

TaskBoard: Tracking Pertinent Task Artifacts and Plans

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Abstract

Developers must actively maintain status information about the programming tasks they are engaged in. Unfortunately, much of this knowledge does not exist in tangible form. Commonly, developers are forced to recover the details of this knowledge after encountering an unanticipated interruption. In this paper, we present a technique enabling developers to quickly reengage in a task after such an interruption. A dashboard visualization, called TaskBoard, of intermediate task knowledge is constructed from recent activities and program executions and then displayed to assist reengagement. Developers can annotate its contents with task descriptions and prospective cues.

1. Introduction

Development tasks typically require coordinating software changes across multiple locations in a program's source code. Integrated development environments (IDEs) have provided limited support for managing the active artifacts relevant to the programming task. This includes tabbed editors for editing multiple files, hierarchical file lists that can be collapsed and expanded, forward/backward navigation commands to return to previous locations, and a list of recently visited files.

Unfortunately, there are problems with these interfaces. In studies of developer navigation histories, a common finding is that developers frequently visit many locations in rapid succession in a phenomenon known as *navigation jitter* [3]. Navigation jitter has been commonly attributed to developers flipping through open tabs and file lists when trying to recall a location [3, 2]. To alleviate this problem, researchers have proposed various alternatives. Relo [4] displays a complementary UML view that is built from recently visited source code. Another system, SHriMP [5], uses a focus-and-context paradigm to allow multiple code locations to be viewed simultaneously. Mylyn¹ maintains a

context of associated artifacts for each task in a task repository.

Although these systems improve to some extent the presentation of relevant task artifacts, they do not expand their scope. Further, when developers perform a task, they often need to refine it into several steps, perform tangential investigations, and track and evaluate progress. These systems represent tasks monolithically instead of representing their distinct stages, steps, or objectives. Developers need support for representing and accessing these components of a task breakdown to support planning, tracking progress, and evaluating a performed task. In this paper, we present a tool called TASKBOARD to address those limitations.

2. TaskBoard

We have developed TASKBOARD as a Visual Studio plugin to manage access to artifacts referenced in a programming task and its subtasks. In TASKBOARD, a set of active task items are displayed on a peripheral monitor. The task items include source code, runtime program values, and a list of code locations. As the programmer actively develops, these task items maintain visual cues to assist the developer in getting an overview of the artifacts, recent activity, and progress. Further, these items can be annotated with task planning information and prospective notes.

To use TASKBOARD, a developer begins planning how they want to perform a task. Using a process we call *trail-blazing*, developers can investigate the code to evaluate and plan the proposed changes. During this time, the developer may add an artifact to TASKBOARD. Developers have several choices in the types of artifacts they can add:

- code files,
- results of a query such as *find references* or *search*,
- runtime values from a debugging session, and
- prospective notes and implementation plans.

When an artifact is in TASKBOARD, a developer may then associate the item or group of items with a subtask. Visual cues are given to the artifacts to note the planned sequence of steps, and they can be used to filter which arti-

¹<http://www.eclipse.org/mylyn/>

facts appear or to adjust the level of detail. For example, elements belonging to the subtask following the current subtask would be smaller and muted. In Figure 1, an example of artifacts and annotations is shown. As seen in the visualization, code files are represented with a Code Thumbnail view [1] that can be dynamically adjusted in size. Further, code files are annotated with two visual cues indicating recent editing (green) and navigation activity (blue).

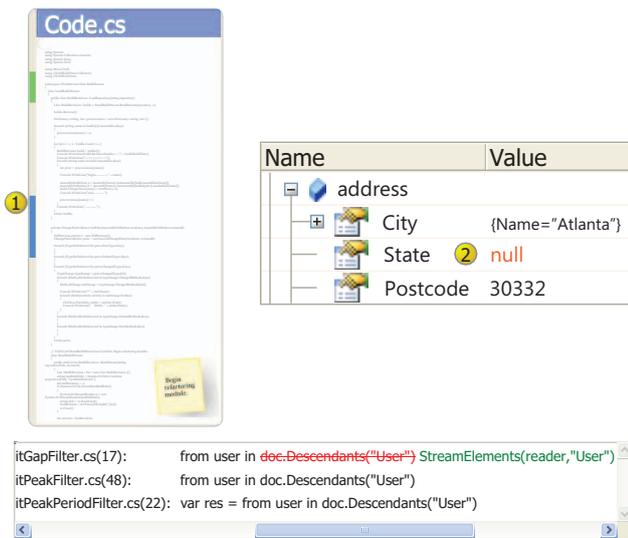


Figure 1. Three task artifacts are displayed: a code file, runtime value, and search results. In addition, the artifacts are annotated with subtask sequences and a prospective note.

2.1. Examples

In this section, we give three examples of how TASKBOARD can be used to solve common problems while performing a programming task.

Developers commonly use the list of search results in an IDE to track the locations where changes need to be made. Two problems they face when using this approach are that the search results are not easily persisted, and it is difficult to see whether the change was made successfully in all places. To address these two concerns with TASKBOARD, search results can be persisted as a task artifact. Also, the developers can take a snapshot of the code when the query was made and display differences next to the original. The differences allow a developer to evaluate if the change was effectively made and to then optionally mark it as completed.

When developers test their intended changes, they may find some unexpected problems. Typically, developers debug the program to investigate the cause of failures. After the developer has identified a potential cause for the failures, they end the debugging session and attempt to make a fix. Unfortunately, the runtime values that were instrumental in diagnosing the problem are not persisted after or be-

tween multiple debugging sessions. In TASKBOARD, these values can be persisted and associated with the class they were collected from.

Finally, failure to remember prospective tasks is a common result of interruption. A popular tactic to remember prospective tasks is to leave a *TODO* comment as a reminder. However, these notes are often also used to mark possible design flaws or suggestions for future preventive maintenance. To allow developers to specify temporary notes in the context of the current task, we support the specification of implementation plans. An *implementation plan* is a memory tactic that uses a conditional cue to activate a reminder. For example, a developer could specify the following conditional cue and reminder: `If UnitTest available for class =>begin refactoring module.`

3. Conclusion

We have presented a prototype system for managing task artifacts, planning subtasks, and evaluating task progress. Currently, we are expanding and improving our proposed features. In addition, we intend to conduct experiments that measure how developers access the task artifacts and which visual cues prove the most helpful.

References

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