# Making the Case for Review

Science & Practice

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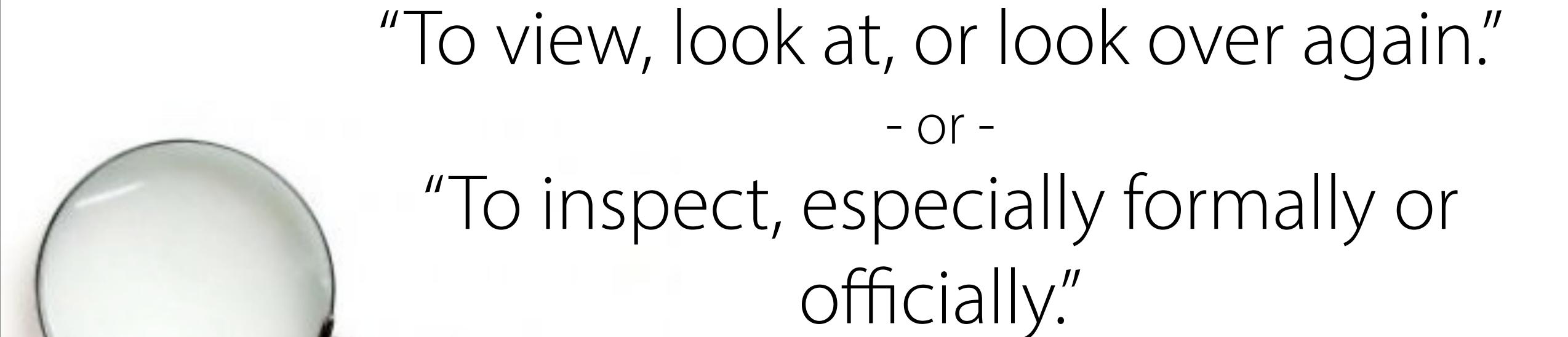


# Introduction What is review, and what is it good for? What do we know about reviews? A short review of some of the science about reviews The benefits of review How reviews can improve your software The perils of review When reviews attack!

#### Introducing reviews

How to start with reviews in your workflow

5



dictionary.com



Some act of looking over the work of yourself or another.



Validation



- Validation
- Learning



- Validation
- Learning
- Quality check



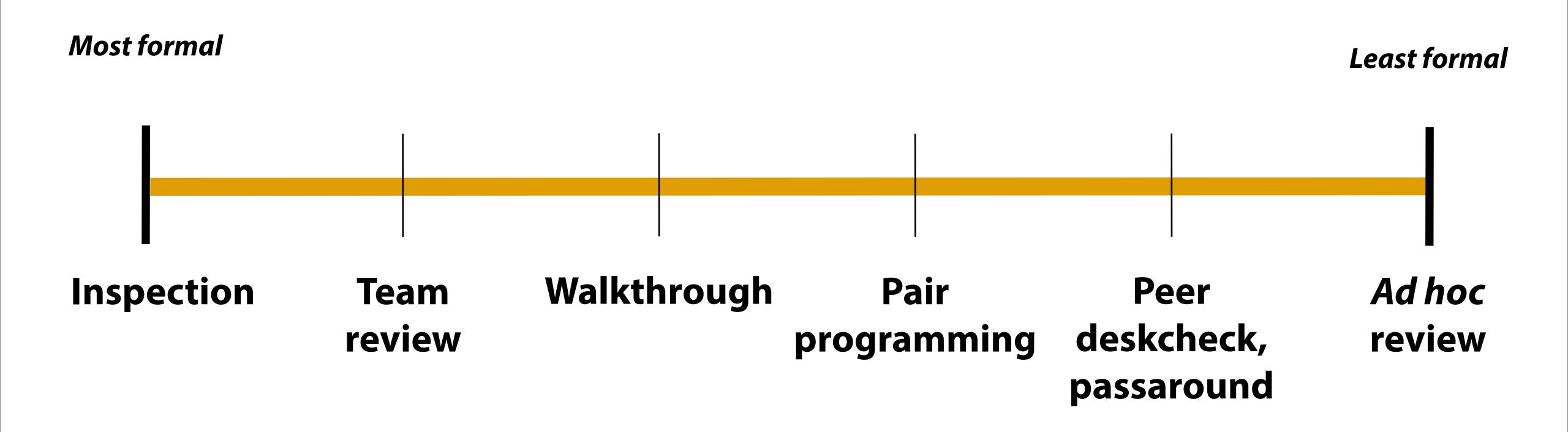
- Validation
- Learning
- Quality check
- Whatever!



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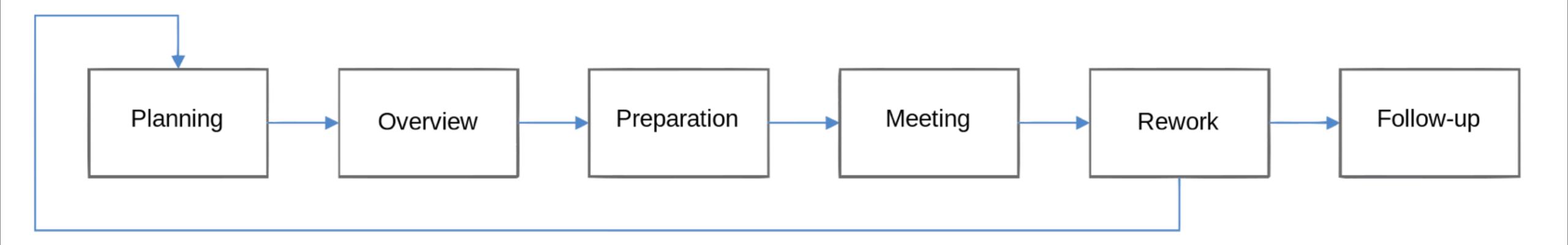
# Review formality spectrum

Reviews can be roughly ordered from formal inspections to ad hoc



# Michael Fagan, 1976, IBM

Formal reviews / inspections



Meetings
Roles
Process
Data collection
Metrics

### Lawrence Votta, 1993, Bell Labs

Are meetings really necessary for design reviews?

#### Meetings

No Meetings

Synergy

Teams find faults better than individuals



Meetings tend to find false-positives

Education

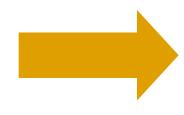
Less-experienced learn from more-experienced



"Education by observation" is not very effective

Deadline

Meetings impose a schedule



Deadlines can be imposed without meetings

Competition

Egos give incentives to contribute/improve



Competition can be achieved without meetings

**Process** 

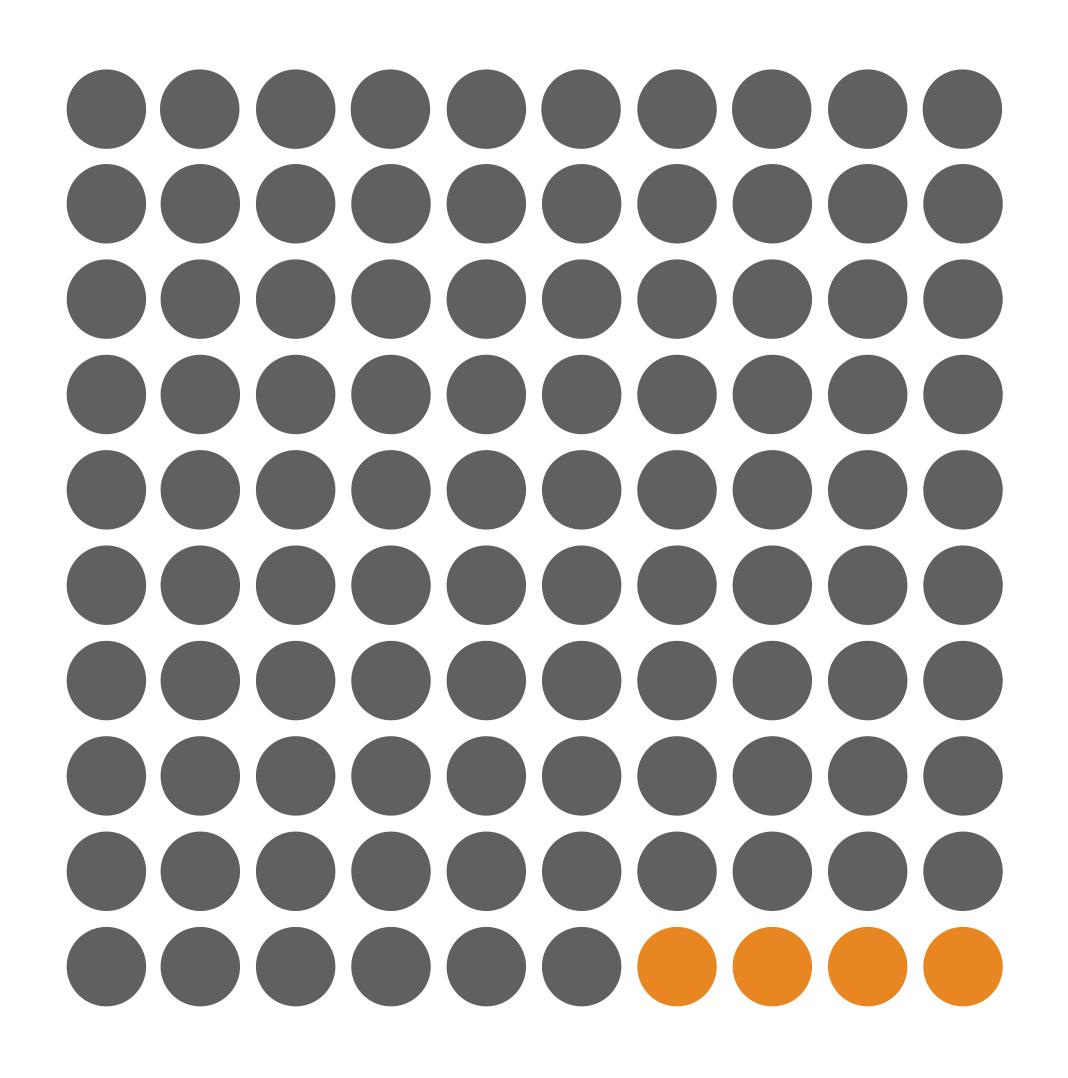
"Inspections are part of official process."



Facts, not tradition, should determine process

#### Lawrence Votta, 1993, Bell Labs

Are meetings really necessary for design reviews?



of defects found in meetings

# Diane Kelly & Terry Shepard, 2003, RMCC

Compare groups vs. individual for code reviews

Largely confirmed Votta's findings.

Reading

Meeting

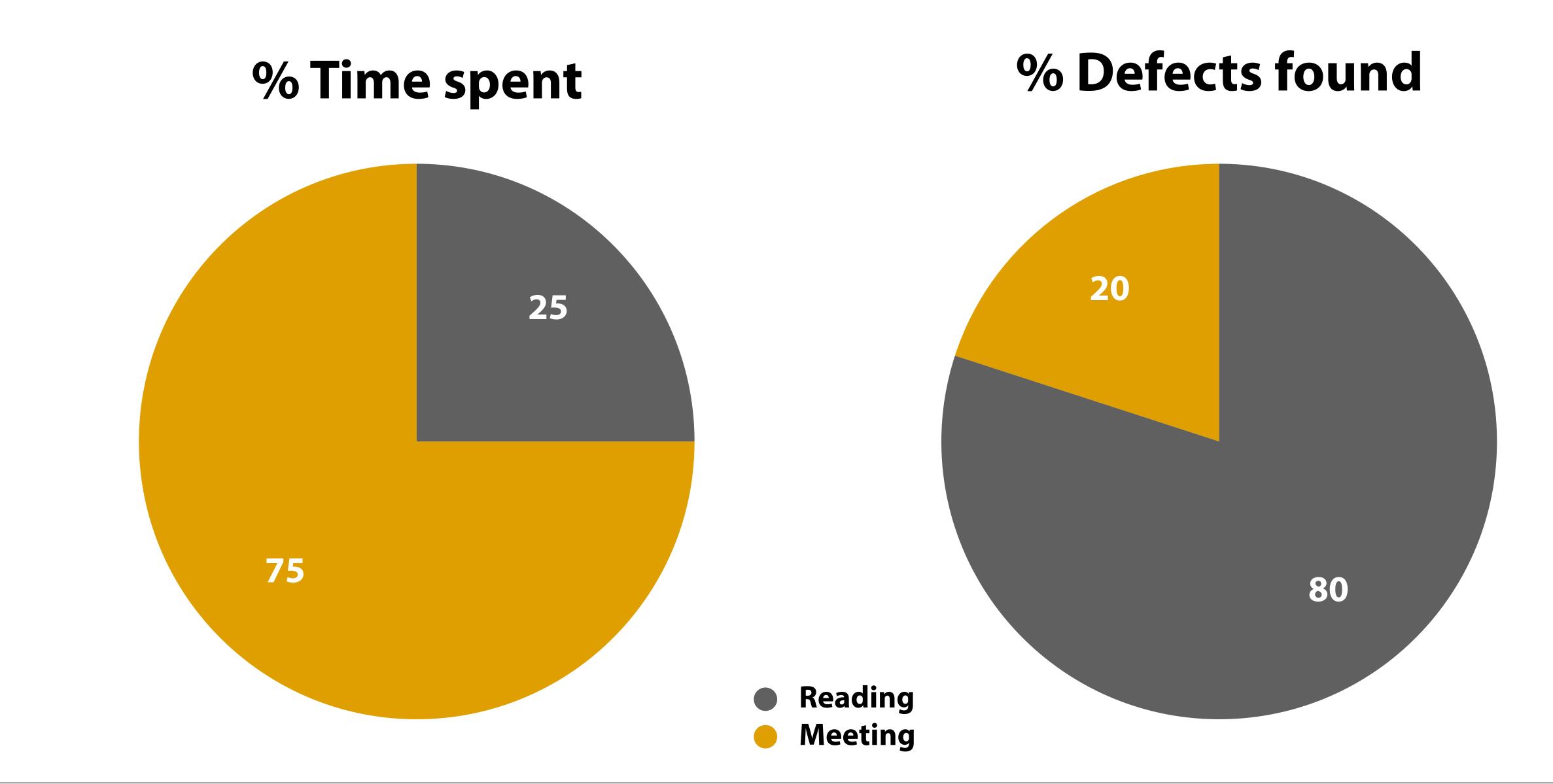
1.7 defects/hr.

1.2 defects/hr.

Reading is 50% more efficient

#### Reidar Conradi, 2003, Ericsson Norway/NTNU/Agder Univ.

Measure impact of reading techniques on UML inspections



Large study of use of lightweight, tool-driven code review

Review size should be under 200, and no more than 400

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Review between 100 and 300 LOC

Spend 30-60 minutes

Spend at least 5 minutes for even a single-line review

Meeting are good for finding

false-positives

so keep them

short and small

# Cost saving from reviews

As reported in "Peer Reviews in Software", Wiegers

#### **Hewlett-Packard**

10:1 ROI, saving \$21.4 million per year.

#### **AT&T Bell Labs**

Error-detection cost reduced by a factor of 10. 10-fold quality improvement. 14% productivity increase.

#### Bell Northern Research

Prevented 33 hours of maintenance per defect discovered. 2-4x speed detection-time improvement versus testing.

#### **IBM**

1 hour of inspection saved 20 hours of testing and 82 hours of rework (if defect had made it to customers.)

#### Imperial Chemical

Maintenance cost for inspected programs was 1/10th of that for uninspected programs.

# Litton Data Systems

3% project effort in inspections reduced testing defects by 30%. Design and code inspections cut integration effort in half.

# Upstream inspection is powerful

Finding defects in early phases avoids wasted work in later phases

"Bellcore found that **44 percent** of all bugs were due to **defects in requirements and design** reaching the programmers."

Tom Gilb, Optimizing Software Inspections

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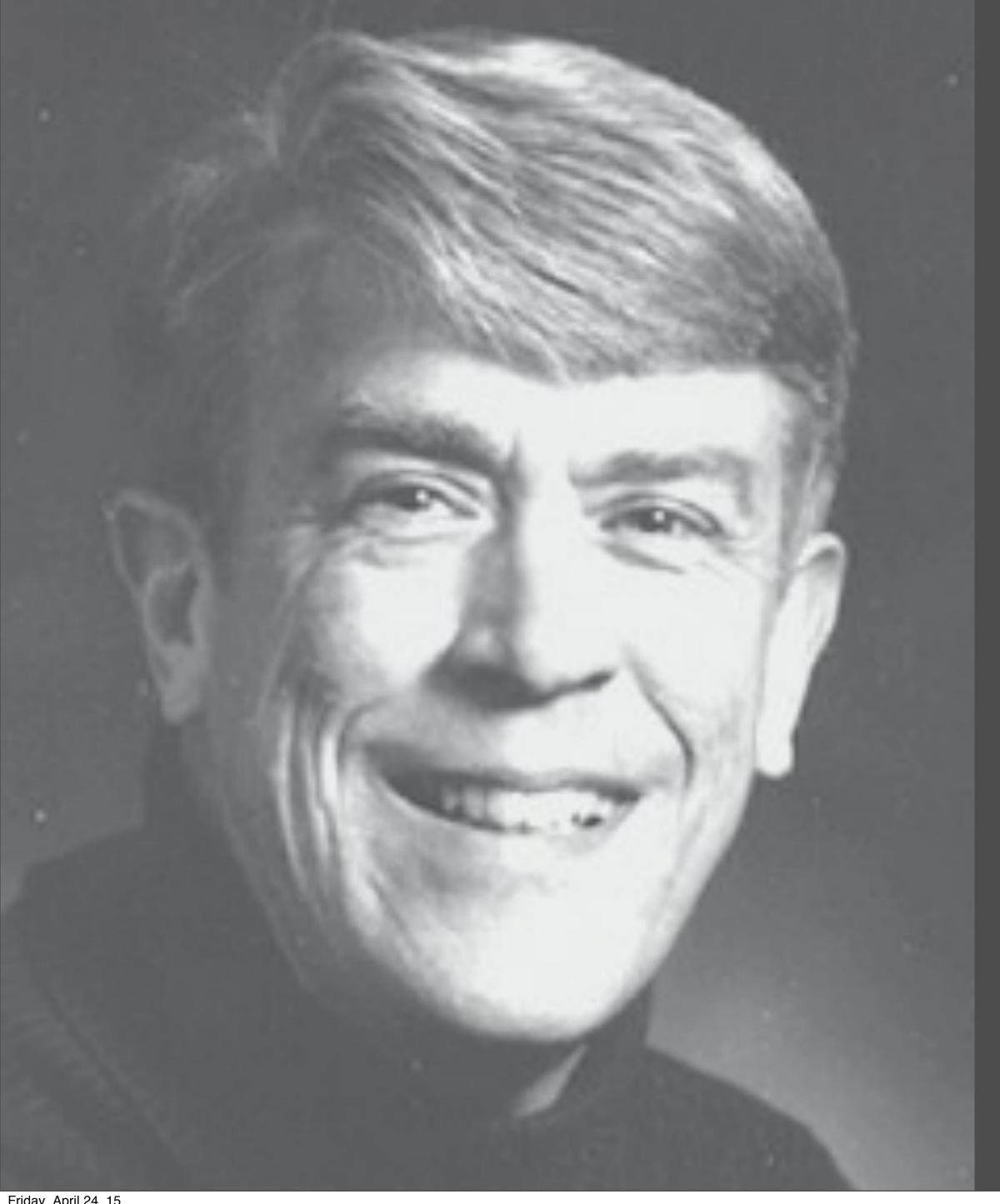
Tom Gilb, Optimizing Software Inspections

Programmers can do Programmers can do Whatever you ask them to do!



"Research study after research study has shown that inspections can detect up to 90% of the errors in a software product before any test cases have been run. And that signifies an extremely effective process."

Robert Glass



"...the same studies show that the cost of inspections is less than the cost of the testing that would be necessary to find the same errors. What we have here is an effective process that is also cost-effective. And that's a pretty nice combination."

Robert Glass

What about testing?



# Frank Blakely et al., 1991, HP

Cost-effectiveness of inspection vs. testing

defects found in inspection

# Frank Blakely et al., 1991, HP

Cost-effectiveness of inspection vs. testing

defects found in inspection

would have been found in testing

"Testing alone has never been sufficient to achieve high-quality software."

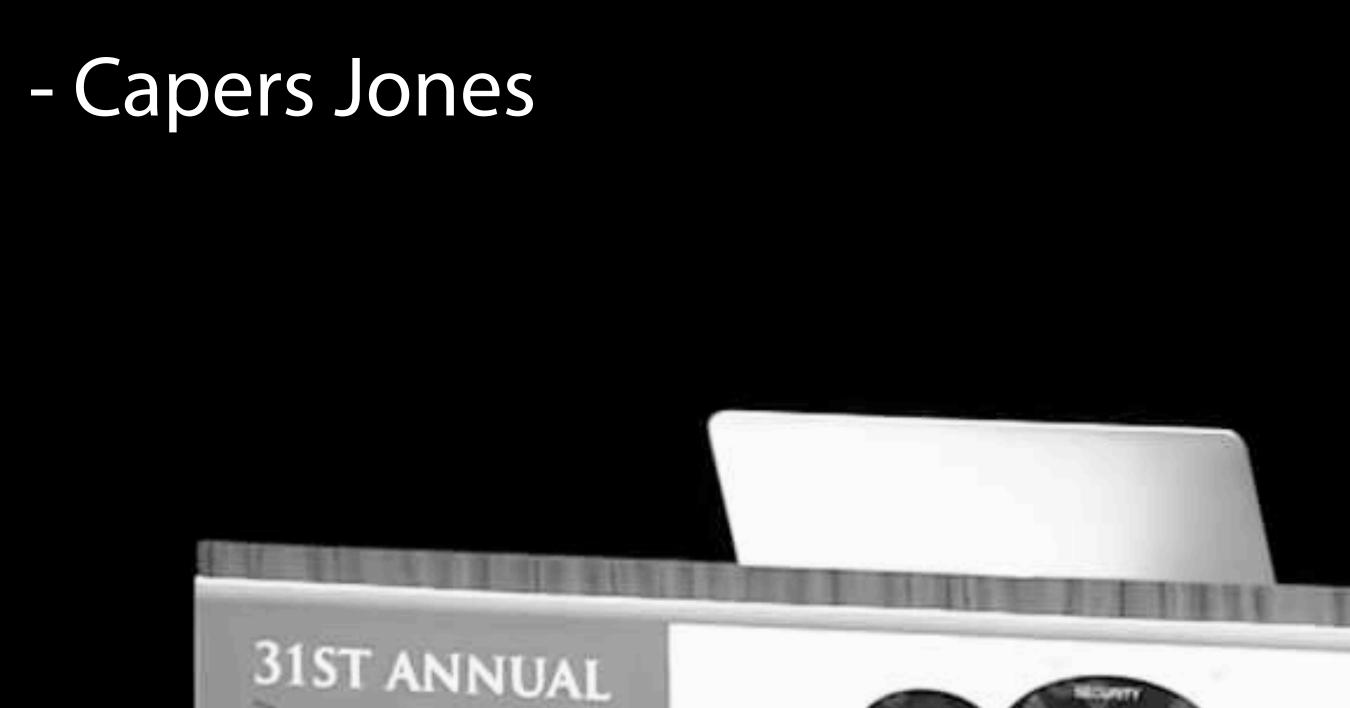
- Capers Jones

31ST ANNUAL

É SOFTWARE



"...software, by its very nature is subject to unknown unknowns. No amount of functional or nonfunctional testing can be designed to detect and correct these problems."



É SOFTWARE

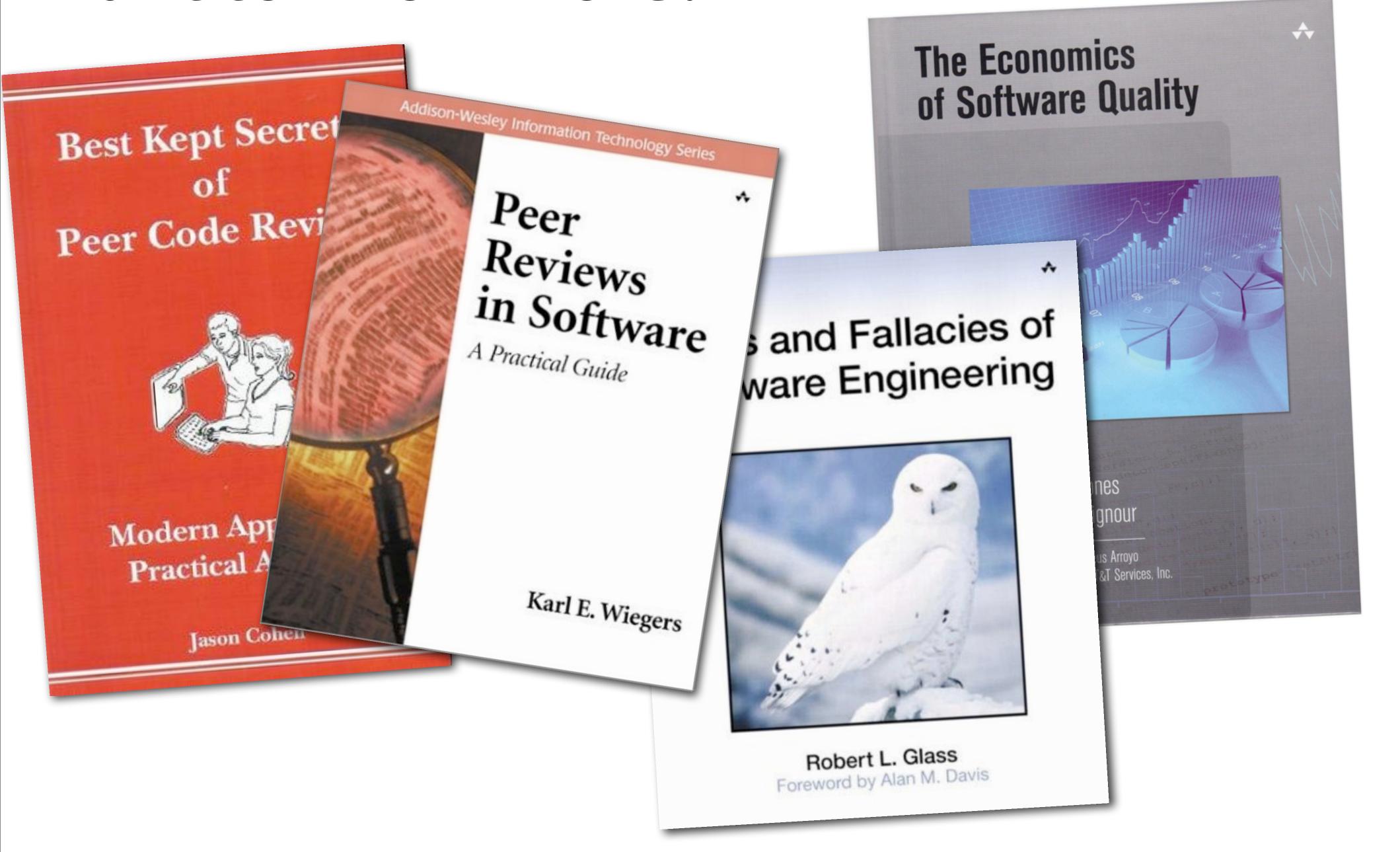


### Want to know more?



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#### Want to know more?



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# Defect prevention

Reviews reduce defect injection rates



Review artifact

### Mentoring

Reviews provide plenty of "teachable moments"



## Monitoring and learning

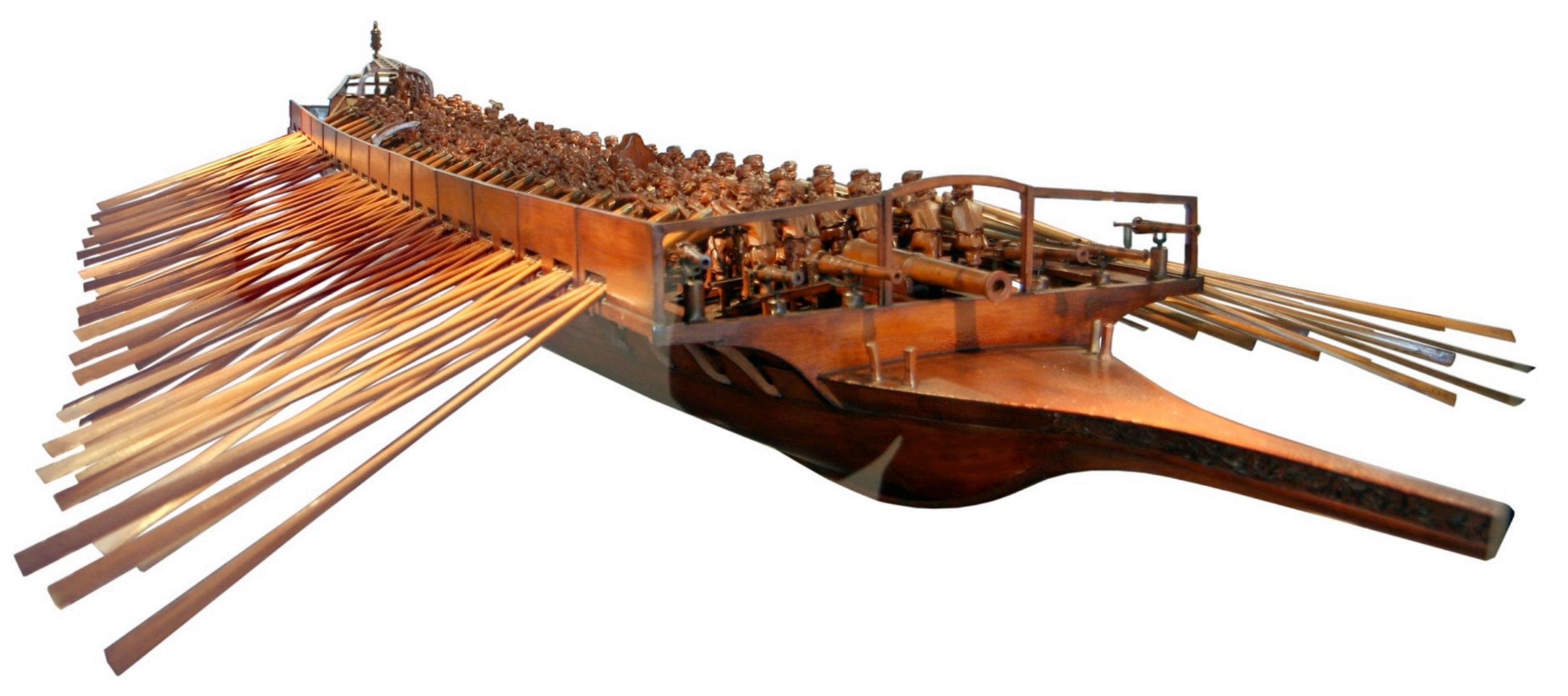
Reviews allow you to see what others are doing

- Code Quality
- Growth of junior members
- Habits of senior members
- New ideas and techniques



### Team cohesion

Shared experience and group ownership

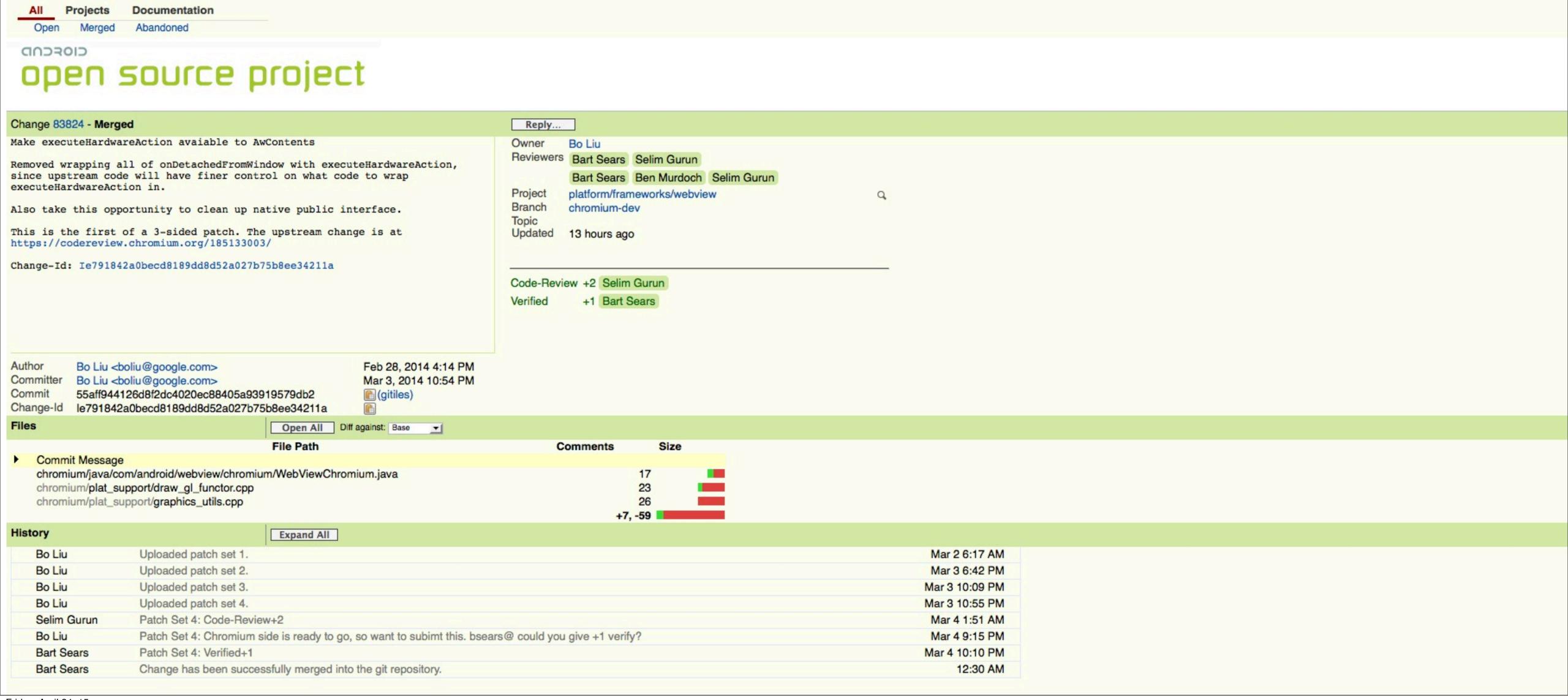


# Confidence



#### Part of the record

Review tools can be helpful for recording decisions



#### Defect reduction

Peer reviews are an excellent way to find defects early in your process

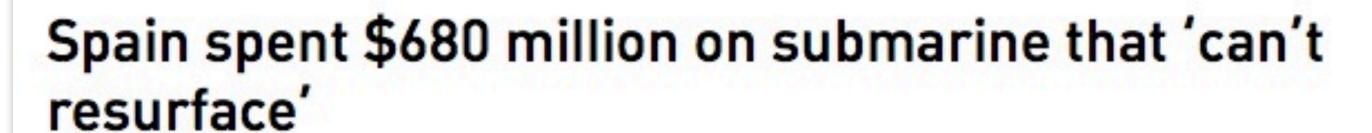
"Peer review catches

6000

of the defects."

### Diminish effects of ego

Everybody screws up sometimes!



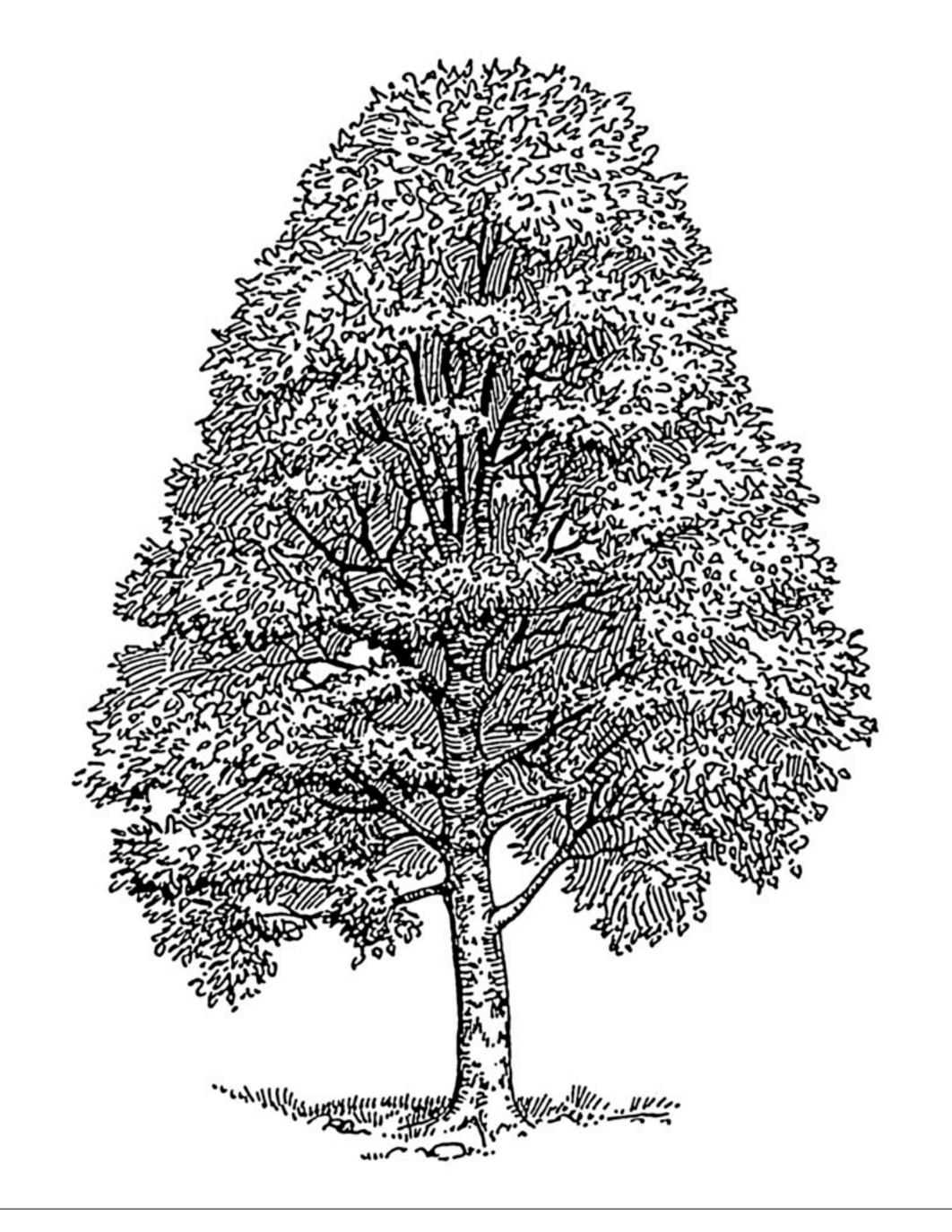
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Get short URL



# Personal growth

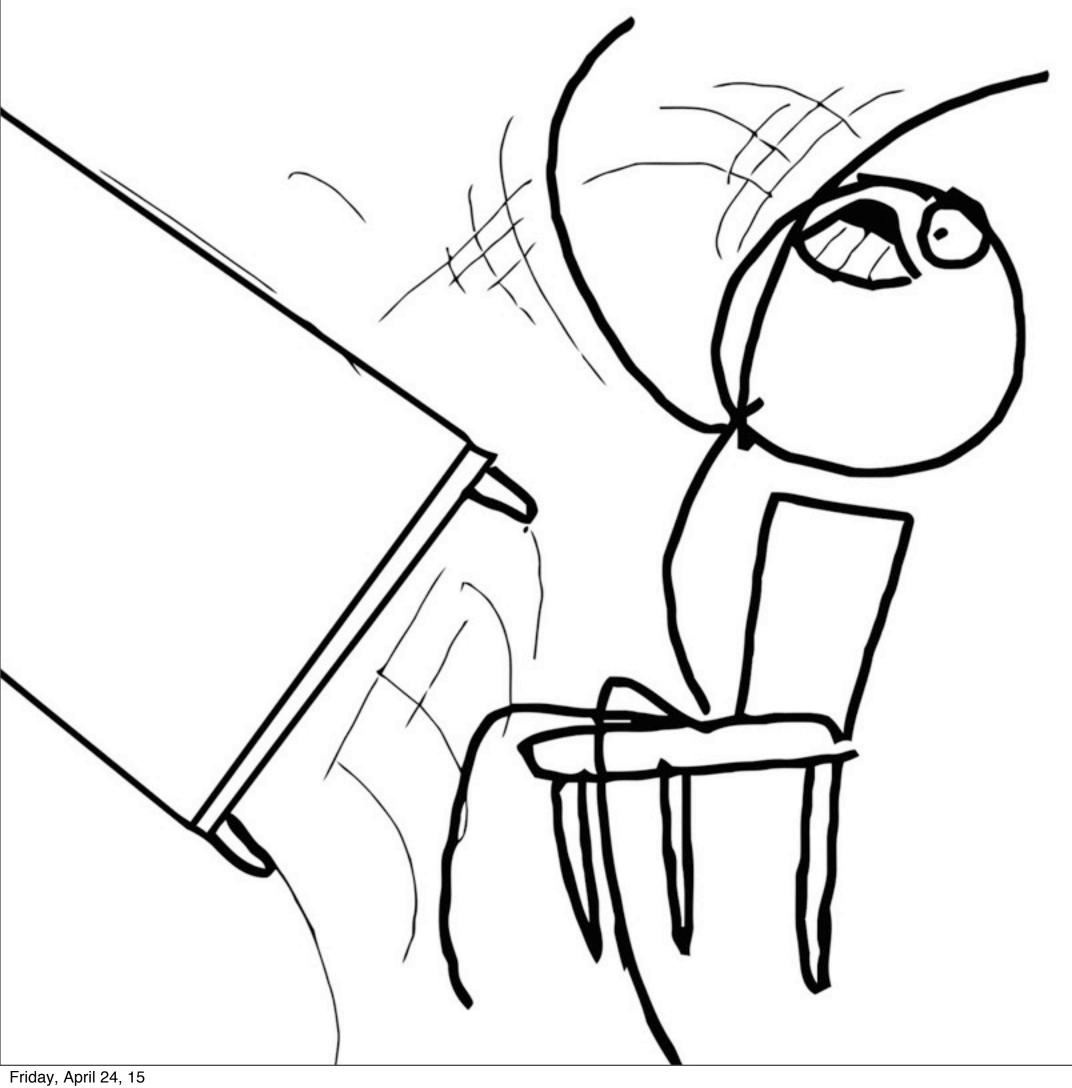
Review results can reveal patterns and bad practices that you can then fix.



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# Egos

Reviews can also inflame egos if they're perceived as attacks



# Developer alienation

Developers need to buy into the review process



### Wasted time

Uncritical or shallow reviews cost time and don't improve quality



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Uncritical or shallow reviews cost time and don't improve quality



...it is the rigor (focused attention) with which the inspection team members approach the inspection process that determines how successful the inspection will be, not the use of formality.

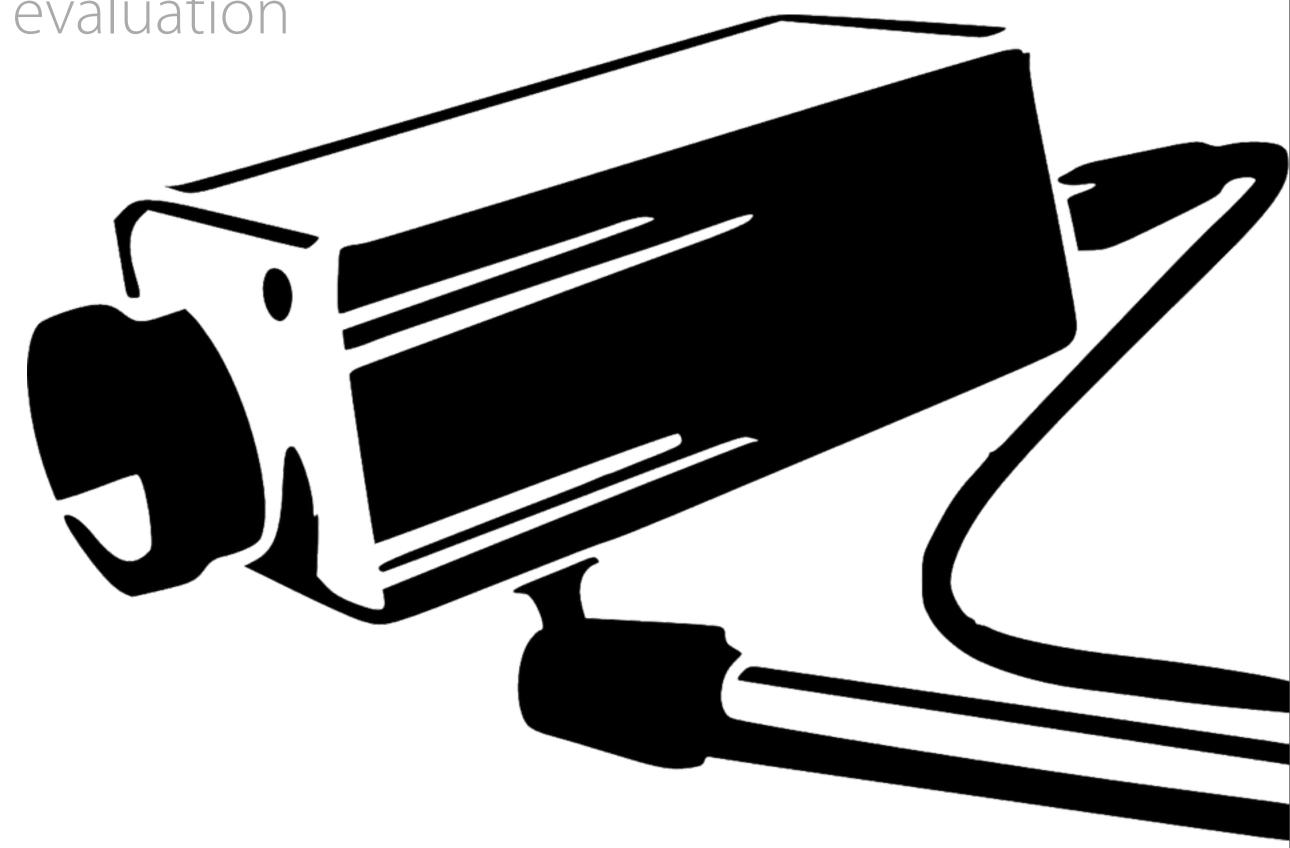
Robert Glass

# Big Brother effect

It is dangerous to tie review data to employee evaluation

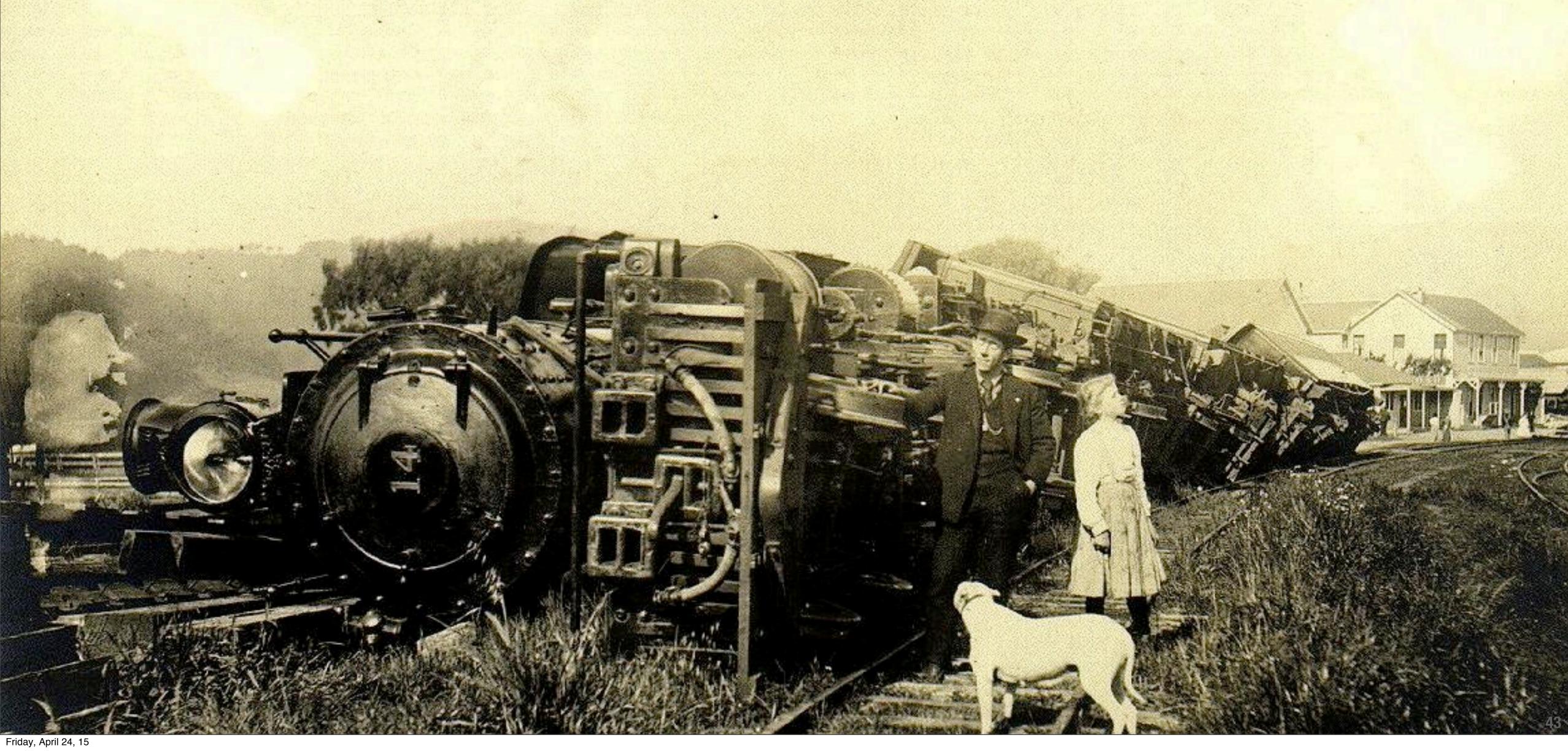
"Tell me how you will measure me, and I will tell you how I behave."

- Eli Goldratt, "The Goal"



# Flow disruption

Reviews can become a distraction



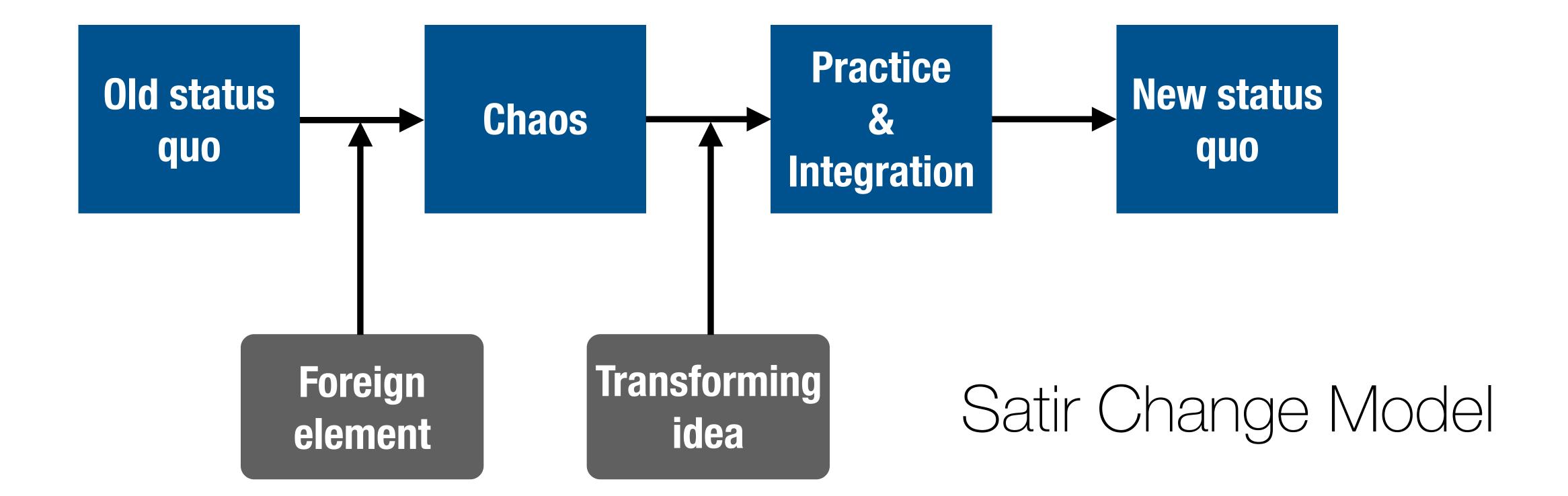
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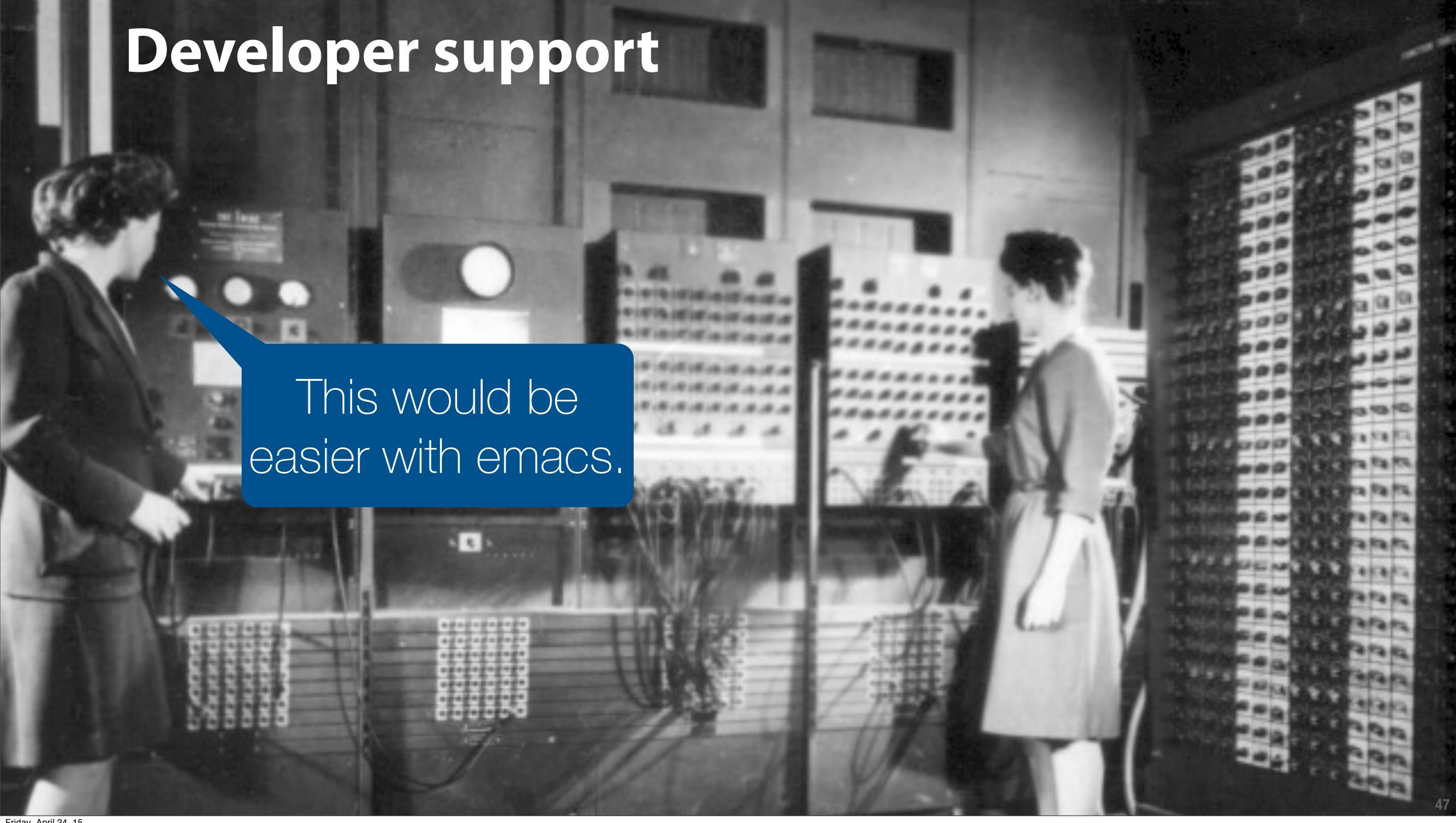
## Management support



# Selling reviews to management

Speak their language





# Make results tangible

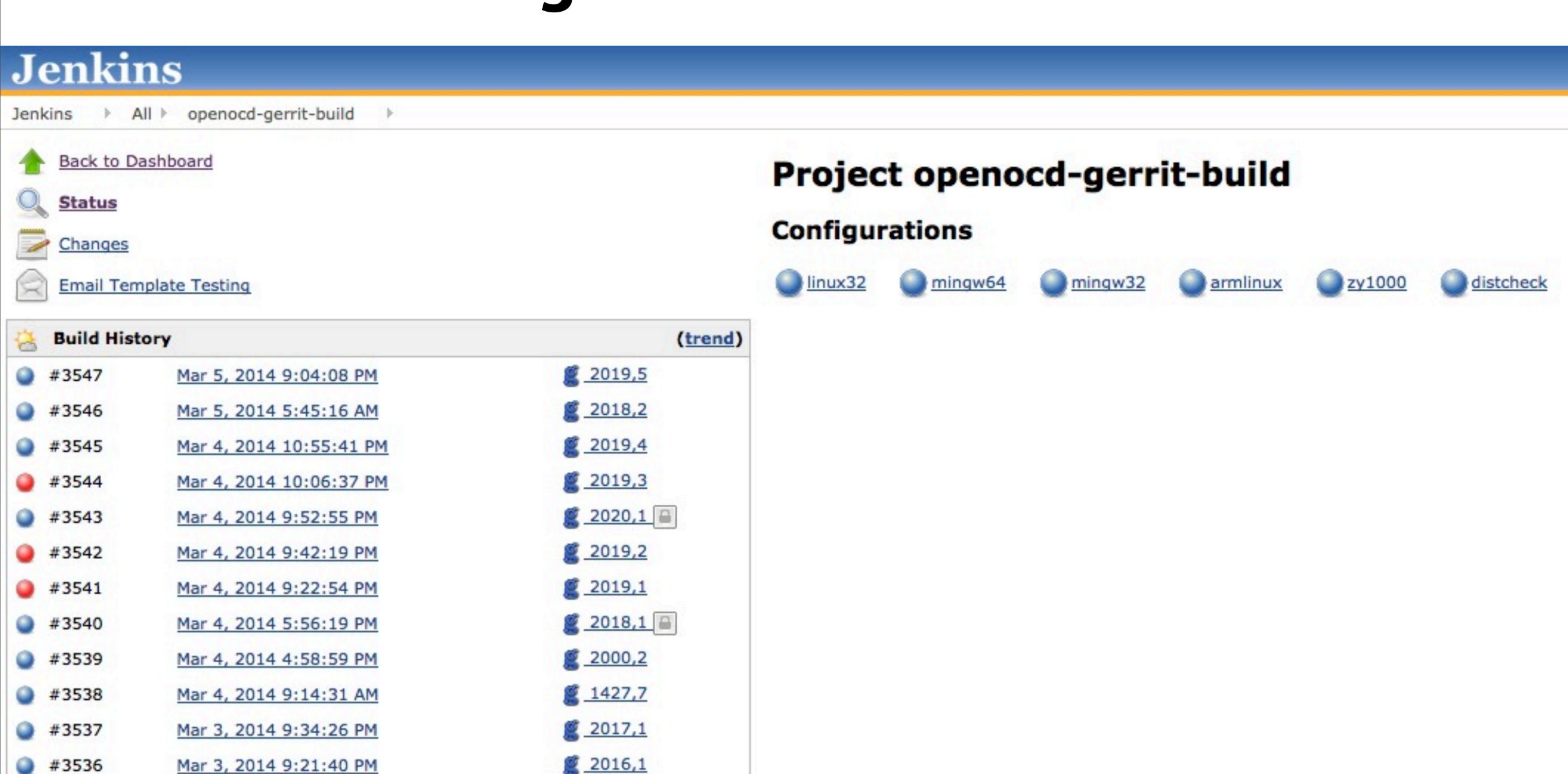
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Mar 3, 2014 9:21:40 PM

Mar 3 2014 9:07:50 PM



**2015.1** 

### Don't be too disruptive

"People hate change... and that's because people hate change... I want to be sure that you get my point. People really hate change. They really, really do."

Steve McMenamin, The Atlantic Systems Guild, 1996

# But be disruptive enough!







### Code reviews are the most obvious





But start with what makes sense for you!





- Code reviews are the most obvious
- But start with what makes sense for you!
- Increase coverage organically



Vigilance!



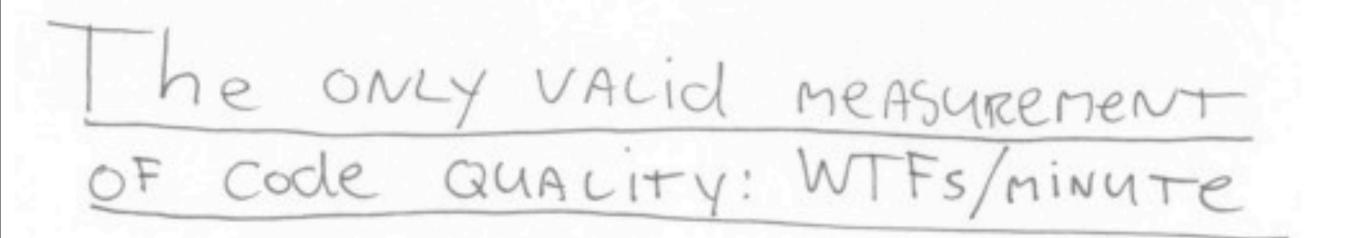
- Vigilance!
- Emphasize the benefits

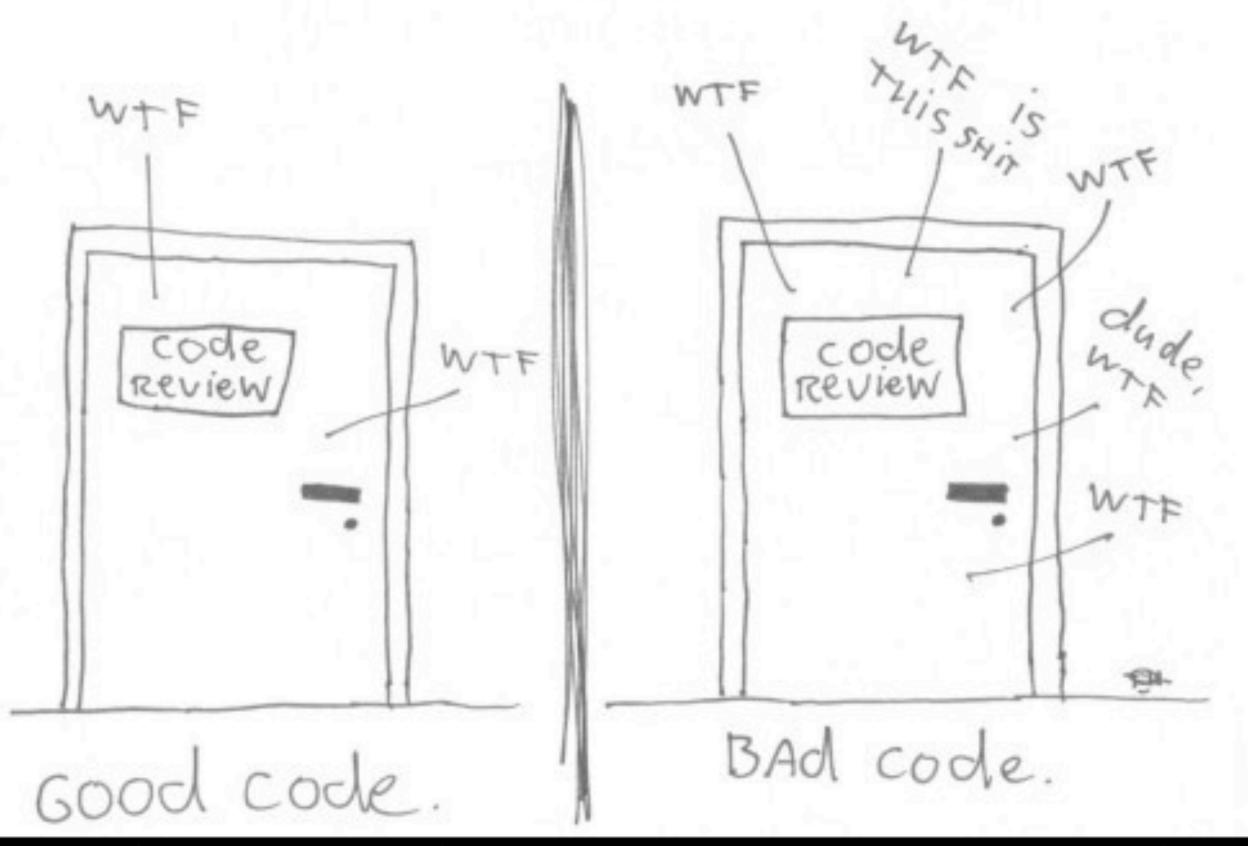


- Vigilance!
- Emphasize the benefits
- Avoid excessive ceremony

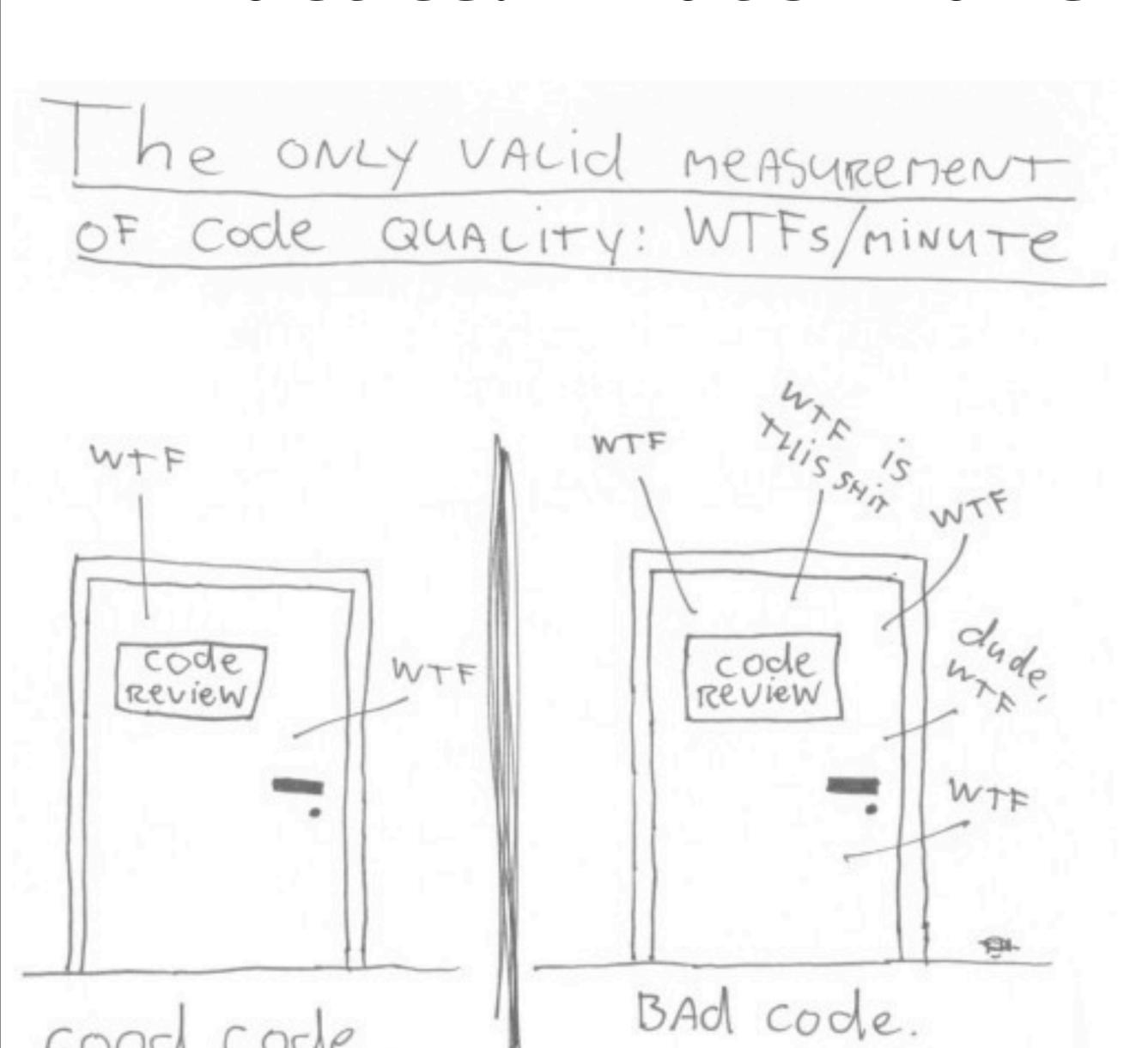


ONLY VACIO MEASUREMENT OF Code QUALITY: WTFs/minute Review BAd code.

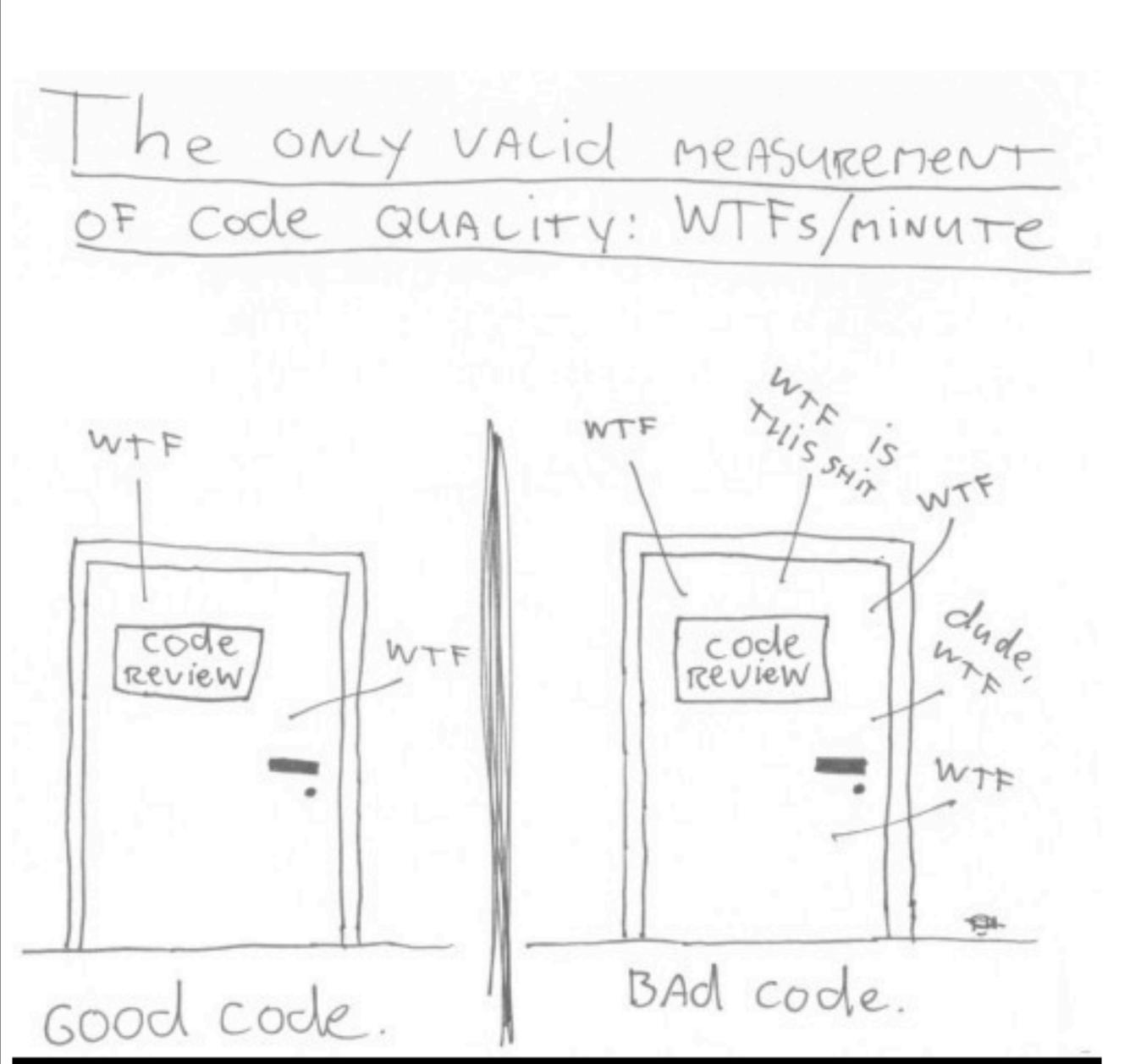




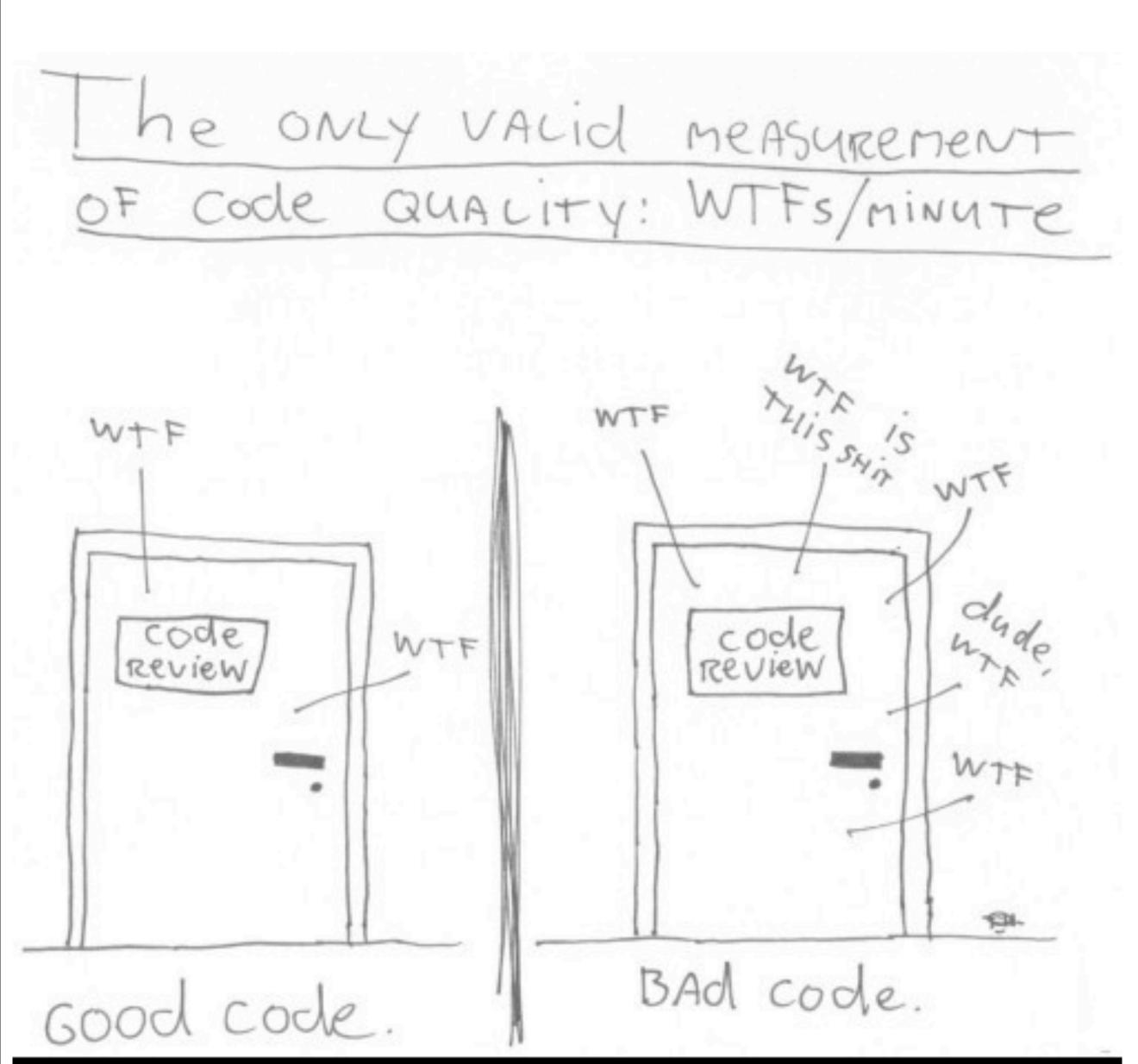
At least one competent reviewer



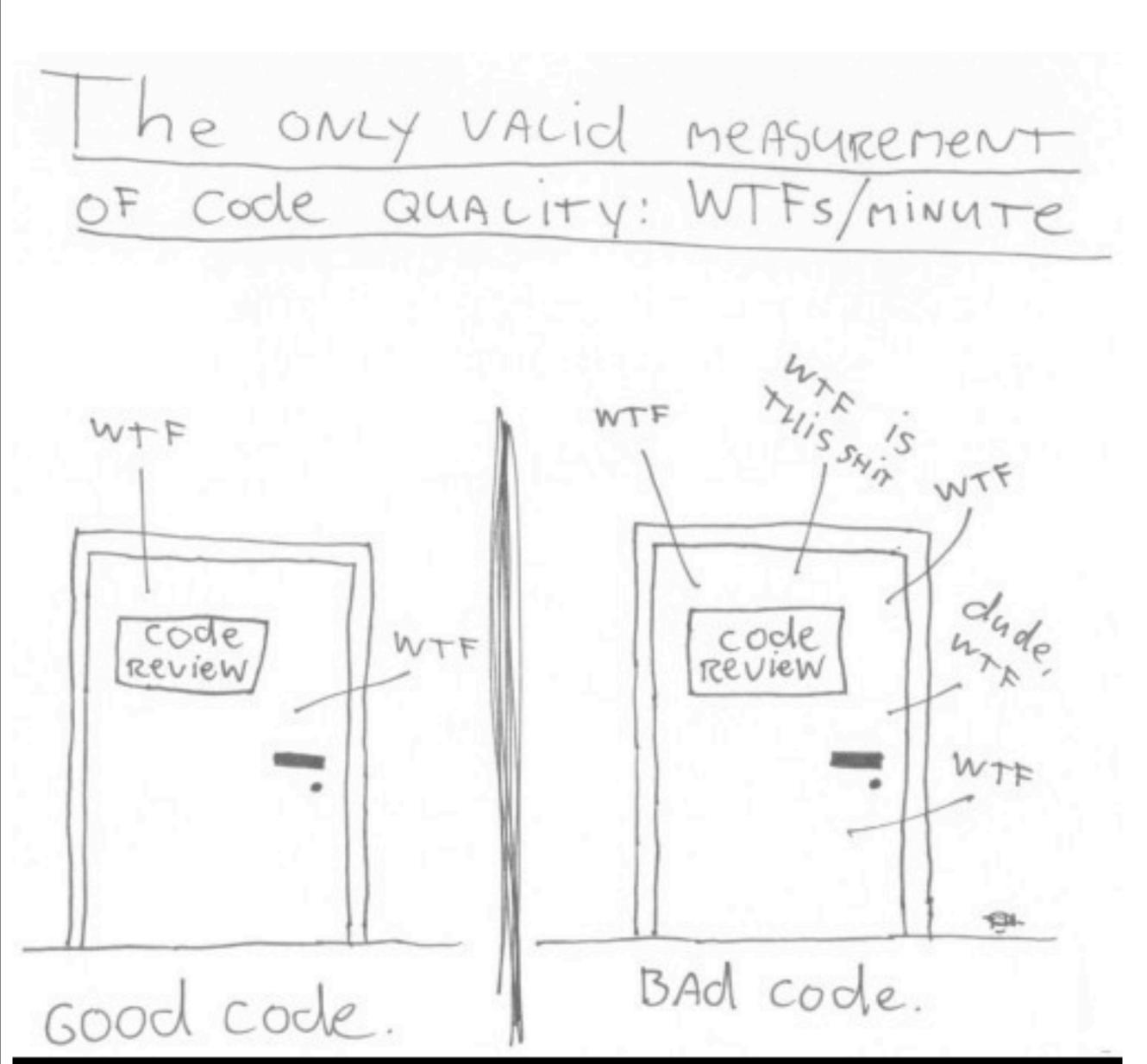
- At least one competent reviewer
- Early feedback with opportunity for followup



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- Review before "committing"



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- Review before "committing"
- Reviewer can block commit



- At least one competent reviewer
- Early feedback with opportunity for followup
- Review before "committing"
- Reviewer can block commit
- Author has final say on commit

#### References

```
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# Thank you!

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▶ @austin\_bingham





