

# Information Modelling & Analysis – Project 1

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## Code Repository

The code and result files part of this submission can be found at:

Repository: <https://github.com/infoMA2023/project-01-god-classes-maggioni>

Commit ID: **TBD**

## Data Pre-Processing

### God Classes

Table 1: Identified God Classes

<b>Class Name</b>	<b># Methods</b>
org.apache.xerces.dom.CoreDocumentImpl	125
org.apache.xerces.impl.xs.traversers.XSDHandler	118
org.apache.xerces.xinclude.XIncludeHandler	116
org.apache.xerces.impl.dtd.DTDGrammar	101

The god classes I identified, and their corresponding number of methods can be found in Table 1.

Note: the number of methods was computed by considering only methods and not constructors.

### Feature Vectors

Table 2 shows aggregate numbers regarding the extracted feature vectors for the god classes.

Table 2: Feature vector summary (\*= used at least once)

<b>Class Name</b>	<b># Feature Vectors</b>	<b># Attributes*</b>
...	...	...

## Clustering

### Algorithm Configurations

Report/comment the algorithm configurations (distance function, linkage rule, etc.). You may do so in any form you feel suited, but a short paragraph of text is probably sufficient.

### Testing Various K & Silhouette Scores

(1) Report data about the clusters produced by the two algorithms at various k (#clusters, size of clusters, silhouette scores). You may use any suitable format (table, graph, ...).

(2) Briefly comment your results. What is the best configuration, and why? Anything else you observed?

## Evaluation

### Ground Truth

I computed the ground truth using the command .... The generated files are checked into the repository with the names ....

Comment briefly on the strengths & weaknesses of our ground truth.

### Precision and Recall

Table 3: Evaluation Summary

Class Name	Agglomerative		K-Means	
	Prec.	Recall	Prec.	Recall
...	...	...	...	...

Precision and Recall, for the optimal configurations found in Section 3, are reported in Table 3.

### Practical Usefulness

Discuss the practical usefulness of the obtained code refactoring assistant in a realistic setting (1 paragraph).