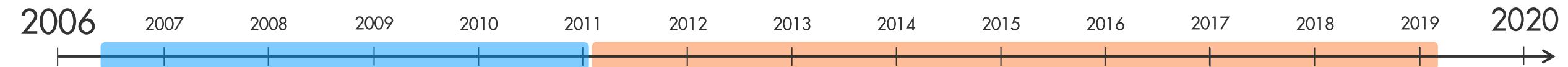




Requirement  
Engineers



User

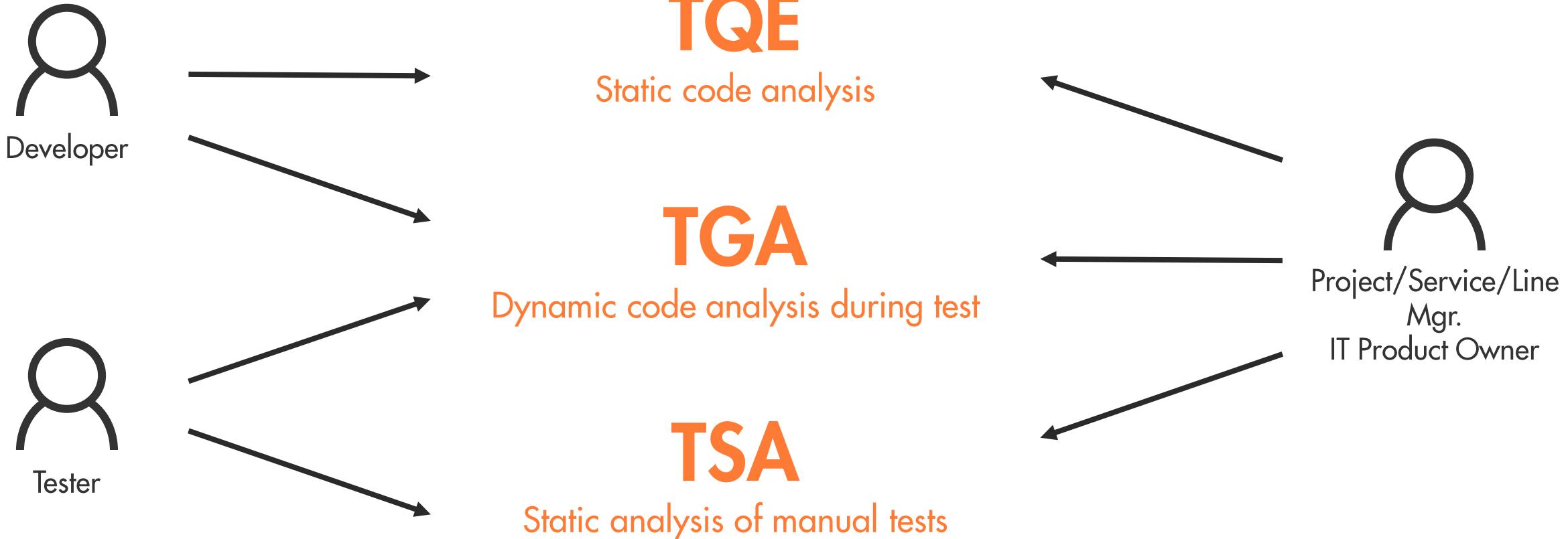


Wie sehen die Werkzeuge &  
Prozesse bei der Munich Re aus?

# Uwe Proft

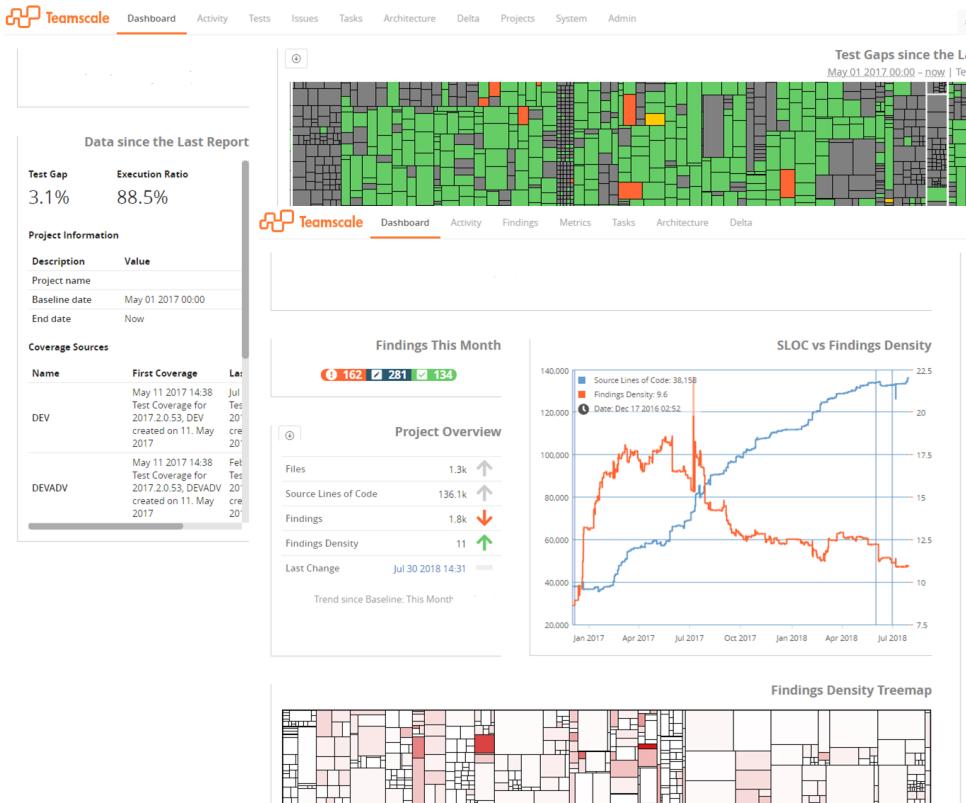
- Background im Software Engineering und Provider Management
- Seit 7 Jahren bei der MR in Rollen zum Qualitätsmanagement
  - Erläutern Nutzen und Aufwand intern
  - Ausrollen, auch international an unterschiedlichen Standorten
  - Change-Management
  - Vermittlung der Messergebnisse für Beurteilung der Qualität von Zulieferern und Projekten
  - Steuerung des Teams der Quality Engineers (CQSE) bei der Munich Re

# Quality Tools

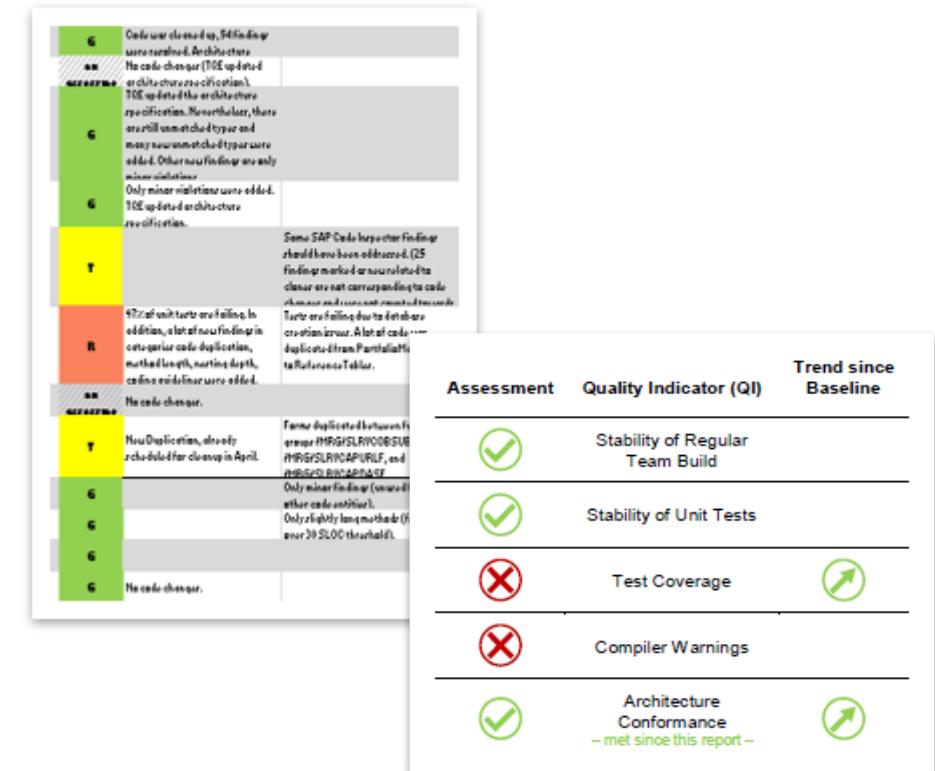


# Munich Re Internal Services

Dashboards, IDE Plugin, Azure DevOps



Monthly Assessments, Reports



StyleCop - Microsoft Visual Studio (Administrator)

FILE EDIT VIEW PROJECT BUILD DEBUG TEAM TOOLS VISUALSVN TEST ANALYZE WINDOW HELP

Start Debug

CodeParser.Expressions.cs X CodeParser.Preprocessor.cs CodeParser.Statements.cs CsParser.cs CsToken.cs ElementType.cs FileHeader.cs ICodePartExtensions.cs QueryClauseType.cs

StyleCop.CSharp.CodeParser

```
else
{
    initializerValue = this.GetNextExpression(ExpressionPrecedence.None, initializerExpressionReference, unsafeCode);
}

// Create and add this initializer.
CsTokenList initializerTokens = new CsTokenList(this.tokens, identifier.Tokens.First, initializerValue.Tokens.Last);
AssignmentExpression initializerExpression = new AssignmentExpression(
    initializerTokens, AssignmentExpression.Operator.Equals, identifier, initializerValue);

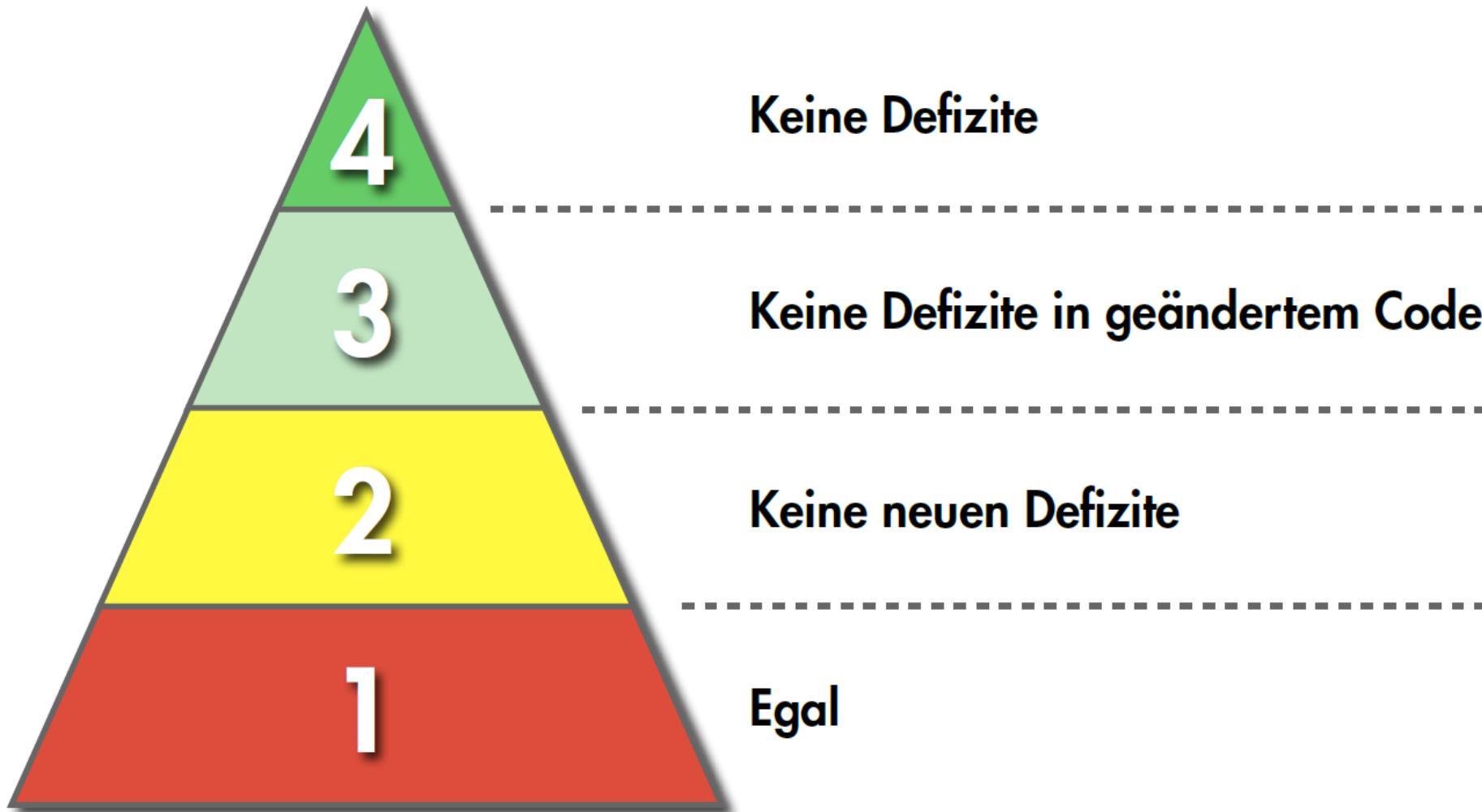
initializerExpressionReference.Target = initializerExpression;
initializerExpressions.Add(initializerExpression);

// Check whether we're done.
Clone with 2 instances of length 9 this.GetNextSymbol(expressionReference);
if (symbol.SymbolType == SymbolType.Comma)
    .tokens.Add(this.GetToken(CsTokenType.Comma, SymbolType.Comma, expressionReference));

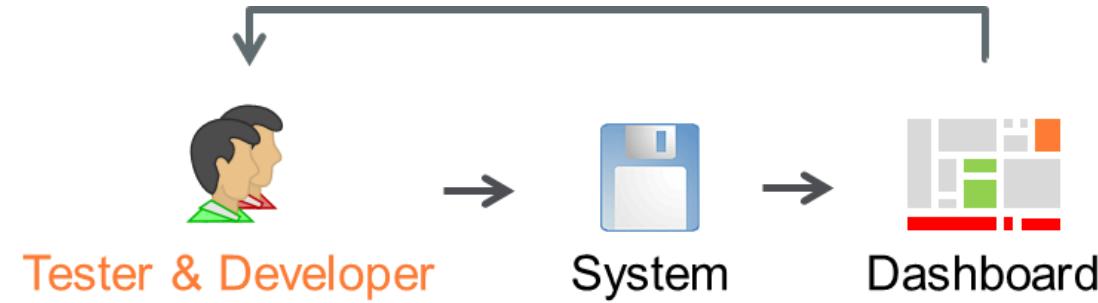
// If the next symbol after this is the closing curly bracket, then we are done.
symbol = this.GetNextSymbol(expressionReference);
if (symbol.SymbolType == SymbolType.CloseCurlyBracket)
{
    break;
}
else
{
    break;
}

// Add and move past the closing curly bracket.
Bracket closingBracket = this.GetBracketToken(CsTokenType.CloseCurlyBracket, SymbolType.CloseCurlyBracket, expressionReference);
Node<CsToken> closingBracketNode = this.tokens.InsertLast(closingBracket);
```

# Qualitätsziele



# Prozess



# Portfolio Overview – Links to Dashboards & Monthly Assessments

| Application           | Dev   | Test   | TQE          | TGA       | TSA       |
|-----------------------|---|--|--------------|-----------|-----------|
| MySQL Temple Database | IT1.0 [OK] IT1.1 [OK] IT1.5 [OK]  | IT1.0 [OK] IT1.1 [OK] IT1.5 [OK]                     | 2019-12 ✓    | X         | 🔍         |
| HR System             | IT1.0 [OK] AppDev [OK] Infrastructure [OK]<br>PRCDS [OK] Design [OK]<br>IT1.2 [OK] TDS - Technology Design Services | IT1.0 [OK] Report [OK]                               | IT1.0 [OK] ✓ | 🔍         | 2019-12 ✓ |
| CRM                   | IT1.0 [OK] IT1.1 [OK] IT1.2 [OK] PRDCS<br>IT1.5 [OK]  | IT1.0 [OK] IT1.1 [OK] IT1.2 [OK] PRDCS<br>IT1.5 [OK] | 2019-12 ✓    | 2019-12 ✓ | 2019-12 ✓ |
| HRMS                  | IT1.0 [OK] IT1.1 [OK] PRDCS<br>IT1.5 [OK]   | IT1.0 [OK] IT1.1 [OK] PRDCS<br>IT1.5 [OK]            | ✓            | 🔍         | 🔍         |
| i-Budgets             | IT1.0 [OK] IT1.8 [OK] On Schedule   | IT1.0 [OK] IT1.8 [OK] On Schedule                    | 2019-12 ✓    | 🔍         | 2019-12 ✓ |

# Portfolio Overview – Trends

TQE assessment trend for

| Application  | Dev   | IT         | QG<br>relevant<br>findings | Details | TGA     | TSA |
|--|---|------------|----------------------------|---------|---------|-----|
| MySQL Temple Database  | inCode  | IT1        |                            |         |         |     |
| IT1.0  | inCode  | Angular    |                            |         |         |     |
| IT1.0  | IT1.0   | Angular    |                            |         |         |     |
| IT1.2  | IT1.2   | Technology |                            |         |         |     |
| IT1.5  | IT1.5   | Angular    |                            |         |         |     |
| IT1.5  | IT1.5   | Angular    |                            |         |         |     |
| iBudget  | inCode  | IT1.8      |                            |         |         |     |
| Assessment Comment   |   |            |                            |         |         |     |
| 2019-09  | Only one small finding in changed code  | 1          | Show Details               |         | 2019-12 |     |
| 2019-08  | No code changes.  | 0          |                            |         | 2019-12 |     |
| 2019-07  | Only minor new findings   | 6          | Show Details               |         | 2019-12 |     |
| 2019-06  | Only a small change with no findings churn.   | 0          |                            |         | 2019-12 |     |
| 2019-05  | Only 2 small findings in modified code.   | 2          |                            |         | 2019-12 |     |
| 2019-04  | Mostly minor violations.  | 70         | Show Details               |         | 2019-12 |     |
| Notable findings:  |   |            |                            |         |         |     |
| <ul style="list-style-type: none"> <li>Naming convention violations in <code>TmOneParam</code></li> <li>Method threshold violation in method <code>DeleteProcessYear</code> of class <code>ProcessYearsController</code></li> <li>Method threshold violation in a lambda in class <code>LossChartService</code></li> <li>Cloning between <code>ReverseTriangleGrid</code> and <code>CommissionTriangleGrid</code> (c.f. <a href="#">here</a>)</li> </ul> |   |            |                            |         |         |     |
| 2019-03  | Minor violations only.  | 3          |                            |         |         |     |
| 2019-02  | Only 5 new findings. Remaining findings are located in code that was changed during a migration to Angular 7 and thus can be ignored for this assessment. | 39         | Show Details               |         |         |     |

# Portfolio Overview – Trends

| Application           | Dev   |
|-----------------------|-------|
| MySQL Temple Database | IT    |
| IT1.0                 | IT1.0 |
| IT1.1                 | IT1.1 |
| IT1.2                 | IT1.2 |
| IT1.3                 | IT1.3 |
| IT1.4                 | IT1.4 |
| IT1.5                 | IT1.5 |
| IT1.6                 | IT1.6 |
| IT1.7                 | IT1.7 |
| IT1.8                 | IT1.8 |

## TQE assessment trend for

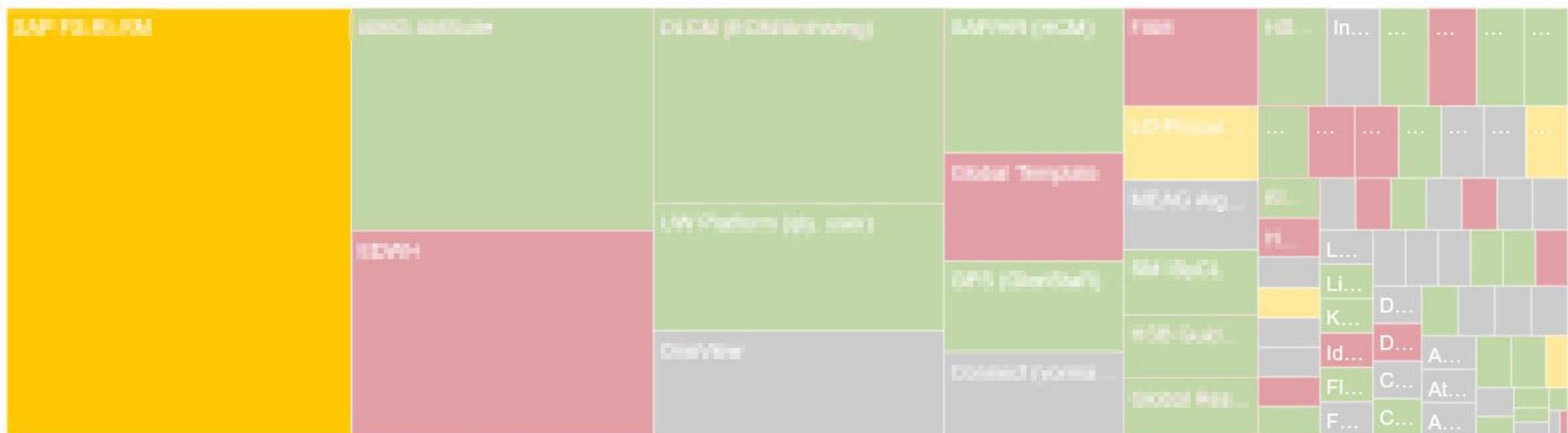
| Assessment   | Comment   | QG relevant findings | Details      |
|--|---|----------------------|--------------|
| 2019-09  | Only one small finding in changed code  | 1                    | Show Details |
| 2019-08  | No code changes.  | 0                    |              |
| 2019-07  | Only minor new findings   | 6                    | Show Details |
| 2019-06  | Only a small change with no findings churn.   | 0                    |              |
| 2019-05  | Only 2 small findings in modified code.   | 2                    |              |
| 2019-04  | Mostly minor violations.  | 70                   | Show Details |
| Notable findings:  |   |                      |              |
| <ul style="list-style-type: none"> <li>Naming convention violations in <code>TmOneParam</code></li> <li>Method threshold violation in method <code>DeleteProcessYear</code> of class <code>ProcessYearsController</code></li> <li>Method threshold violation in a lambda in class <code>LossChartService</code></li> <li>Cloning between <code>ReverseTriangleGrid</code> and <code>CommissionTriangleGrid</code> (c.f. <a href="#">here</a>)</li> </ul> |   |                      |              |
| 2019-03  | Minor violations only.  | 3                    |              |
| 2019-02  | Only 5 new findings. Remaining findings are located in code that was changed during a migration to Angular 7 and thus can be ignored for this assessment. | 39                   | Show Details |

TQE assessment trend for

| Assessment | Comment   | QG relevant findings | Details      |
|------------|---|----------------------|--------------|
| 2019-09    | Only few findings compared to the amount of change  | 93                   | Show Details |
| 2019-08    | Mostly minor violations given large amount of changes.  | 87                   | Show Details |
| 2019-07    | Mostly minor violations given large amount of changes.  | 131                  | Show Details |
| 2019-06    | Mostly minor violations.  | 117                  |              |
| 2019-05    | Mostly minor violations.  |                      | Show Details |
| 2019-04    | Tokenable number of findings given amount of code changes   | 194                  | Show Details |
| 2019-03    | Tokenable but not significant amount of findings.   | 198                  | Show Details |
| 2019-02    | Tokenable but no significant amount of findings.  | 180                  | Show Details |
| 2019-01    | Tokenable but significant amount of findings.   | 173                  | Show Details |
| 2018-12    | Minor violations only.  | 77                   | Show Details |
| 2018-11    | Some findings that could have been avoided and resolved.  | 123                  | Show Details |
| 2018-10    | Minor violations only. Amount of findings tokenable with respect to code churn.   | 121                  | Show Details |
| 2018-09    | Minor violations only. Amount of findings tokenable with respect to code churn.   | 64                   |              |
| 2018-08    | Minor violations only.  | 181                  | Show Details |
| 2018-07    | Duplicated code in lean and xpc classes increased clone coverage significantly.   | 101                  | Show Details |
| 2018-06    | Minor violations only.  | 77                   |              |
| 2018-05    | Tokenable amount of findings wrt to code change.  | 180                  |              |
| 2018-04    | Tokenable amount of findings wrt to code change   | 99                   | Show Details |
| 2018-03    | Findings correspond to minor structural violations only.  | 97                   |              |
| 2018-02    | New findings correspond to minor structural violations.   | 77                   |              |
| 2018-01    | Goal reached. Amount of findings tokenable with respect to code churn.  | 122                  | Show Details |
| 2017-12    | Goal reached. Amount of findings tokenable with respect to code churn.  | 101                  |              |
| 2017-11    | Goal reached. Amount of findings tokenable with respect to code churn.  | 37                   |              |
| 2017-10    | High code churn with positive trend in most quality indicators. Architecture specification not up-to-date anymore.  | 80                   | Show Details |
| 2017-09    | Code duplication, long methods, deeply nested code and coding guideline violations.   | 92                   | Show Details |
| 2017-08    | Newly duplicated code, new long methods, new coding guideline violations. However tokenable, increase of system size by 10.000 code lines.                  | 148                  | Show Details |
| 2017-07    | new long methods, new deeply nested code., OK wrt file changes build! Test, builds and tests are running.   | 8                    |              |
| 2017-06    | New findings tokenable, new compiler warnings may also be from last month   | 48                   |              |
| 2017-05    | SLOC >1000. Several clones between lean and normal subroutine header broke up (intended?). Also some new clones. Other findings tokenable.                  | 99                   |              |
| 2017-04    | New cloned component (TmlyKao.DataAccess)   | 142                  |              |
| 2017-03    | several new clones affecting not related business entities, findings tokenable given growth of +10k SLOC  | 108                  |              |
| 2017-02    | Given large amount of new code (+10k LOC), new findings ok, also resolved several old ones  | 40                   |              |
| 2017-01    | excluded review related findings  | 53                   | Show Details |
| 2016-12    | Peer review findings have been unsubtracted   | 26                   | Show Details |
| 2016-11    | Given amount of development acceptable amount of new findings.  | 71                   |              |
| 2016-10    | Most findings are either architecture related or target review findings or test code. The remaining ones are minor clones or minor method length violations | 297                  |              |
| 2016-09    | Most findings concern the unfinished architecture spec. However several findings in new or modified code.   | 386                  |              |

Close

# Monthly Assessment Results Portfolio Aggregation



| Name                   | Tool | Assessment | Comments   |
|------------------------|------|------------|--|
| Test Quality Analysis  | TQE  | GREEN      | Only few violations  |
| Test Gap Analysis      | TGA  | YELLOW     | Some relevant test gaps  |
| Test Scenario Analysis | TSA  | GREEN      | The team added 47 new test case, changed 11 test case, moved 5 test case and removed 15 test cases, which introduced 0 new findings. |

Was bringt's?

```
54     tierQuery.or(\orCriteria -> {
55         orCriteria.compare(TerrorismTargetTier_Ext#County, Equals, polLocation.County)
56         orCriteria.compare(TerrorismTargetTier_Ext#County, Equals, null)
57     })
58     tierQuery.or(\orCriteria -> {
59         orCriteria.compare(TerrorismTargetTier_Ext#City, Equals, polLocation.City)
60         orCriteria.compare(TerrorismTargetTier_Ext#City, Equals, null)
61     })
62     tierQuery.or(\orCriteria -> {
63         orCriteria.compare(TerrorismTargetTier_Ext#ZipCode, Equals, polLocation.PostalCode)
64         orCriteria.compare(TerrorismTargetTier_Ext#ZipCode, Equals, null)
65     })
66
67     var results = tierQuery.select()
68     if(results.Elements) {
69         var result = results.firstWhere( \ elt -> elt.ZipCode == polLocation.PostalCode and
70             elt.County == polLocation.County and elt.City == polLocation.City)
71         var result2 = results.firstWhere( \ elt -> elt.County == polLocation.County and elt.City == p
72         var result3 = results.firstWhere( \ elt -> elt.County == polLocation.County)
73
74     if(result != null) {
```

```
54
55
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73
74
```

```
     orCriteria.compareIgnoreCase(TerrorismTargetTier_Ext#County, Equals, polLocation.County)
     orCriteria.compare(TerrorismTargetTier_Ext#County, Equals, null)
})
tierQuery.or(\orCriteria -> {
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    var result2 = results.firstWhere( \ elt -> elt.County == polLocation.County and elt.City == p
//AKN - Defect 224598 - Fix for defaulting target tier value irrespective of lower and upper
    var result3 = results.firstWhere( \ elt -> elt.County.equalsIgnoreCase(polLocation.County))
    if(result != null) {
```

| Project    | QG | Assessment | Comment  | Detailed Comment   | QG-relevant Findings |
|------------|----|------------|--|--|----------------------|
| [REDACTED] | 2  | Y          | Four new security relevant findings should have been reviewed. | Missing authorization checks<br>(1) at the beginning of report<br>[REDACTED] GOODSRECEIPT.<br>(2) before CALL TRANSACTION<br>ycl_p2p_invoice=>gc_ta_f90 in method<br>create_post_values in class<br>[REDACTED] FIXEDASSET<br>(3) before CALL TRANSACTION<br>gc_ta_fbd1 in method<br>start_recurring_entry in class<br>[REDACTED] INVOICE | 4                    |



Di 29.10.2019 18:01

Munich-MR

### AW: Security Code Scan - Monthly Assessment [REDACTED]

To  IT TQE-TGA (Pool) - Munich-MR; [REDACTED]

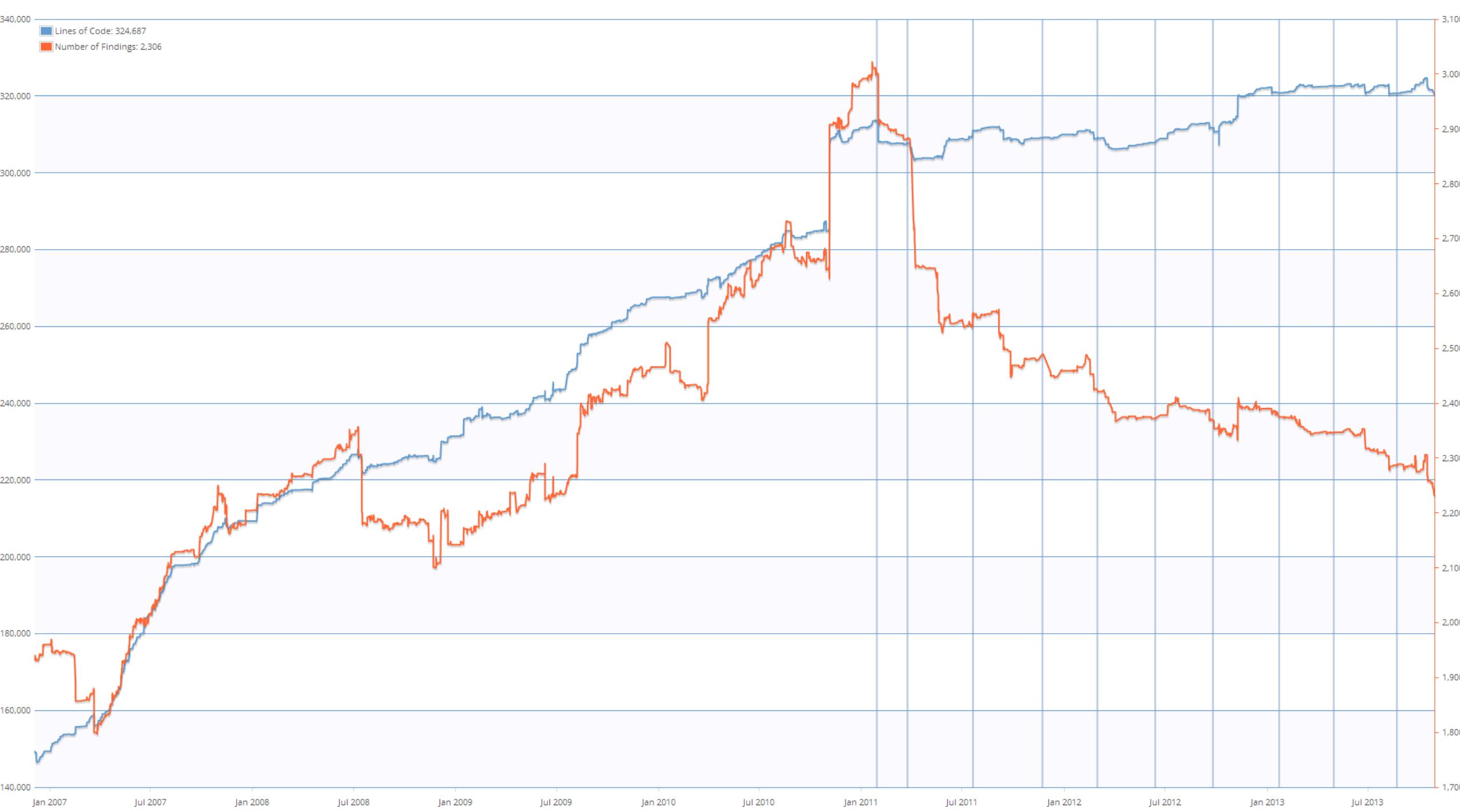
Cc  Proft Uwe - Munich-MR

 You replied to this message on 30.10.2019 15:06.

Hi all,

the findings down below has been fixed, next assessment status should be green again.

Best regards  
[REDACTED]



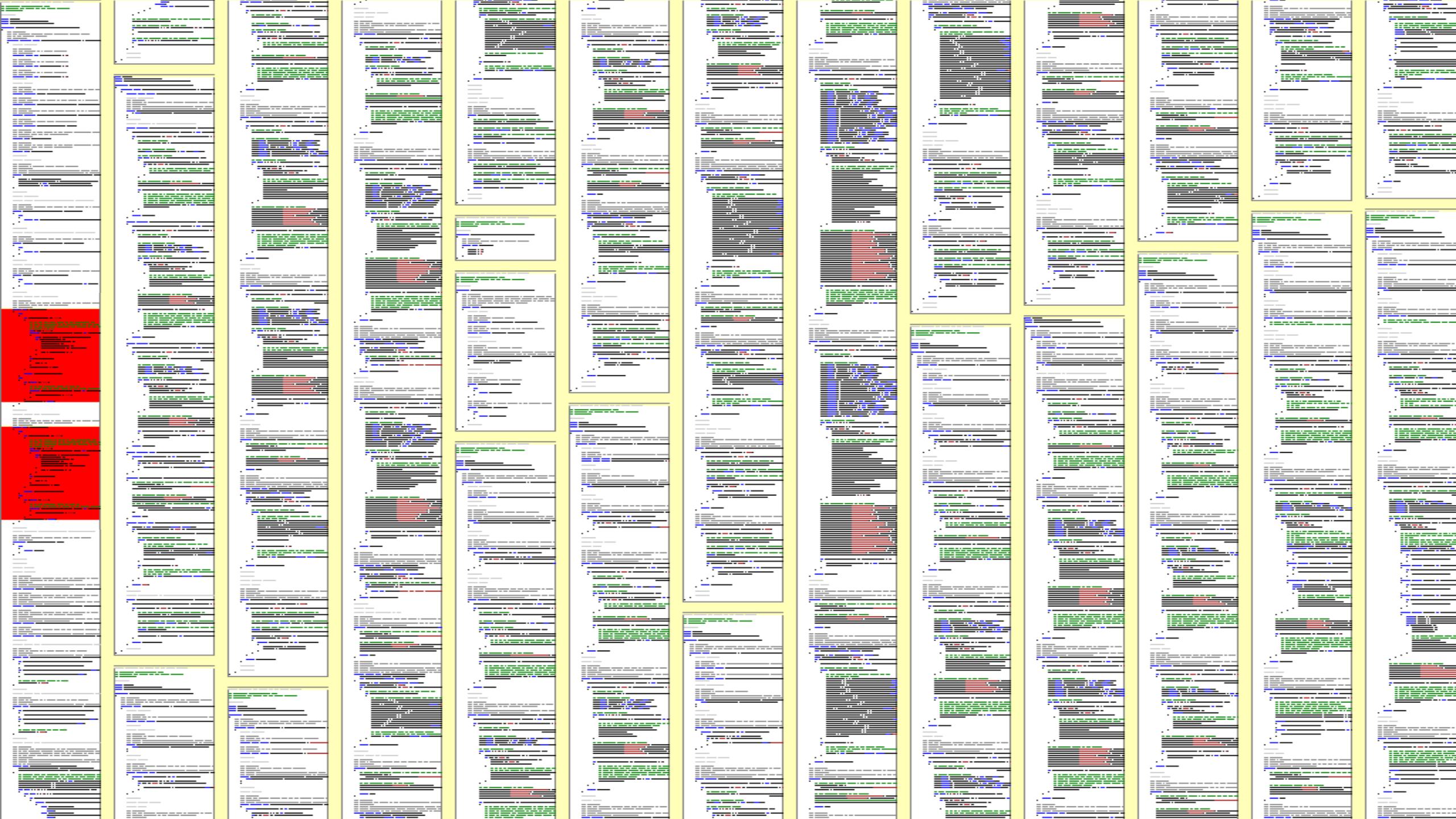
Wie können wir den  
Nutzen quantifizieren?

```
// Utilities for arrays of elements
public String showElements(ModelElement[] elements, String nomsg) {
    boolean found = false;
    StringBuffer res = new StringBuffer();
    if (elements != null) {
        Index.getInstance().setCurrentRenderer(
            FlatReferenceRenderer.getInstance());
        for (int i = 0; i < elements.length; i++) {
            ModelElement el = elements[i];
            res.append(showElementLink(el)).append(HTML.LINE_BREAK);
            found = true;
        }
        Index.getInstance().resetCurrentRenderer();
    }
    if (!found && nomsg != null && nomsg.length() > 0) {
        res.append(HTML.italics(nomsg));
    }
    return res.toString();
}

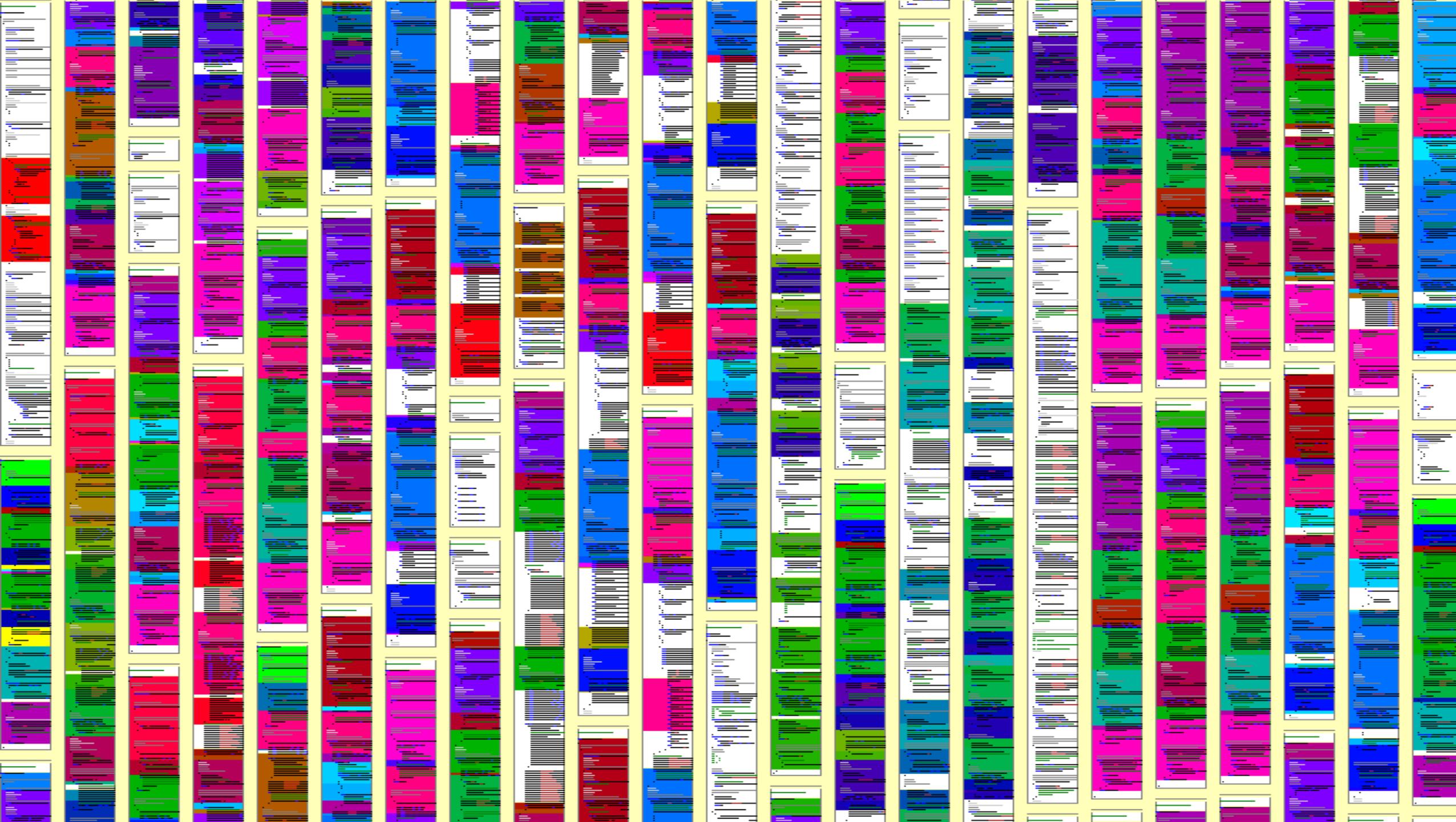
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    if (!found && nomsg.length() > 0) {
        res.append(HTML.italics(nomsg));
    }
    return res.toString();
}
```

Anzahl  $\frac{Fehler}{Jahr} \times$  Fehlerfolgekosten  $\frac{PT}{Fehler}$



# #Fehler durch inkonsistente Klone

Daten aus Studie

- 3 Systeme von Munich Re analysiert
- 79 Fehler gefunden (Impact auf Funktionalität, nicht nur Wartbarkeit o.ä.)
- Systeme waren produktiv, einzelne Fehler schon durch Anwender als Tickets reportet
- 1 Produktionsfehler durch inkonsistente Klone / 17k SLOC

Bedeutung heute

- Betrachtetes Portfolio der Munich Re umfasst ca. 8,25 Millionen SLOC
- Konservative Annahme: Clone Management spart 1 Produktionsfehler pro 50k SLOC pro Jahr
- $8,25 \text{ Millionen SLOC} / 50\text{k} = 165$

$$165 \frac{\text{Fehler}}{\text{Jahr}} \times \text{Fehlerfolgekosten} \frac{PT}{\text{Fehler}}$$

# Ø Fehlerfolgekosten von Fehlern in Produktion

## Mögliche Auswirkungen fehlerhafter Software

- Nutzer bekommen falsche Ergebnisse
- Anwendung stürzt ab
- Daten gehen verloren
- Frustration bei Nutzern (Kunden und Mitarbeiter)

? PT

## Aufwand für Reparatur

- Nutzer schreibt Ticket für Fehler
- Debugging (Nachstellen, Diagnose, ...)
- Fixing
- Test
- Ggf. Deployment

? PT

# Ø Fehlerfolgekosten von Fehlern in Produktion

## Mögliche Auswirkungen fehlerhafter Software

- Nutzer bekommen falsche Ergebnisse
- Anwendung stürzt ab
- Daten gehen verloren
- Frustration bei Nutzern (Kunden und Mitarbeiter)

0 PT: bewusste Unterschätzung

## Aufwand für Reparatur

- Nutzer schreibt Ticket für Fehler
- Debugging (Nachstellen, Diagnose, ...)
- Fixing
- Test
- Ggf. Deployment

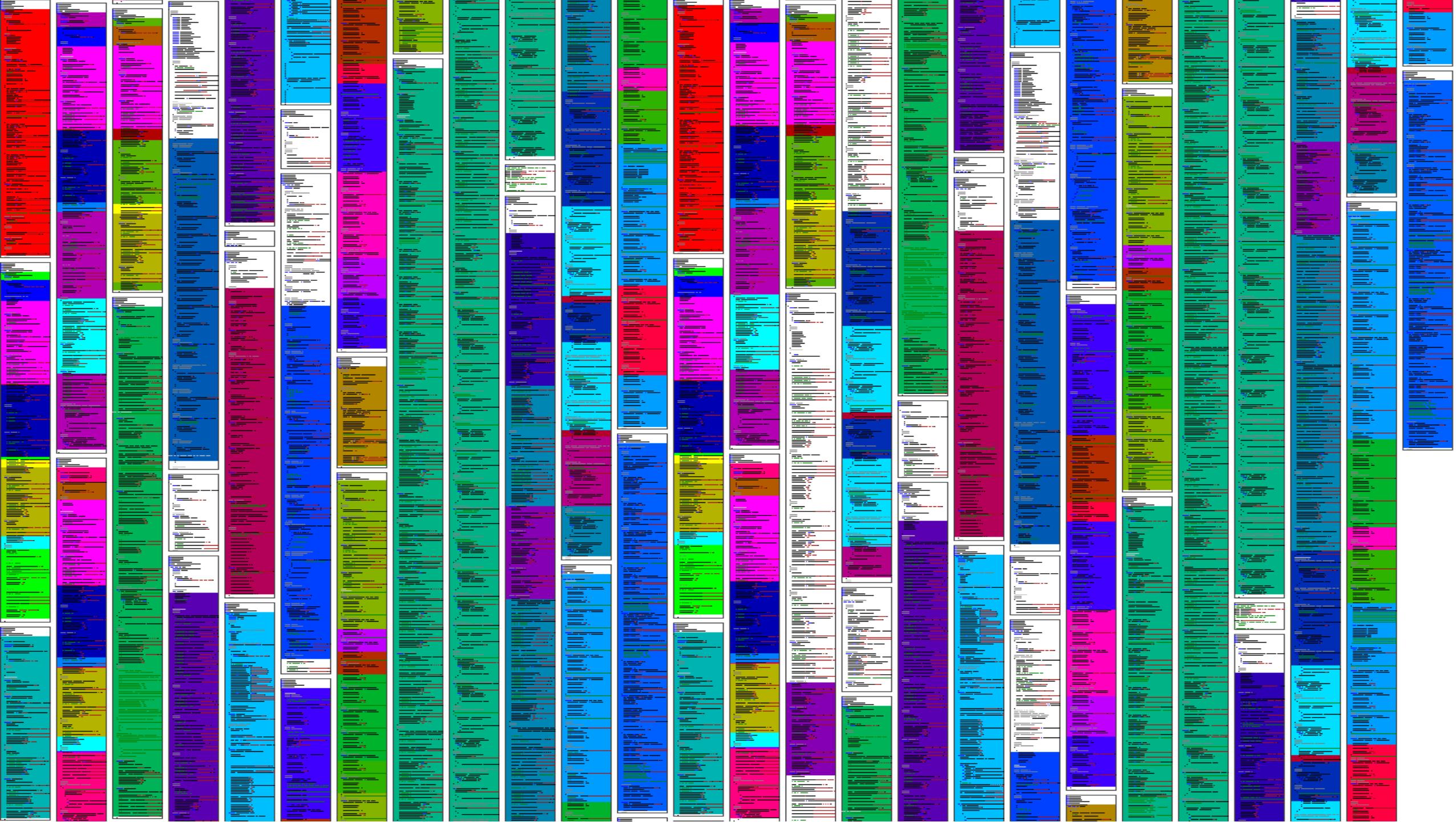
3 PT

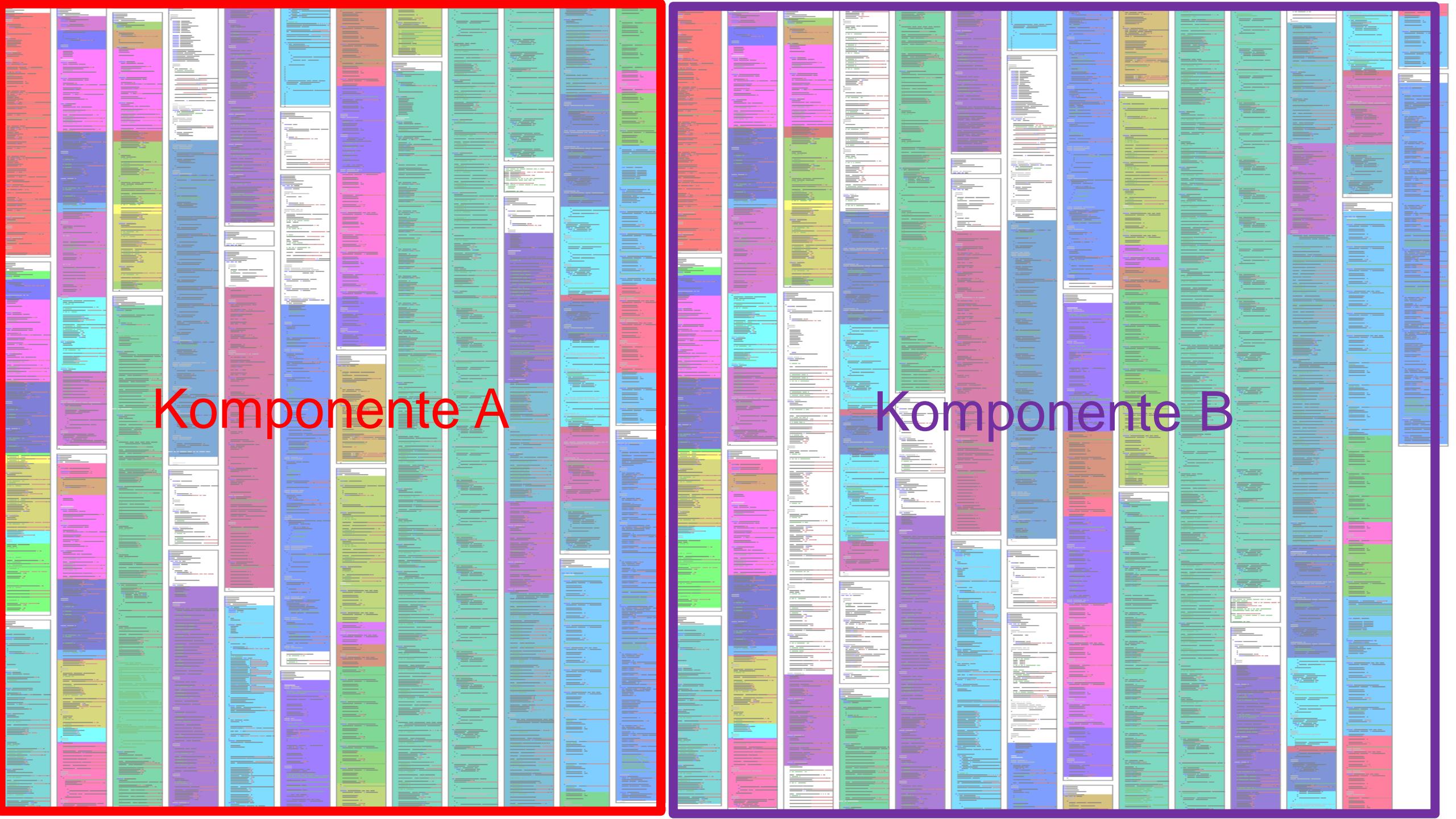
$$165 \frac{\text{Fehler}}{\text{Jahr}} \times 3 \frac{\text{PT}}{\text{Fehler}}$$

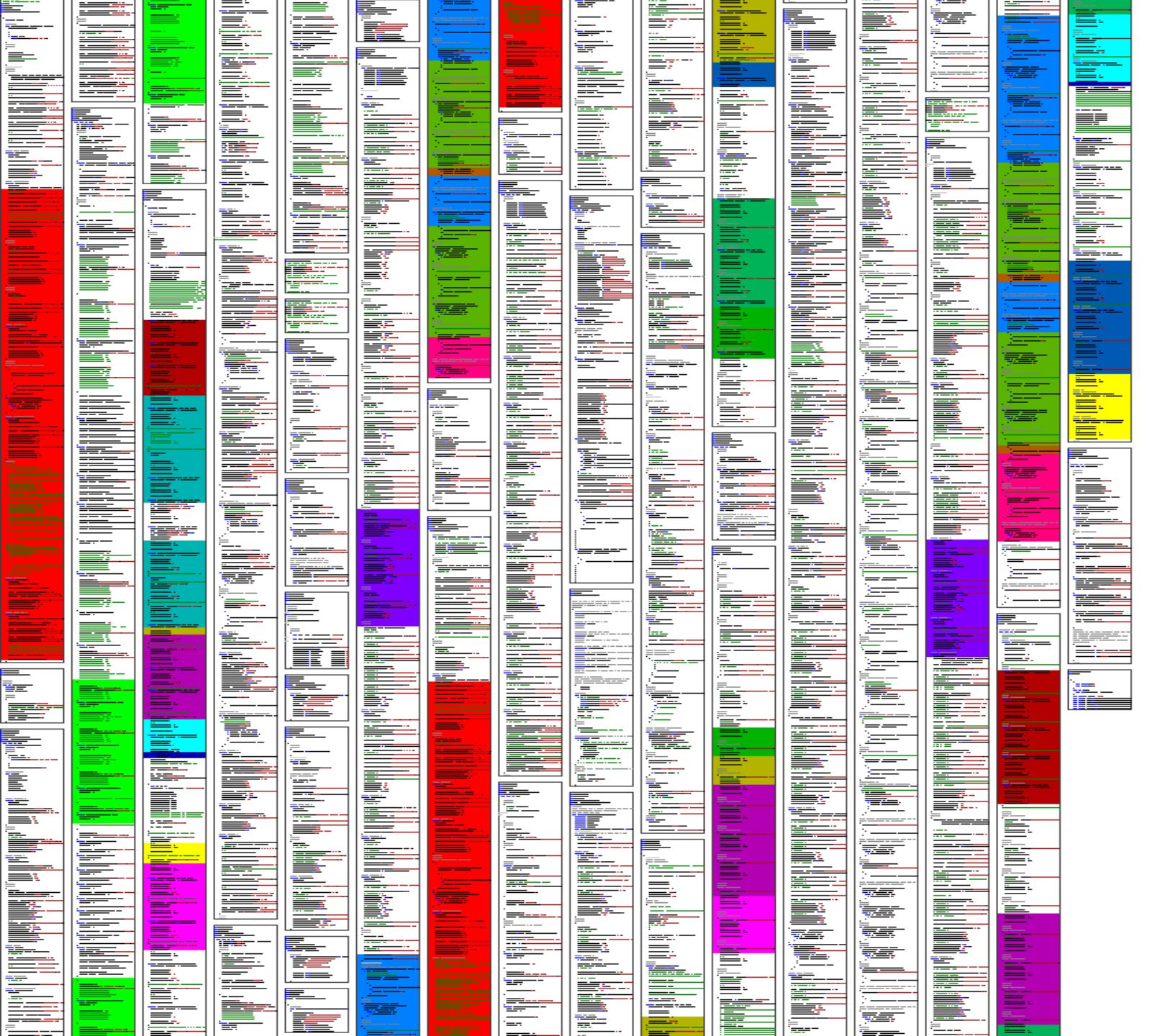
495  $\frac{PT}{Jahr}$

500  $\frac{PT}{Jahr}$

Munich Re spart durch Einsatz von Clone Management jährlich  
ca. 500 PT Aufwand für Fehlerbehebung







## How Much is a Clone?

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### Abstract

**Real-world software systems contain substantial amounts of cloned code.** While the negative impact of cloning on software maintenance has been shown in previous work, the economic impact remains unclear. We are currently unaware of how large the economic impact of cloning is w.r.t. the total maintenance effort required to fix clones. This research addresses this gap by quantifying the cost of cloning in a model and cost model to estimate the maintenance effort increase caused by cloning. The cost model can be used to assess the economic impact of cloning in a system and to support decision making. As a result, we can say: *“If it costs you X to fix a bug in your system, then it costs you X to fix a clone in your system.”*

### 1. Introduction

Closing clouds in real world software. Numerous studies report substantial amounts of cloning in open source and industrial systems [26, 32]. To name just a few, significant cloning was detected in GCC [14], X Windows [2], Linux [17], and Asterisk [18]. In real-world software systems, cloning occurs across programming languages, development contexts and application domains. Furthermore, it is a well-known fact that cloning is a common problem in covered substantial amounts of cloning in models [10] and requirements specifications [12, 15]. Cloning thus has to be understood as a phenomenon that occurs across different software artifacts.

Sobstrial research effort on software clones has established the negative consequences of cloning on software maintenance. While the negative consequences of cloning are established qualitatively, the economic impact of cloning on maintenance is poorly understood. Consequently, we lack the foundation to assess the economic harmfulness of cloning and to evaluate alternative clone management strategies.

**Contributions.** We propose an analytical cost model to estimate the impact of code cloning on software maintenance. We precisely study how cloning increases the cost model for 11 industrial software systems and estimates maintenance effort increase and potential benefits achievable by cloning detection tools. Our results show that cloning is a pervasive problem—we point out shortcomings and directions of future research—but provides a step towards a more economically substantiated discussion of cloning.

### 2. Terms & Definitions

on the problem domain. Analysis is not impacted by code cloning, since code does not play a central part in it.<sup>2</sup>

**Location (L).** denotes a set of change points. It features a mapping from problem domain concepts to clones to be found in the CL for the solution domain. Location does not contain impact analysis, that is, consequences of modifications of the change start point are not analyzed. Location is a concept that needs to be changed. In addition, we require clones to be syntactically similar. While syntactic similarity is not a syntactic concept, it is a consequence of the code being cloned. Hence, we employ the term close to denote syntactically similar code regions that are used to detect cloning. Cloning approaches rely on syntactic similarity to detect clones. Consequently, we assume that quality assurance effort is proportional to the location of the code that needs to be inspected during location and that it affects location effort. We are not aware of tool support to alleviate the consequences of code cloning on location.

**Design (D).** uses the results of analysis and location to design the software system and its documentation to design the modification of the system. We assume that design is not impacted by cloning. This is a conservative assumption since design is heavily influenced by the consequences of cloning.

**Impact Analysis (IA).** uses the change start points from location to calculate the impact of the changes to be made to implement the design. The change start points are typically not the only places where modifications need to be performed—changes to them often require adaptations of other parts of the system. The impact analysis effort is proportional to the number of source locations that are modified and added. The increase in total maintenance effort is captured by cloning overhead.

**Other (O).** comprises further activities, such as, e.g., deployment, deployment, user support or change control board meetings. Since code does not play a central part in these activities, they are not affected by cloning.

### 4. Detailed Cost Model

This section introduces a detailed cost model that quantifies the impact of cloning on software maintenance. The model is based on the cost model for 11 industrial software systems. It is not suited to model partial change request implementations that are aborted at some point. We need a clone cost model to answer these questions.

### 3. Maintenance Process

This section introduces the software maintenance process on which the cost model is based. It qualitatively describes the impact of cloning for each process activity and discusses the cost model for each activity. The process is loosely based on the IEEE 1219 standard [18] that describes the activities carried on single change requests (SCRs). We assume that cloning is a single change request that, in practice, are typically carried out in an interleaved and iterated manner, since most of them need to be changed.

**Implementation (Impl).** realizes the desired change in the source code. We differentiate between two classes of changes to source code: *Additions* add new source code to the system without changing existing code. *Modifications* change existing source code. We assume that the source code is only modified once. Thus, the size of a system from which all cloning is perfectly removed is zero. The change start points are typically not the only places where modifications need to be performed—changes to them often require adaptations of other parts of the system. The impact analysis effort is proportional to the number of source locations that are modified and added. The increase in total maintenance effort is captured by cloning overhead.

**Analysis (A).** studies the feasibility of the change request to derive a preliminary plan for design, implementation and quality assurance. Most of it takes place

cloning, since modifications to cloned code need to be performed multiple times. Linked editing tools could, ideally, reduce effects of cloning on implementation to zero.

**Quality Assurance (QA).** comprises all testing and inspection activities carried out to validate that the modification satisfies the change request. We assume a smart quality assurance approach that, for example, the cost of modification is proportional to the amount of code that gets modified. L.e., the number of source locations determined to be modified. The increase in total maintenance effort is consequently affected by the same increase in cloned code.

**Overhead (Overhead).** is the sum of the implementation effort and the quality assurance effort. We assume that quality assurance steps are systematically applied, e.g., all the time. The overhead is proportional to the number of different size and equal fault densities. If a QA procedure is applied with the same intensity to cloned code instead of different size code, the overhead is reduced. Assuming a hypothetical version of the software that does not contain cloning,  $e^{impl}$ , in contrast, captures the effort penalty caused by cloning. Total effort is expressed as the sum of the two:

$$e = e^{impl} + e^{qa}$$

The increase in efforts due to cloning,  $\Delta e$ , is expressed by  $\Delta e = e - e^{impl}$ . The overhead expresses cloning induced overhead to the increase in effort required to fix clones to close disparity to zero. It also increases the amount of code that needs to be quality assured. The overhead is proportional to the number of different size and equal fault densities. If a QA procedure is applied with the same intensity to cloned code instead of different size code, the overhead is reduced.

**Other (O).** comprises further activities, such as, e.g., deployment, deployment, user support or change control board meetings. Since code does not play a central part in these activities, they are not affected by cloning.

### 4.3. Maintenance Effort Increase Model

Based on the models for the individual activities, we model cloning induced maintenance effort  $e^*$  for a single change request like this:

$$e^* = \text{overhead} \cdot (e^{impl} + e^{qa}) \cdot mod + e^{qa}$$

The relative cloning induced overhead is computed as follows:

$$\Delta e = \frac{\text{overhead} \cdot (e^{impl} + e^{qa}) \cdot mod + e^{qa}}{e^{impl} + e^{qa}}$$

This model allows to compute the relative effort increase in maintenance costs caused by cloning. It does not take consequences of cloning on program correctness into account. This is done for the next section.

### 4.4. Fault Increase

Quality assurance is not perfect. Even if performed thoroughly, faults may remain unnoticed and cause failures in production.

### 4.5. Tool Support

Cloning detection tools can alleviate the consequences of cloning on maintenance efforts. We map the detailed model to quantify the impact of clone management tools. We evaluate the upper bound of what two different types of clone management tools can achieve.

### 4.6. Summary

This section describes how the parameter values can be determined to instantiate the cost model.

**5. Simplified Cost Model**

This section introduces a simplified cost model. While less generally applicable than the detailed model, it is easier to apply.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 5.1. Parameter Determination

This section describes how the parameter values can be determined to instantiate the cost model in practice.

<sup>2</sup> Available as open source at <http://www.congat.org>

**Implementation** effort comprises both addition and modification effort:  $e^{impl} = e^{impl\_add} + e^{impl\_mod}$ . We assume that, independent of the individual implementation technique, the effort required for additions is unaffected by cloning in case of identical code. The effort required for modifications depends primarily on its fault density. We furthermore assume, that average fault removal effort for a system is independent of the number of faults. The overhead is proportional to the size of the remaining faults in similar systems of different size and equal fault densities. If a QA procedure is applied with the same intensity to cloned code instead of different size code, the overhead is reduced.

**Modification** effort is the sum of the implementation effort related to the implementation overhead:  $e^{impl\_mod} = e^{impl\_add} \cdot mod$ . Consequently,  $e^{impl} = e^{impl\_add} + e^{impl\_mod} + e^{impl\_overhead}$ .

**Quality Assurance** effort depends on the amount of code on which quality assurance is performed. Both modifications and additions need to be quality assured. Since the measure overhead captures size increase of both additions and modifications, we split the overhead into cloned code and non-cloned code—cloning duplicates both correct and faulty statements. Besides system size, cloning also increases the absolute number of faults contained in a system. Modifying a system with n faults requires  $n^2$  operations. The overhead is increased by  $\text{overhead} \cdot \text{mod}$  the system without cloning, the same reduction in fault density can be achieved. However, the overhead is twice as large as the fault density.

This reasoning assumes that defects are completely ignorable. That is, if a fault is fixed in one, it is not immediately fixed in any of its siblings. Instead, we measure overhead capturing the increase in effort required to fix clones to close disparity to zero. We introduce the parameter cloning overhead.

**Overhead** is the ratio of the effort required for code comprehension to the effort required for cloning code. We introduce the parameter mod to model the additional effort required for a change request. We introduce the parameter cloning overhead-effort (C.O.E.) for it:

$$\text{C.O.E.} = \frac{e^{impl\_mod} + e^{qa}}{e^{impl\_add} + e^{qa}}$$

If C.O.E. is one, then overhead is constant. If it is greater than one, then overhead is increasing. If it is less than one, then overhead is decreasing. If it is zero, then overhead is constant.

We do not think that close management tools can substantially reduce the cloning overhead causes for quality assurance. If the amount of cloned code is larger due to cloning detection tools, then the overhead required for quality assurance activities is increased. We do not consider that inspections or test executions can be simplified by substituting some knowledge that sometimes reside in the code—faults might still have to be checked.

However, we are convinced that cloning detection tools can substantially reduce the impact of cloning on maintenance costs. If a fault is fixed in one, then all faults in its sibling clones. This reduces the cloning induced overhead in maintaining code. However, unless all faults are cloned in all siblings, resulting fault counts remain higher than the original fault count. This cloning induced overhead can have negative consequences on program correctness by causing overhead effort increased by the detailed model.

This model allows to compute the relative effort increase in maintenance costs caused by cloning. It does not take consequences of cloning on program correctness into account. This is done for the next section.

### 5.2. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

We apply our cost model to the open source project ConGAT [1] for detection, diagnosis and repair of clones and measure detection and measure computation. ConGAT is described in general in [9, 11]. Its application as a clone detection workload is in [21].

### 6. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.1. Parameter Determination

This section describes how the parameter values can be determined to instantiate the cost model in practice.

**Clone Indication** makes cloning relationships in source code available to developers, for example through *close hints* in the IDE. The mark cloned code represents the clones in the code. Developers can use these hints to quickly analyze, e.g., impact analysis and location in order to evaluate the impact that cloning indicates to code. The overhead is proportional to the number of clones.

**Linker Edition** replaces edit operations on one clone to others in its siblings. Prototype linked editing tools include Code-Cutter [13]. Optimal cloning indicates lower the effort required for closer discovery to zero. It also simplifies impact analysis, since the developer does not have to locate clones manually. Besides cloning, this model is also suitable for clone management alternatives, however, a simpler decision needs to be taken: whether to do anything about clones or not. We introduce the parameter  $mod$  to determine to get exact estimates on, e.g., how much effort is spent on location and how much on impact analysis.

The individual factors of the cost model are required to be measured, e.g., impact analysis and location in order to evaluate the impact that cloning indicates to code. The overhead is proportional to the number of clones.

**Quality Assurance** effort depends on the amount of code on which quality assurance is performed. Both modifications and additions need to be quality assured. Since the measure overhead captures size increase of both additions and modifications, we split the overhead into cloned code and non-cloned code—cloning duplicates both correct and faulty statements. Besides system size, cloning also increases the absolute number of faults contained in a system. Modifying a system with n faults requires  $n^2$  operations. The overhead is increased by  $\text{overhead} \cdot \text{mod}$  the system without cloning, the same reduction in fault density can be achieved. However, the overhead is twice as large as the fault density.

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This model allows to compute the relative cloning induced overhead computed as follows:

$$\Delta e = \frac{\text{overhead} \cdot (e^{impl} + e^{qa}) \cdot mod + e^{qa}}{e^{impl} + e^{qa}}$$

This model allows to compute the relative effort increase in maintenance costs caused by cloning. It does not take consequences of cloning on program correctness into account. This is done for the next section.

### 6.2. Cost Estimation

This section introduces a simplified cost model. While less generally applicable than the detailed model, it is easier to apply.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.3. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

We apply our cost model to the open source project ConGAT [1] for detection, diagnosis and repair of clones and measure detection and measure computation. ConGAT is described in general in [9, 11]. Its application as a clone detection workload is in [21].

### 6.4. Parameter Determination

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.5. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.6. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.7. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

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### 6.8. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.9. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.10. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.11. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.12. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.13. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

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### 6.14. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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### 6.15. Instantiation

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### 6.16. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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### 6.17. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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This section describes how the parameter values can be determined to instantiate the cost model.

### 6.18. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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This section describes how the parameter values can be determined to instantiate the cost model.

### 6.19. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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This section describes how the parameter values can be determined to instantiate the cost model.

### 6.20. Instantiation

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Due to its many factors, the detailed model requires substantial effort to instantiate in practice—each of nine factors needs to be determined. Except for overhead, all of them are estimated by cloning detection tools.

This section describes how the parameter values can be determined to instantiate the cost model.

### 6.21. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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This section describes how the parameter values can be determined to instantiate the cost model.

### 6.22. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

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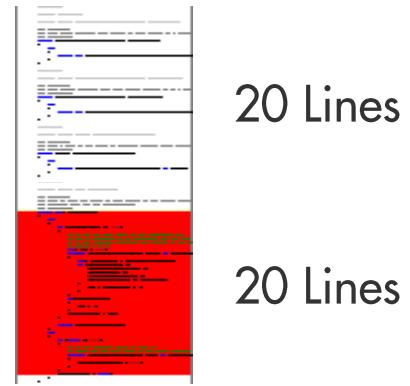
This section describes how the parameter values can be determined to instantiate the cost model.

### 6.23. Instantiation

This section describes how the cost model is instantiated and gives results from a large scale experiment.

$$\Delta\text{Aufwand} = \% \text{BlowUp} \times \% \text{CloneAffectedEffort}$$

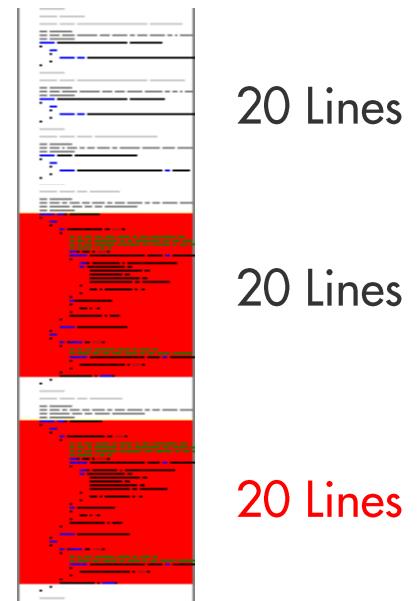
Blow-Up: 0%



20 Lines

20 Lines

Blow-Up: 50%



| Project | BlowUp | SLOC   |  |        |         |  |        |        |
|---------|--------|--------|--|--------|---------|--|--------|--------|
|         | 1,54%  | 3658   |  | 27,07% | 5171    |  | 25,26% | 259587 |
|         | 9,47%  | 8294   |  | 0,83%  | 12147   |  | 8,20%  | 8763   |
|         | 14,77% | 99852  |  | 9,01%  | 513884  |  | 5,41%  | 118943 |
|         | 25,77% | 33592  |  | 20,10% | 15411   |  | 9,55%  | 337006 |
|         | 14,21% | 291411 |  | 21,91% | 50805   |  | 7,62%  | 121976 |
|         | 7,57%  | 33764  |  | 7,23%  | 58685   |  | 1,57%  | 34942  |
|         | 44,78% | 43092  |  | 3,47%  | 89744   |  | 10,28% | 25523  |
|         | 0,95%  | 12211  |  | 9,54%  | 14323   |  | 2,35%  | 66736  |
|         | 20,90% | 18910  |  | 20,07% | 19498   |  | 17,35% | 250101 |
|         | 15,92% | 6579   |  | 4,97%  | 10023   |  | 2,91%  | 76358  |
|         | 22,49% | 57939  |  | 7,65%  | 1033692 |  | 7,48%  | 62847  |
|         | 0,35%  | 7791   |  | 6,10%  | 50753   |  | 2,48%  | 16202  |
|         | 4,62%  | 15942  |  | 26,70% | 133212  |  | 0,65%  | 52059  |
|         | 12,94% | 14885  |  | 1,79%  | 14098   |  | 4,29%  | 123482 |
|         | 4,19%  | 22239  |  | 21,47% | 25105   |  | 10,24% | 16220  |
|         | 14,36% | 139295 |  | 27,31% | 13304   |  | 13,00% | 212391 |
|         | 2,60%  | 2046   |  | 24,23% | 21789   |  | 8,00%  | 54948  |
|         | 4,57%  | 2963   |  | 10,68% | 20748   |  | 10,53% | 243324 |
|         | 15,11% | 26633  |  | 19,42% | 138605  |  | 4,04%  | 136083 |
|         | 54,92% | 3754   |  | 18,99% | 25826   |  | 13,28% | 112395 |
|         | 11,01% | 55582  |  | 18,62% | 216704  |  | 1,09%  | 5326   |
|         | 24,19% | 14500  |  | 3,37%  | 7060    |  | 24,65% | 16805  |
|         | 15,72% | 6496   |  | 15,70% | 230588  |  | 11,49% | 101958 |
|         | 6,44%  | 48572  |  | 27,02% | 362546  |  | 5,86%  | 34248  |
|         | 1,67%  | 14759  |  | 4,18%  | 269356  |  | 17,18% | 25810  |
|         | 24,39% | 51610  |  | 3,51%  | 9449    |  | 9,64%  | 908518 |
|         | 1,62%  | 15432  |  | 5,04%  | 48447   |  | 1,10%  | 45147  |
|         | 5,94%  | 27758  |  | 22,34% | 83027   |  | 2,05%  | 5348   |
|         |        |        |  | 3,93%  | 192236  |  |        |        |

# Blow-Up: Ø12%

# Blow-Up: Ø 12% (Das ist wenig)

$$\Delta\text{Aufwand} = \%12 \times \%{\text{CloneAffectedEffort}}$$

# %CloneAffectedEffort

## Aktivitäten

- Analysis
- Location
- Design
- Impact Analysis
- Implementation
- Quality Assurance
- Other

## Aufwändiger durch Cloning

- 
- Location**
- 
- Impact Analysis**
- Implementation**
- Quality Assurance**
- 

Detaillierte Herleitung und Berechnung im Paper.

Wert für Berechnung: **51%**.

$$\Delta \text{Aufwand} = \%12 \times \%50$$

$$\Delta \text{Aufwand} = \%12 \times \%50 = \textcolor{orange}{6\%}$$

**Die Munich Re setzt  
Clone Management seit  
ca. 10 Jahren ein.**

**Wie sähe es ohne aus?**

# Continuous Software Quality Control in Practice

Daniela Steidl\*, Florian Deissenboeck\*, Martin Poehlmann\*, Robert Heinke†, Bärbel Uhink-Mergenthaler‡  
\* CQSE GmbH, Garching b. München, Germany  
† Munich RE, München, Germany

**Abstract**—Many companies struggle with unexpectedly high maintenance costs for their software development which are often caused by insufficient code quality. Although companies often use static analyses tools, they do not derive consequences from the metric results and, hence, the code quality does not actually improve. We provide an experience report of the quality consulting company CQSE, and show how code quality can be improved in practice: we revise our former expectations on quality control from [1] and propose an enhanced continuous quality control process which requires the combination of metrics, manual action, and a close cooperation between quality engineers, developers, and managers. We show the applicability of our approach with a case study on 41 systems of Munich RE and demonstrate its impact.

## 1. INTRODUCTION

Software systems evolve over time and are often maintained for decades. Without effective counter measures, the quality of software systems gradually decays [2], [3] and maintenance costs increase. To avoid quality decay, *continuous quality control* is necessary during development and later maintenance [1]: for us, quality control comprises all activities to monitor the system's current quality status and to ensure that the quality meets the quality goal (defined by the principal who outsourced the software development or the development team itself).

Research has proposed various metrics to assess software quality, including structural metrics<sup>1</sup> or code duplication, and has led to a massive development of analysis tools [4]. Much of current research focuses on better metrics and better tools [1], and mature tools such as ConQAT [5], Teamscale [6], or Sonar<sup>2</sup> have been available for several years.

In [1], we briefly illustrated how tools should be combined with manual reviews to improve software quality continuously, see Figure 1: We perceived quality control as a simple, continuous feedback loop in which metric results and manual reviews are used to assess software quality. A quality engineer – a representative of the quality control group – provides feedback to the developers based on the differences between the current and the desired quality. However, we underestimated the amount of required manual action to create an impact. Within five years of experience as software quality consultants in different domains (insurance companies, automotive manufacturers, or engineering companies), we frequently experienced that tool

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<sup>1</sup>e.g., file size, method length, or nesting depth

<sup>2</sup><http://www.sonarsource.org/>



Fig. 1. The former understanding of a quality control process

support alone is not sufficient for successful quality control in practice. We have seen that most companies cannot create an impact on their code quality although they employ tools for quality measurements because the pressure to implement new features does not allow time for quality assurance: often, newly introduced tools get attention only for a short period of time, and are then forgotten. Based on our experience, quality control requires actions beyond tool support.

In this paper, we revise our view on quality control from [1] and propose an enhanced quality control process. The enhanced process combines automatic static analyses with a significantly larger amount of manual action than previously assumed to be necessary. Metrics constitute the basis but quality engineers must manually interpret metric results within their context and turn them into actionable refactoring tasks for the developers. We demonstrate the success and practicability of our process with a running case study with Munich RE which contains 32 .NET and 9 SAP systems.

## II. TERMS AND DEFINITIONS

- A *quality criterion* comprises a metric and a threshold to evaluate the metric. A criterion can be, e.g., to have a clone coverage below 10% or to have at most 30% code in long methods (e.g., methods with more than 40 LoC).
- *(Quality) Findings* result from a violation of a metric threshold (e.g., a long method) or from the result of a static code analysis (e.g., a code clone).
- *Quality goals* describe the abstract goal of the process and provide a strategy how to deal with new and existing findings during further development: The highest goal is to have no findings at all, i.e., all findings must be removed immediately. Another goal is to avoid new findings, i.e., existing findings are tolerated but new findings must not be introduced. (III-B will provide more information).

## III. THE ENHANCED QUALITY CONTROL PROCESS

Our quality control process is designed to be transparent (all stakeholders involved agree on the goal and consequences

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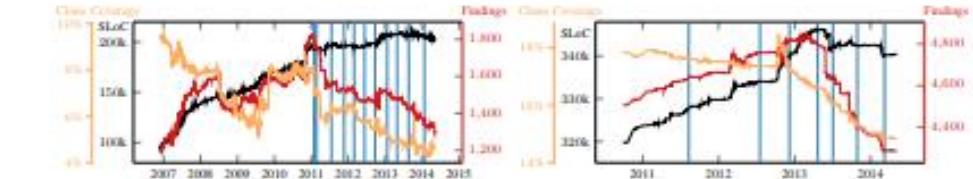


Fig. 2. The enhanced understanding of a quality control process

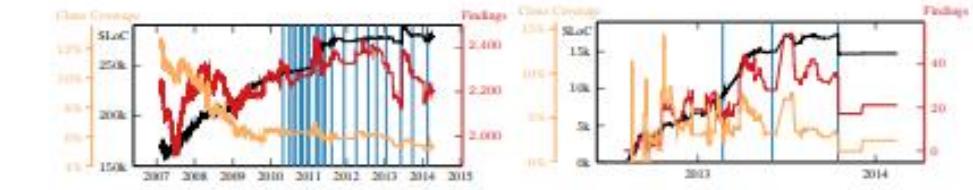


Fig. 3. System A

Fig. 3. System C

Fig. 4. System B

Fig. 4. System D

continuously in the available history (Figure 4). The number of findings, however, increases until mid 2012. In 2012, the project switched from QG2 to QG3. After this change, the number of findings decreases and the clone coverage settles around 6%, which is a success of the quality control. The major increase in the number of findings in 2013 is only due to an automated code refactoring introducing braces that led to threshold violations of few hundred methods. After this increase, the number of findings start decreasing again, showing the manual effort of the developers to remove findings.

For System C (Figure 5), the quality control process shows a significant impact after two years: Since the end of 2012, when the project also switched from QG2 to QG3, both the clone coverage and the overall number of findings decline. In the year before, the project transitioned between development teams and, hence, we only wrote two reports (July 2011 and July 2012).

System D (Figure 6) almost fulfills QG4 as after 1 year of development, it has only 21 findings in total and a clone coverage of 2.5%. Technically, under QG4, the system should have zero findings. However, in practice, exactly zero findings is not feasible as there are always some findings (e.g., a long method to create UI objects or clones in test code) that are not a major threat to maintainability. Only a human can judge based on manual inspection of the findings whether a system still fulfills QG4, if it does not have exactly zero findings. In the case of System D, we consider 21 findings to be few and minor enough to fulfill QG4.

To summarize, our trends show that our process leads to actual measurable quality improvement. Those trends go beyond anecdotal evidence but are not sufficient to scientifically proof our method. However, Munich RE decided only recently to extend our quality control from the .NET area to all SAP

development. As Munich RE develops mainly in the .NET and SAP area, most application development is now supported by quality control. The decision to extend the scope of quality control confirms that Munich Re is convinced by the benefit of quality control. Since the process has been established, maintainability issues like code cloning are now an integral part of discussions among developers and management.

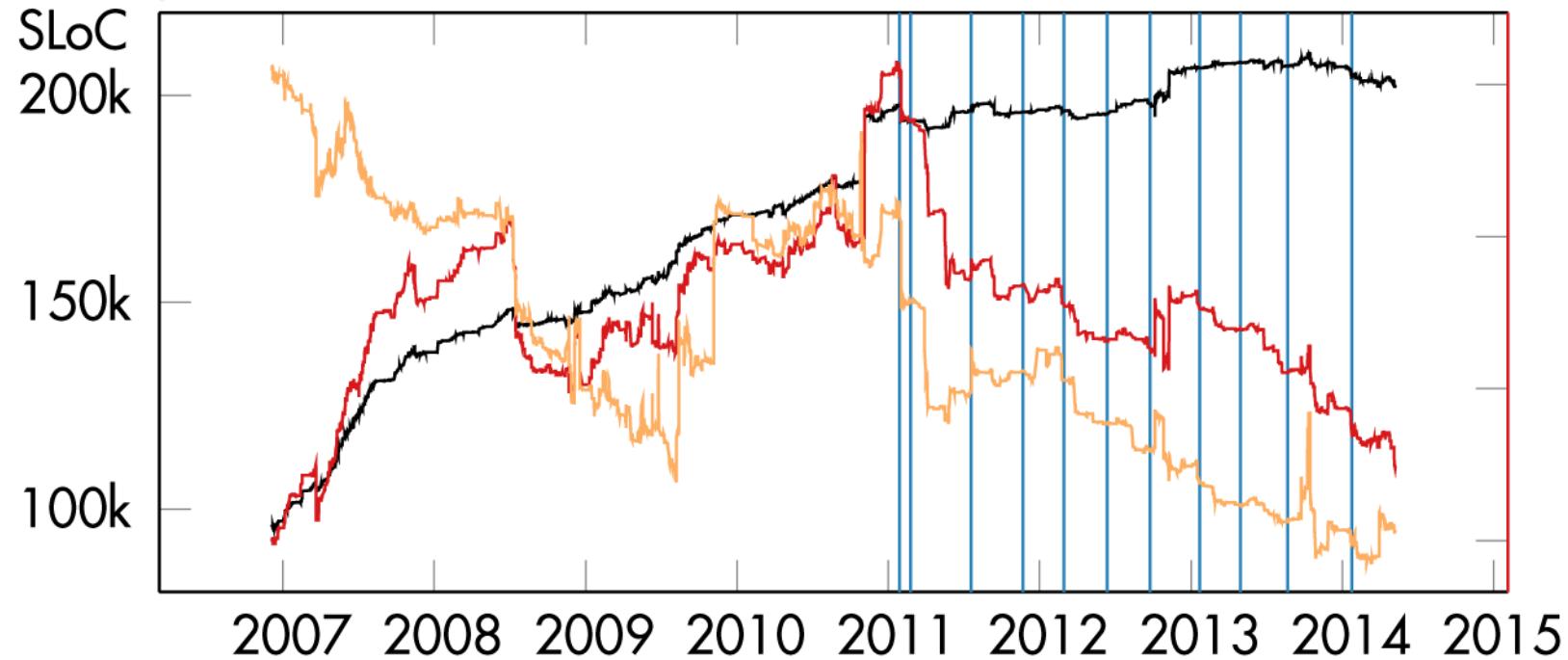
## V. CONCLUSION

Quality analyses must not be solely based on automated measurements, but need to be combined with a significant amount of human evaluation and interaction. Based on our experience, we proposed a new quality control process for which we provided a running case study of 41 industry projects. With a qualitative impact analysis at Munich RE we showed measurable, long-term quality improvements. Our process has led to measurable quality improvement and an increased maintenance awareness up to management level at Munich RE.

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# Einsparung durch Clone Detection



Menge an geklontem Code hat sich seit der Einführung von Clone Management halbiert.  
Ohne Clone Management wäre der Clone Blow-Up daher vorraussichtlich doppelt so groß.

Ersparnis Aufwand = **6%**

Munich Re spart durch Einsatz von Clone Detection jährlich **6% Aufwand** durch vermiedene Redundanz ein.

## Findings

|  |      |
|--|------|
| <input checked="" type="checkbox"/> All                          | 6793 |
| <input checked="" type="checkbox"/> Architecture                 | 1    |
| <input checked="" type="checkbox"/> Architecture Conformance     | 1    |
| <input checked="" type="checkbox"/> Code Anomalies               | 1344 |
| <input checked="" type="checkbox"/> Bad practice                 | 971  |
| <input checked="" type="checkbox"/> Correctness                  | 2    |
| <input checked="" type="checkbox"/> Exception Handling           | 62   |
| <input checked="" type="checkbox"/> General checks (built-in)    | 120  |
| <input checked="" type="checkbox"/> Null pointer dereference     | 13   |
| <input checked="" type="checkbox"/> Performance                  | 36   |
| <input checked="" type="checkbox"/> Unused code                  | 93   |
| <input checked="" type="checkbox"/> Unused variable or parameter | 47   |
| <input checked="" type="checkbox"/> Code Duplication             | 988  |
| <input checked="" type="checkbox"/> Cloning                      | 101  |
| <input checked="" type="checkbox"/> Redundant Literals           | 887  |
| <input checked="" type="checkbox"/> Documentation                | 3378 |
| <input checked="" type="checkbox"/> Comment completeness         | 3236 |
| <input checked="" type="checkbox"/> Task tags                    | 142  |
| <input checked="" type="checkbox"/> Formatting                   | 6    |
| <input checked="" type="checkbox"/> Code formatting              | 6    |
| <input checked="" type="checkbox"/> Naming                       | 110  |
| <input checked="" type="checkbox"/> Java naming conventions      | 110  |
| <input checked="" type="checkbox"/> Structure                    | 966  |
| <input checked="" type="checkbox"/> File Size                    | 38   |
| <input checked="" type="checkbox"/> Method Length                | 278  |
| <input checked="" type="checkbox"/> Nesting Depth                | 650  |

500  $\frac{PT}{Jahr}$

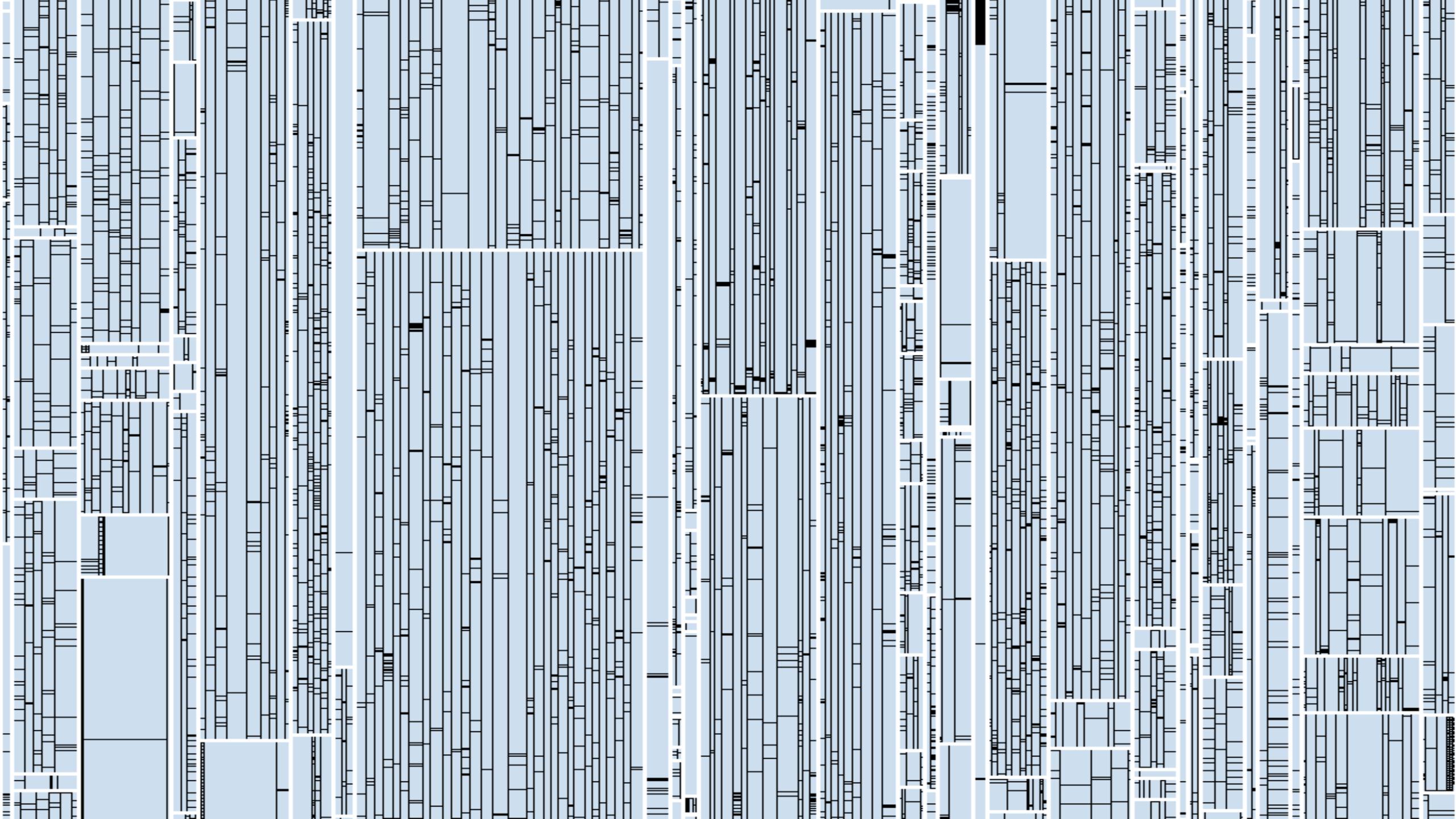
Munich Re spart durch Einsatz von Clone Detection jährlich ca. 500 PT Aufwand für Fehlerbehebung

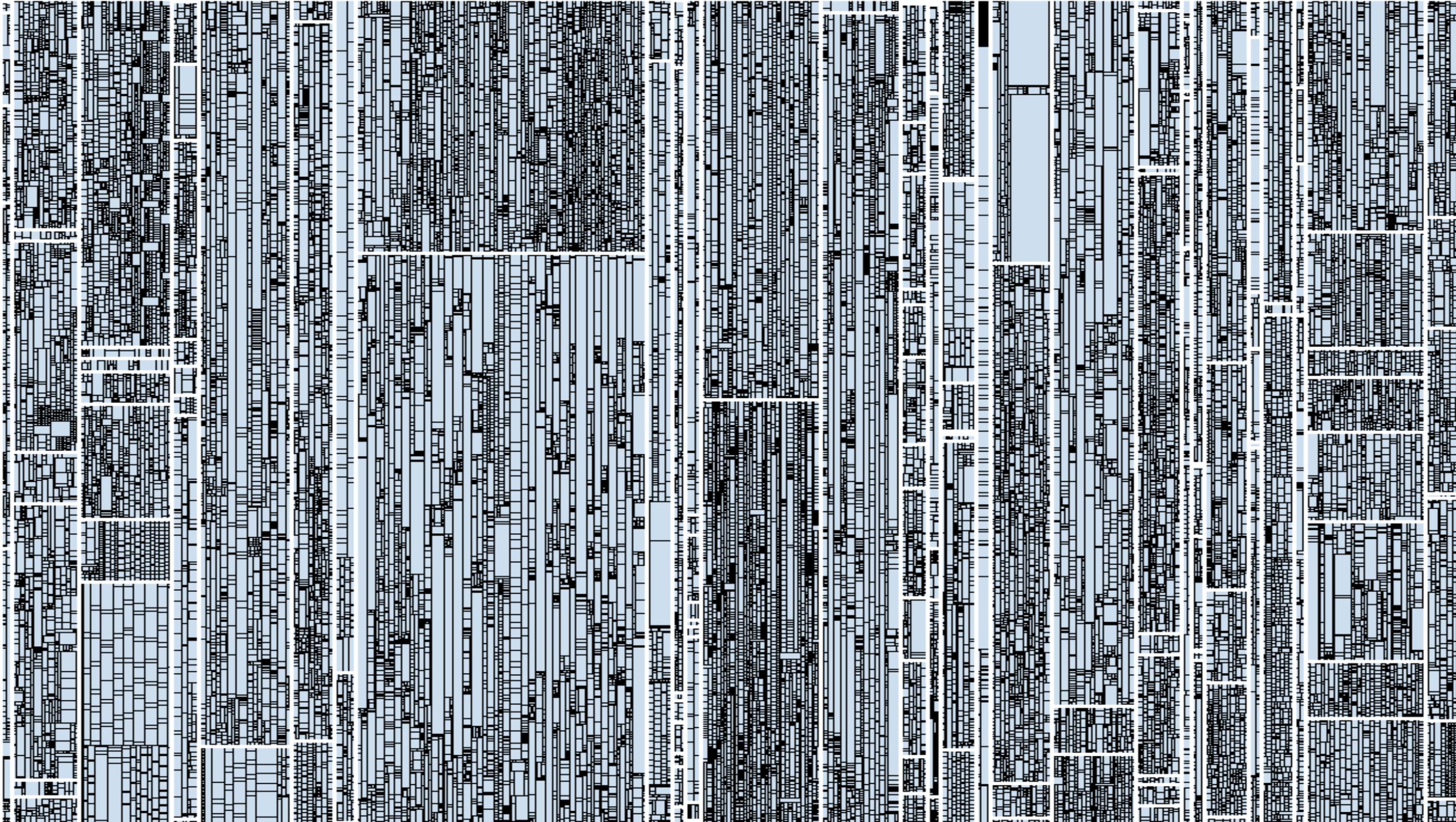
Ersparnis Aufwand = 6%

Munich Re spart durch Einsatz von Clone Detection jährlich 6% Aufwand durch vermiedene Redundanz ein.

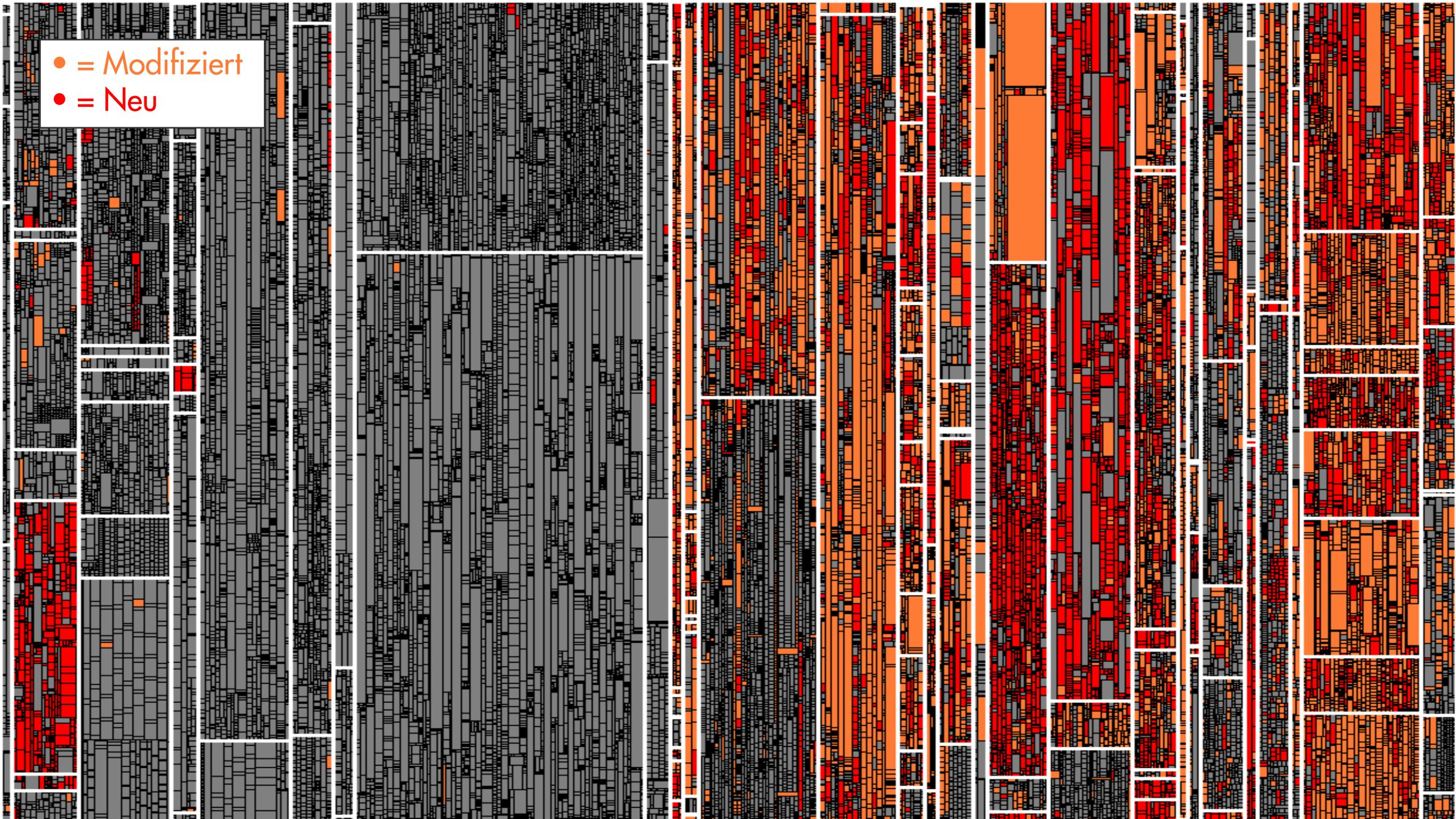
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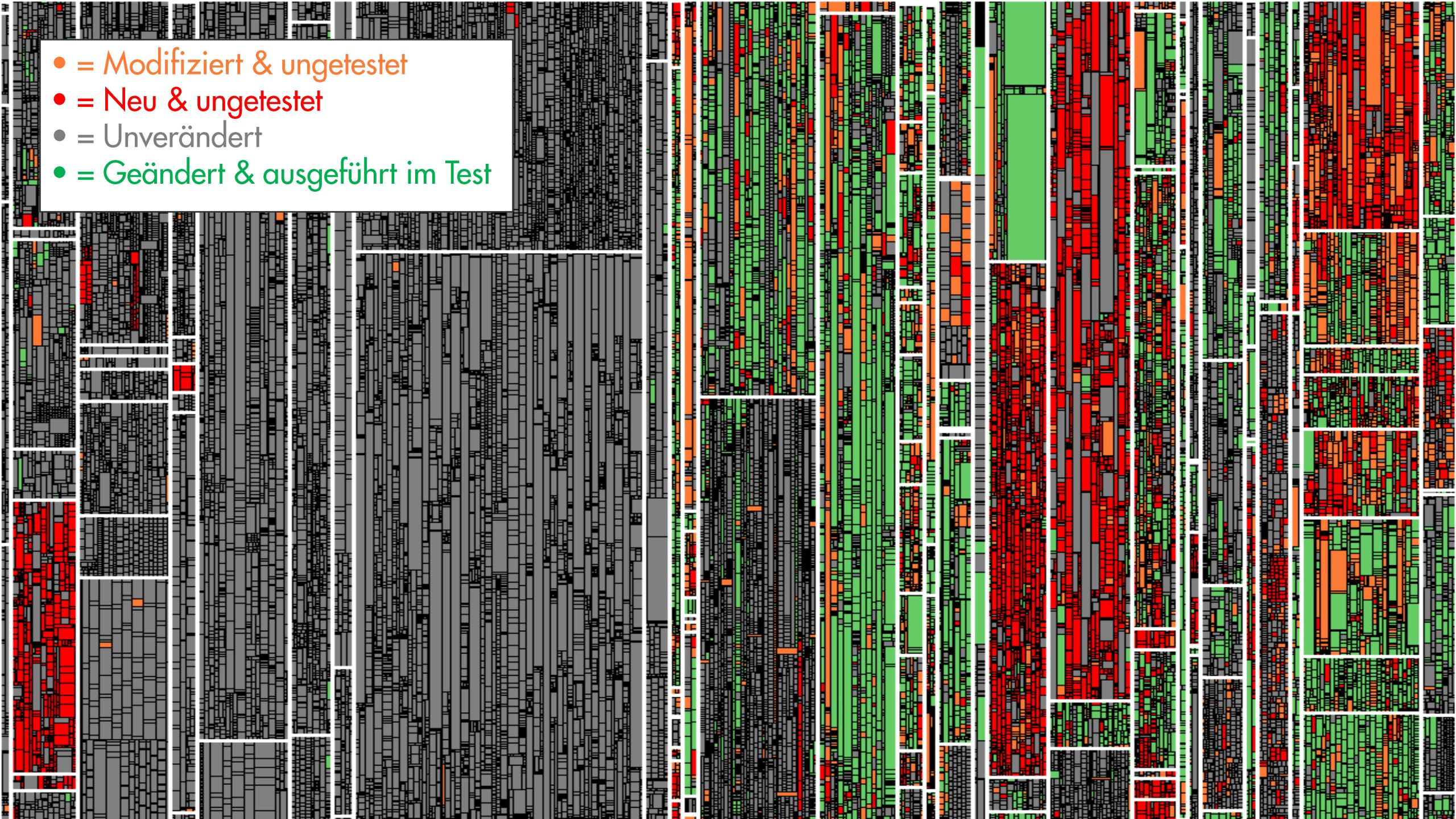
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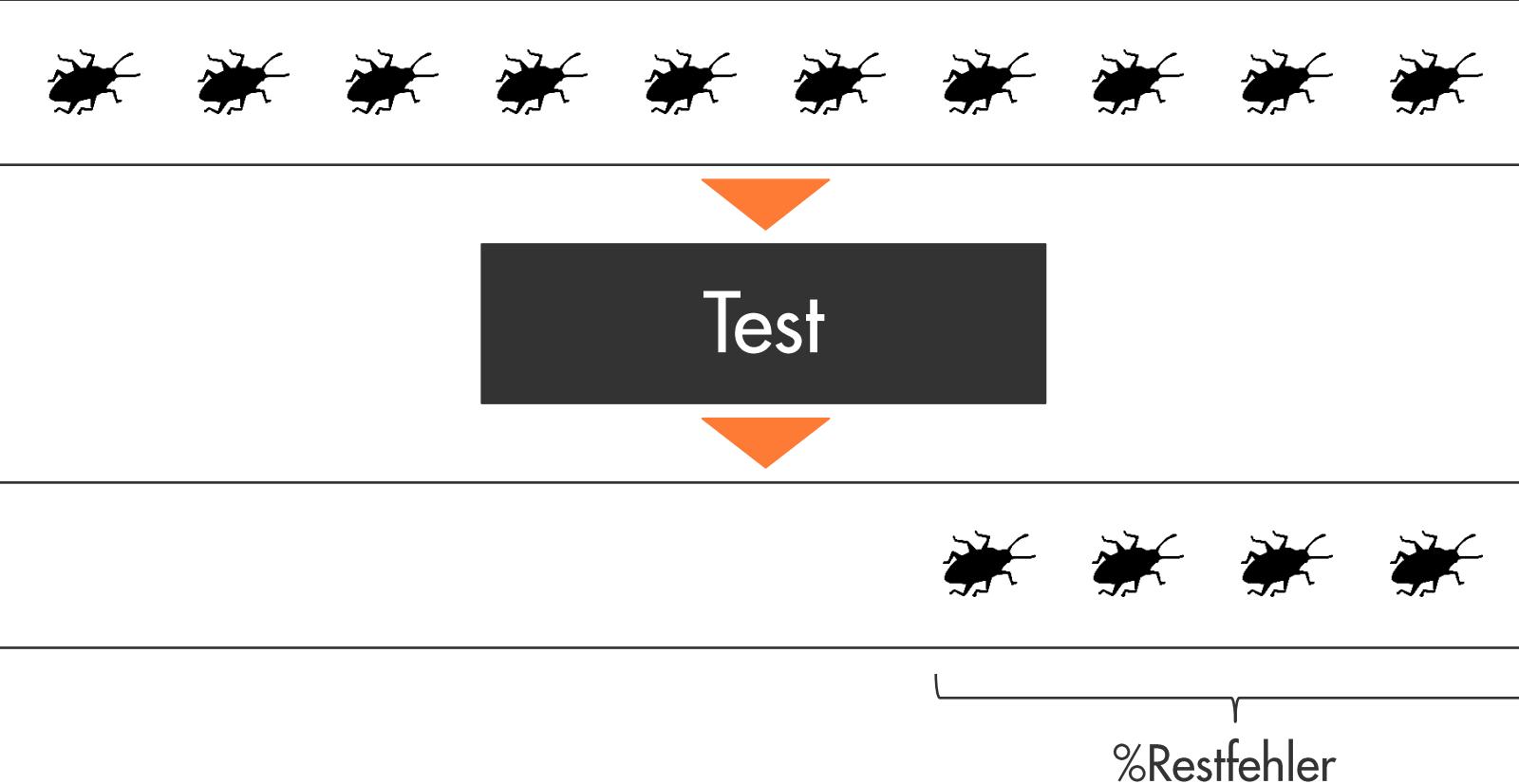


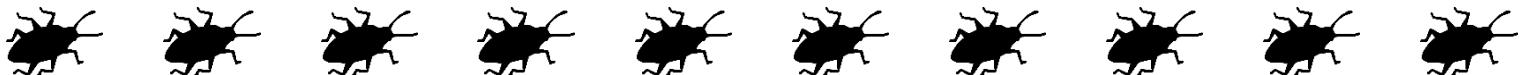
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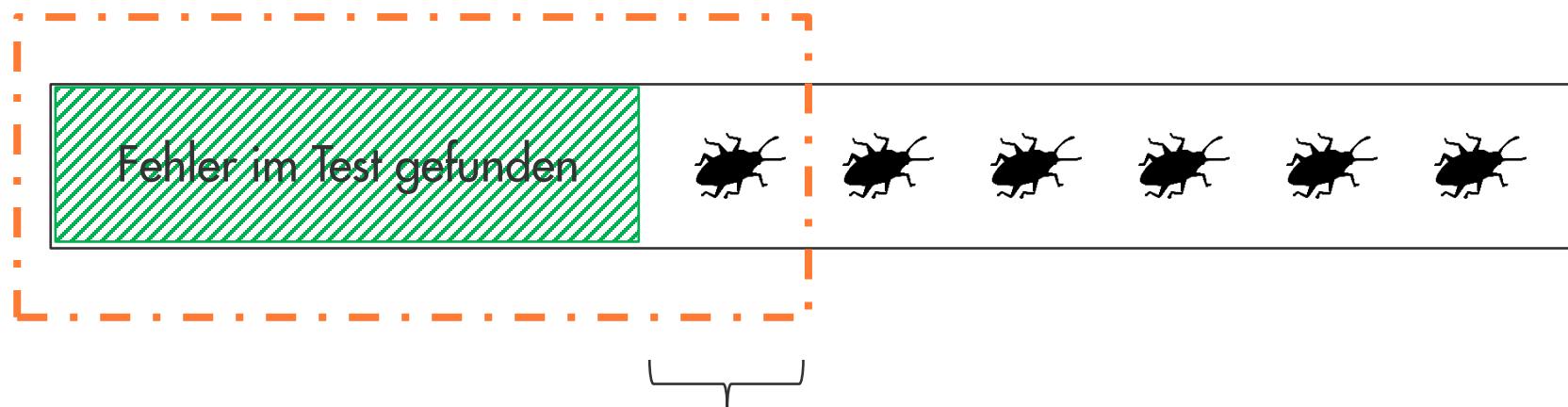
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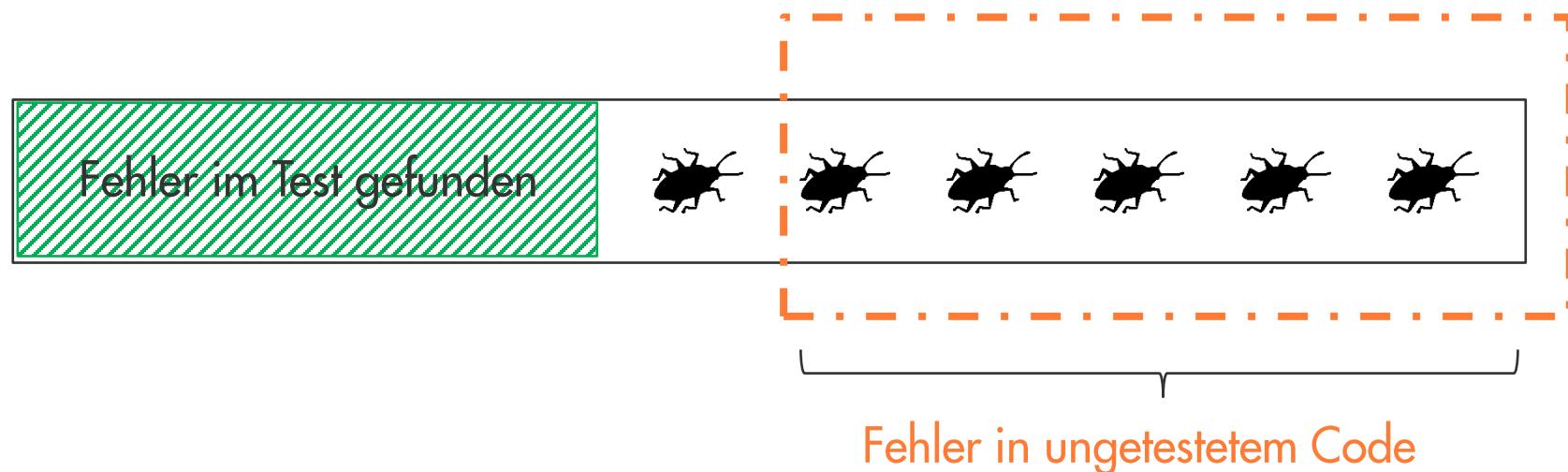
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$$\% \text{Restfehler} = \% \text{Getestet} * \text{Testineffektivitat} + \% \text{Testgap}$$



Im Test verpasste Fehler  
in getestetem Code

$$\% \text{Restfehler} = \% \text{Getestet} * \text{Testineffektivitat} + \% \text{Testgap}$$



# Did We Test Our Changes? Assessing Alignment between Tests and Development in Practice

Sebastian Eder, Benedikt Hauptmann,  
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Munich Re Group,  
Germany

**Abstract**—Testing and development are increasingly performed by different organizations, often in different countries and time zones. Since their distance complicates communication, alignment between development and testing becomes increasingly challenging. Unfortunately, alignment between the two threatens to decrease test effectiveness or increases costs.

In this paper, we propose a conceptually simple approach to assess test alignment by uncovering methods that were changed but not yet executed during testing. The paper's contribution is a large industrial case study that analyzes development changes, test service activity and field faults of an industrial business information system over 14 months. It demonstrates that the approach is suitable to produce meaningful data and supports test alignment in practice.

**Index Terms**—Software testing, software maintenance, dynamic analysis, untested code

## I. INTRODUCTION

A substantial part of the total life cycle costs of long-lived software systems is spent on testing. In the domain of business-information systems, it is not uncommon that suites of test cases are maintained for two or even three decades. For such systems, a substantial part of their total lifecycle costs is spent on testing to make sure that new functionality works as specified, and—equally important—that existing functionality has not been impaired.

During maintenance of these systems, test case selection is crucial. Ideally, each test cycle should validate all implemented functionality. In practice, however, available resources limit each test cycle to a subset of all available test cases. Since selection of test cases for a test cycle determines which bugs are found, this selection process is central for test effectiveness.

A common strategy is to select test cases based on the changes that were made in the last test cycle. The underlying assumption is that functionality that was added or changed recently is more likely to contain bugs than functionality that has passed several test cycles unchanged. Empirical studies support this assumption [1], [2], [3], [4].

If development and testing efforts are not aligned well, testing might focus on code areas that did not change. The proposed approach is related to the fields of defect prediction, selective regression testing, test case prioritization, and test coverage metrics. The most important difference to the named topics is the simplicity of the proposed approach and the fact that change coverage assesses the executed subsets of test suites, but does not give hints to improve them.

**Defect prediction** is related to our approach, because we identify code regions that were changed, but remained untested, with the expectation that there are more field bugs.

therefore useful for maintainers and testers to identify relevant gaps in their test coverage.

### B. Study Object

We perform the study on a business information system at Munich Re. The analyzed system was written in C# and its size is 340 kLOC. In total, we analyzed the system for 14 months. The system has been successfully in use for nine years and is still actively used and maintained. Therefore, there is a well implemented bug tracking and testing strategy. This allows us to gain precise data about which parts of the system were changed and when changes occurred.

We analyzed two consecutive releases of the system. Release 1 was developed in five iterations in two months, and release 2 was developed in ten iterations in four months. Both releases were deployed to the productive environment due to hot fixes five times and were in productive use for six months. Note that one deployment may concern several bugs and changes in the system. The system contained 22123 (release 1) respectively 22712 (release 2) methods.

We conducted manual inspections to ensure that every bug that is identified by our tool support is indeed a bug.

To confirm the correctness of method genealogies we build

and a query interface that allows retrieving coverage, change, and change coverage information. The same tool support was used in earlier studies [17], [19].

**Validity Procedures:** We focus on validity procedures and not on threats to validity due to space limitations.

We conducted manual inspections to ensure that every bug that is identified by our tool support is indeed a bug.

To confirm the correctness of method genealogies we build

on locality and signatures, we conducted manual inspections of randomly chosen method genealogies. We found no false genealogies and have therefore a high confidence in the correctness of our technique. We also used the algorithm in our former work [17], which provided suitable results as well.

### D. Results

**RQ 1:** Untested methods account for 34% in both releases we analyzed. 15% of all methods were changed during the development phase of the system, also in both releases. The equality of the numbers for both releases is a coincidence.

8% respectively 9% of all methods were changed-untested. Considering only changed methods, only 44% were tested in release 1 and 45% of these methods were tested in release 2. These numbers constitute that there are gaps in the test coverage of changed code in the analyzed system.

**RQ 2:** We found 23 fixes in release 1 and 10 fixes in release 2. The distribution of these fixes across the test and field coverage categories of methods is shown in Table I. The biggest part of bugs occurred in methods categorized as changed-untested with 43% of all bugs in release 1 and 40% of all bugs in release 2. In both releases, there are considerably less bugs in unchanged regions than in changed regions.

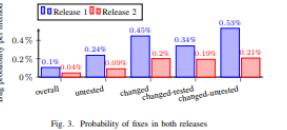
The probabilities of bugs are shown in Figure 3. With 0.53%

in release 1 and 0.21% in release 2, the probability of bugs is higher in the group of methods that were changed-untested. This confirms that tested code or that was not changed in the development phase is less likely to contain field defects.

### E. Discussion

**RQ 1:** With 15% of all methods being changed and 34% of all methods being untested, the ratio of tested code and changed code plays a considerable role in the analyzed system. A genealogy connects all releases of a single method over time. A genealogy connects all releases of a method in chronological order [17].

In the context of our work, the life cycle of a software system consists of two alternating phases (see Figure 1). In the *development phase*, existing functionality is maintained



and a query interface that allows retrieving coverage, change, and change coverage information. The same tool support was used in earlier studies [17], [19].

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### E. Change Coverage

To quantify the amount of changes covered by tests, we introduce the metric *change coverage* (*CC*). It is computed by the following formula and ranges between [0,1].

$$\text{change coverage} = \frac{\#\text{methods changed-tested}}{\#\text{methods changed}}$$

A change coverage of 1 (*CC* = 1) means that all methods have been changed since the last test run have been tested after their last change. On the contrary, a coverage of 0 (*CC* = 0) indicates that none of the changed methods have been covered by a test.

### V. CASE STUDY

#### A. Goal and Research Questions

The goal of the study is to show whether change coverage is a useful metric for assessing the alignment between tests and development. We formulate the following research questions.

**RQ 1: How much code is changed, but untested?** The goal of this research question is to investigate the existence of changed, but untested code, to justify the problem statement of this work. Therefore, we quantify changed and untested code.

**RQ 2: Are changed-untested methods more likely to contain field bugs than unchanged or tested methods?** The goal of this research question is to decide whether change coverage can be used as a predictor for bugs in large code regions and is

therefore useful for maintainers and testers to identify relevant gaps in their test coverage.

The proposed approach is related to [6], which uses series of changes “change bursts” to predict bugs. The good results that were achieved by using change data for defect prediction encourage us to combine similar data with testing efforts.

**Selective regression testing** techniques target the selection of test cases from changes in source code and coverage information. [7], [8], [9].

In contrast to these approaches, the paper at hand focuses on the assessment of already executed test suites, because often experts decide which tests to execute to cover most of the changes made to a software system [10]. However, their execution order is uncertain and they might possibly miss some changes. Our approach aims at identifying the resulting uncovered code regions. Therefore, our approach can be used if testing activities were already performed.

Compared to [11], we are validating our approach by measuring field defects, and do not take defects into account that were found during development.

Test coverage metrics have given an overview of what is covered by tests from features that are newly developed during the development phase. For these new features, there was only a limited number of test cases.

One challenge is the identification of suitable test cases from code regions to give hints to testers and developers which test case to execute to cover more changed, but untested methods. Therefore, we plan to extend our studies to other systems to increase external validity. But the first results that we presented in this work point out that the consideration of code regions that are modified, but not very frequently allows us to utilize our technique in practice.

However, the number of bugs we found is too small to derive generalizable results. Therefore, we plan to extend our studies to other systems to increase external validity. But the first results that we presented in this work point out that the consideration of code regions that are modified, but not very frequently allows us to utilize our technique in practice.

One challenge is the identification of suitable test cases from code regions to give hints to testers and developers which test case to execute to cover more changed, but untested methods. Therefore, we plan to evaluate techniques related to trace link recovery to bridge the gap to test cases.

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# Wieviele Änderungen sind ungetestet?

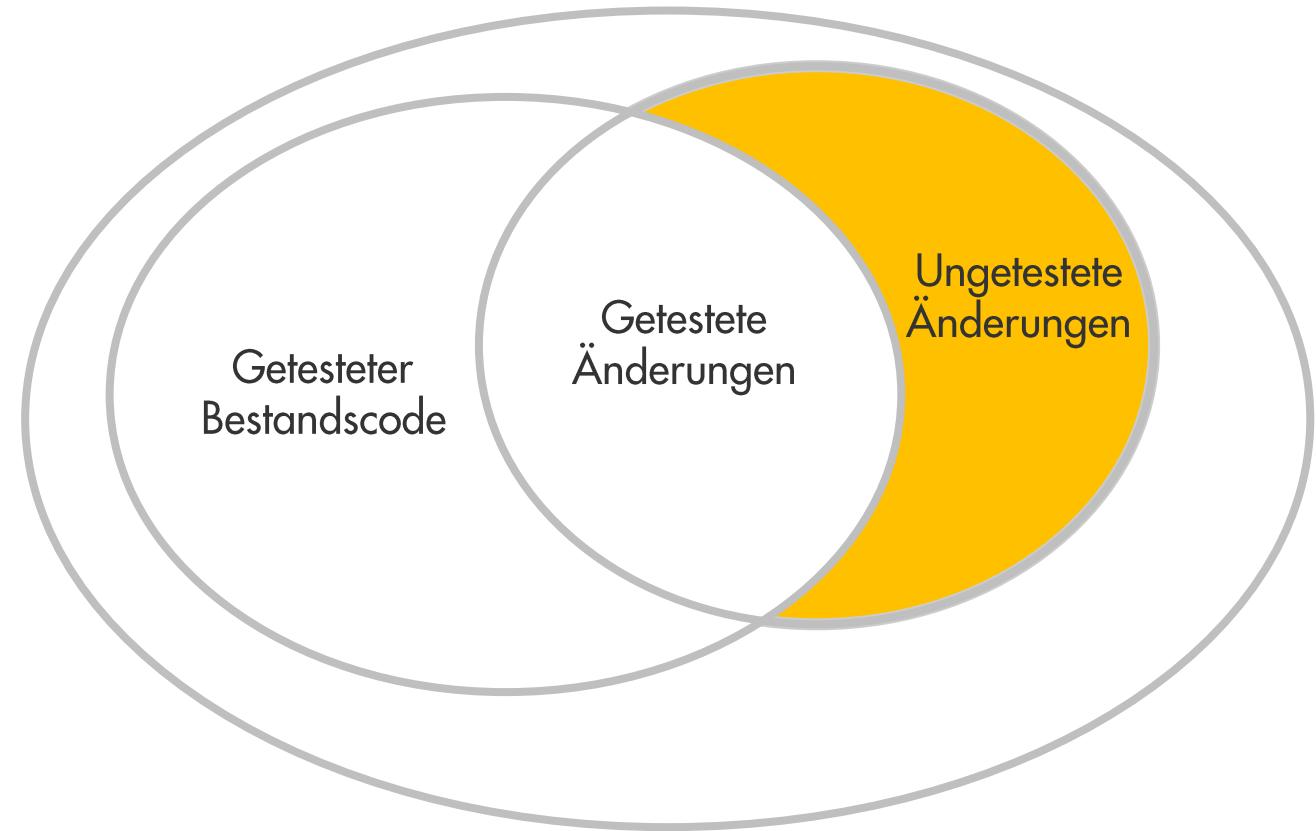
Studie: C# System @ Munich Re

## Release A:

15% Code neu/geändert,  
**>50% ungetestet**

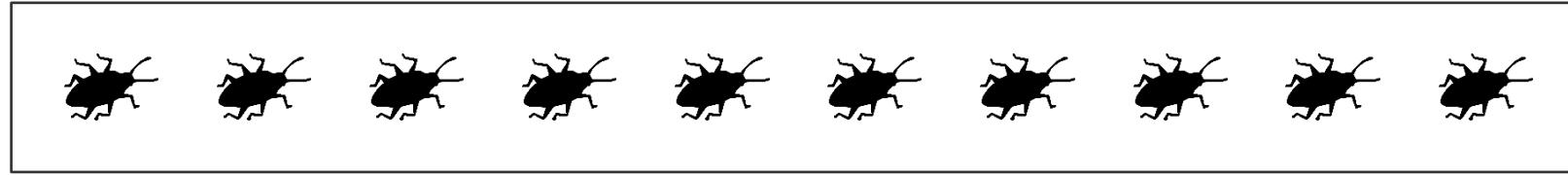
## Release B:

15% Code neu/geändert,  
**>60% ungetestet**

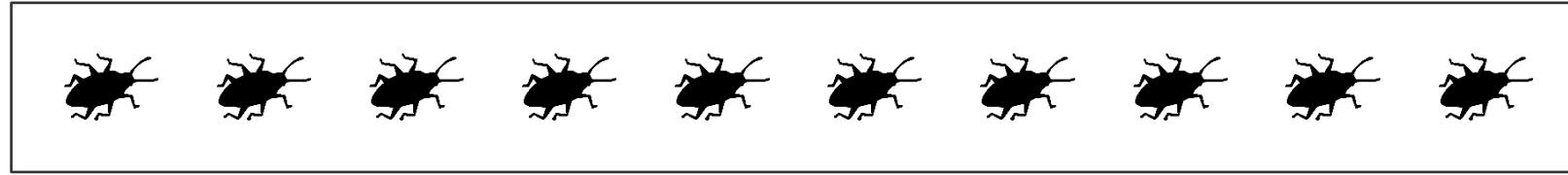


**Feldfehlerwahrscheinlichkeit 5x höher für ungetestete Änderungen!**

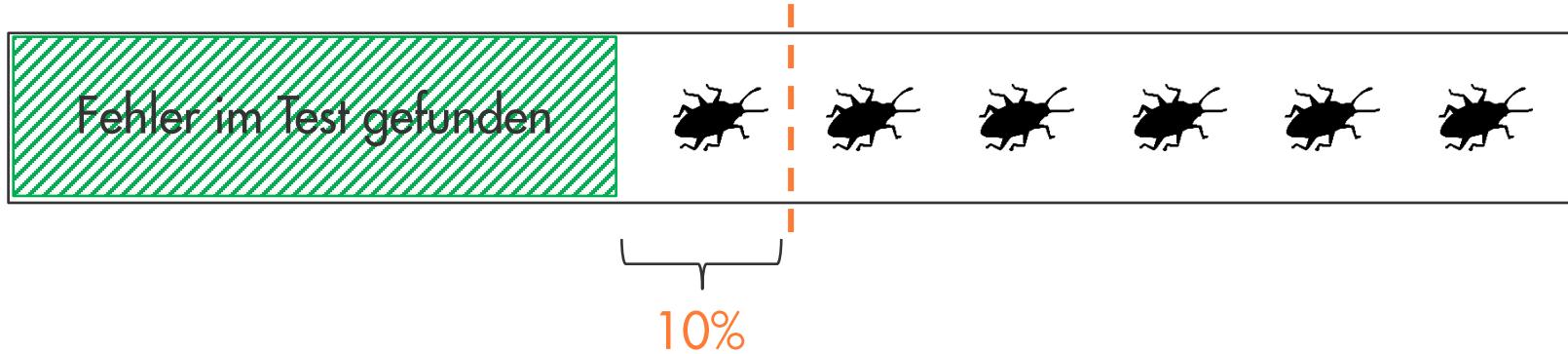
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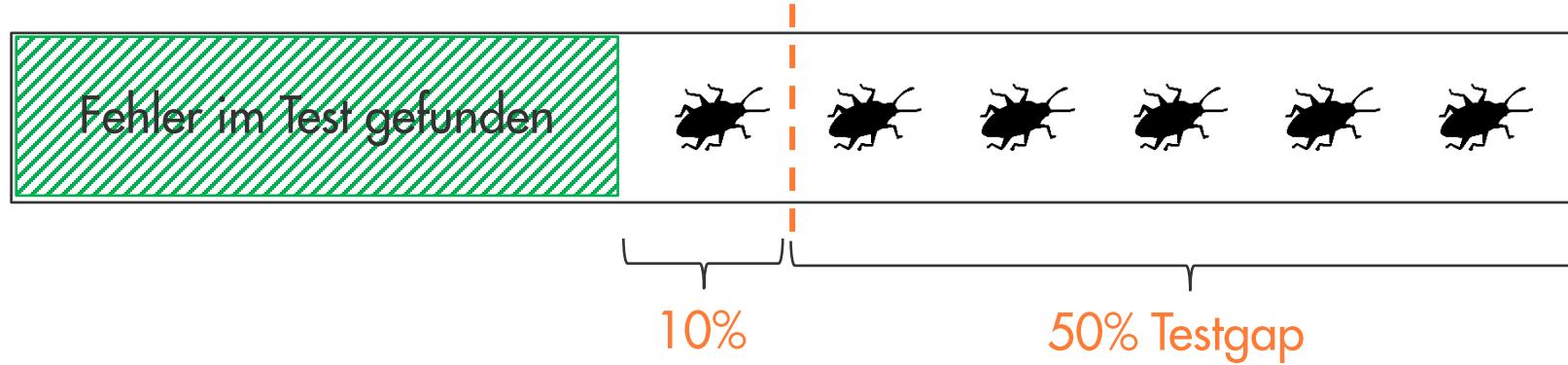
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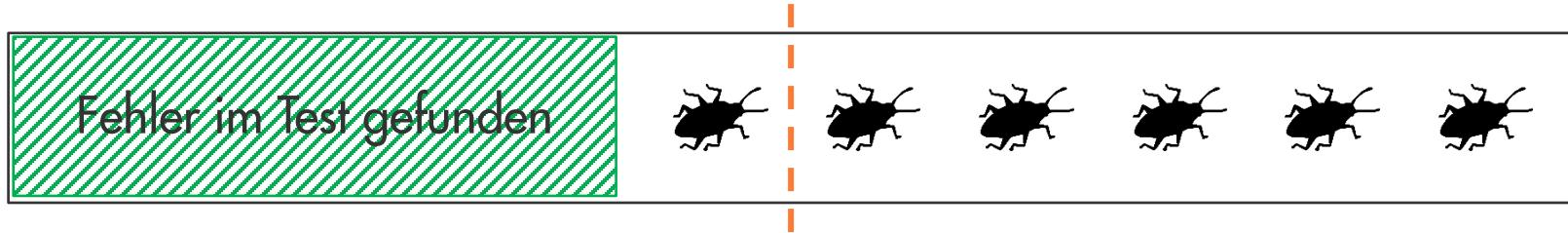
$$\% \text{Restfehler} = 10\% + \% \text{Testgap}$$



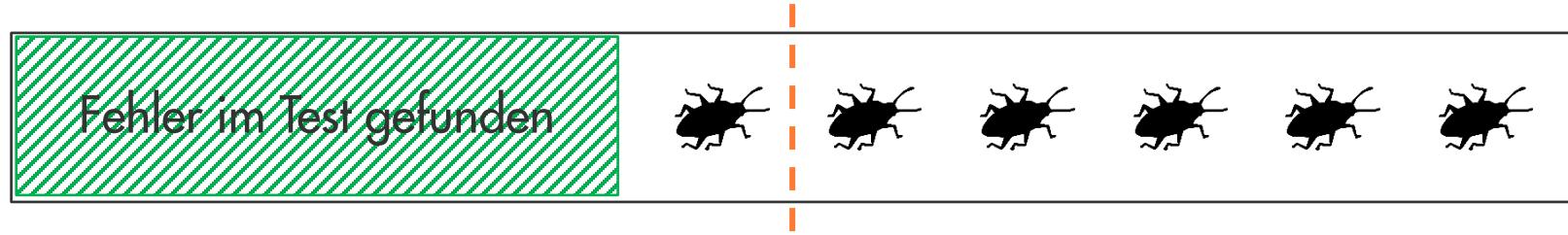
$$\% \text{Restfehler} = 10\% + 50\%$$



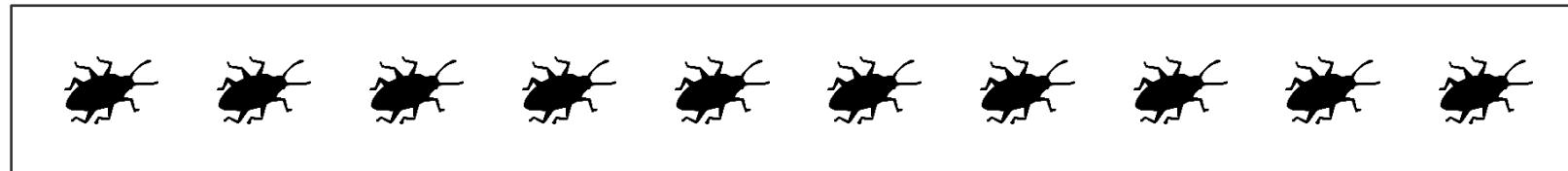
$\% \text{Restfehler} = 60\%$



$\% \text{Restfehler} = 60\%$

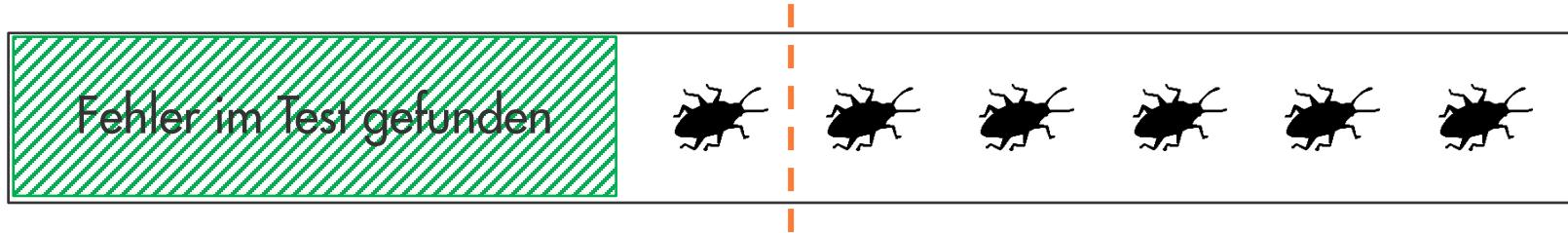


$\% \text{Restfehler} = \% \text{Getestet} * \text{Testineffektivitat} + \% \text{Testgap}$



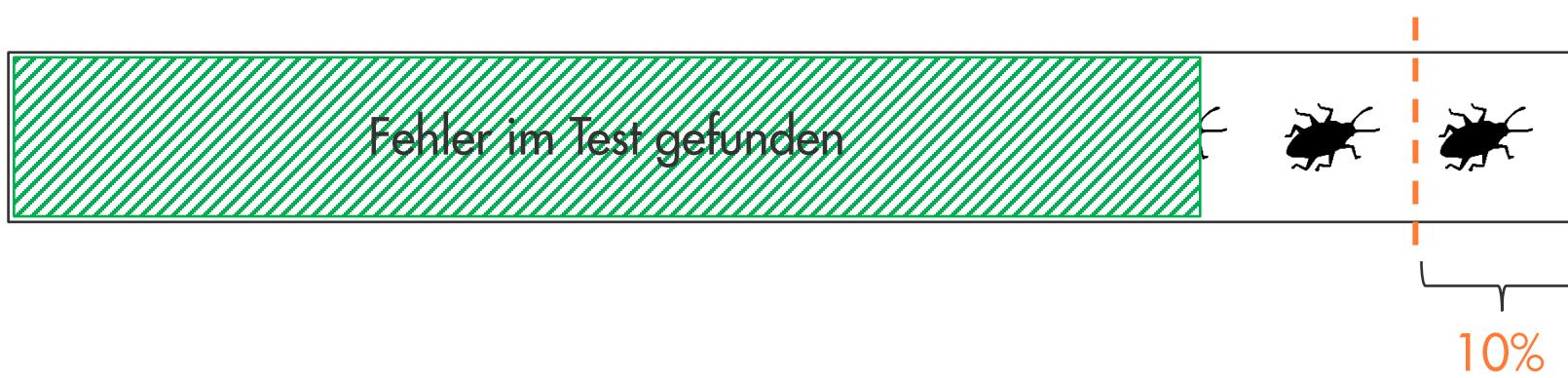
## Ohne Test-Gap-Analyse

$$\% \text{Restfehler} = 60\%$$



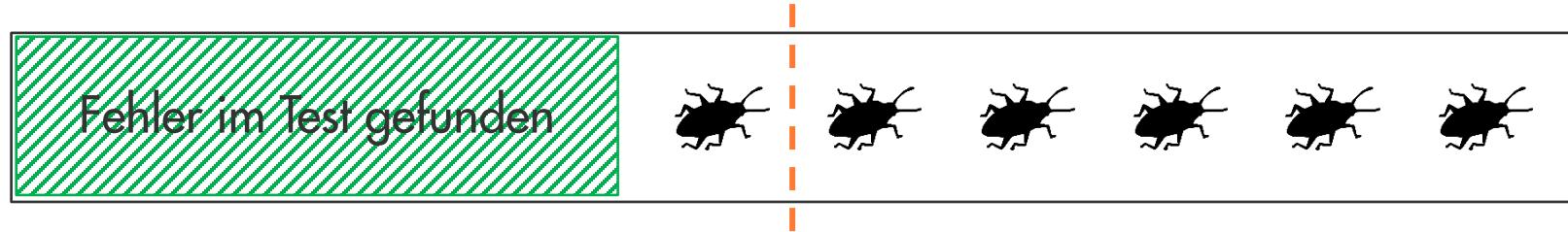
## Mit Test-Gap-Analyse

$$\% \text{Restfehler} = 90\% * 20\% + 10\%$$



## Ohne Test-Gap-Analyse

$$\% \text{Restfehler} = 60\%$$



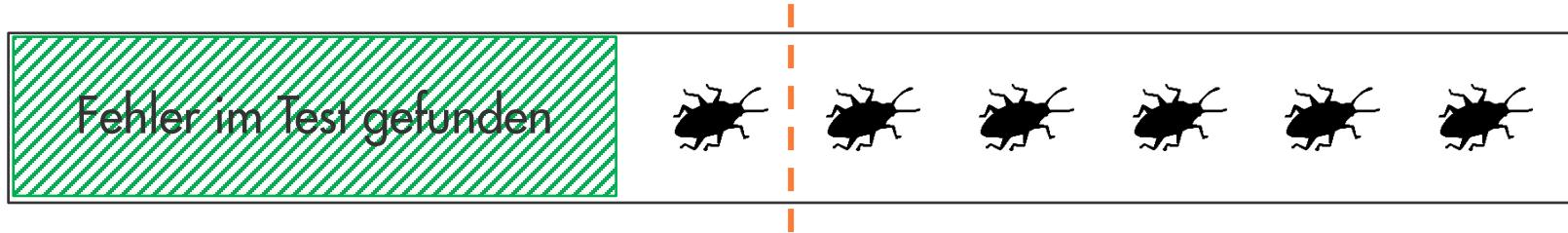
## Mit Test-Gap-Analyse

$$\% \text{Restfehler} = 18\% + 10\%$$



## Ohne Test-Gap-Analyse

$\% \text{Restfehler} = 60\%$



## Mit Test-Gap-Analyse

$\% \text{Restfehler} = 28\%$



Reduzierte Feldfehler = **50%**

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**Test-Gap-Analyse reduziert Feldfehler in den Applikationen der Munich Re um ½**

# Fazit

- Conformance Costs << Costs of Non-Conformance
- Mit der Nutzenargumentation im Rücken konzentrieren uns auf umfassende Nutzung der Tools und Prozesse.
- Tools **und** Prozesse wichtig, etabliert und fest verankert.
- Internes Change Management („1/3“) notwendig.
- Sichtbarmachen von Qualität ist essentiell.

# Vielen Dank für Ihre Teilnahme!

Feedback zum  
Software Intelligence Talk 2020-1



[cqse.eu/si-talks/1/feedback](http://cqse.eu/si-talks/1/feedback)

Anmeldung zum  
Software Intelligence Talk 2021-2  
(Passwort: 20210519\_SI)



[cqse.eu/si-talks/2](http://cqse.eu/si-talks/2)