

# Analysis of Risk in Information System using Cyclomatic Complexity

D.Naga Malleswari, K. Bhaskar, A. Monica, B. Venkat vinay, U. Sai Anirud Varma

**Abstract:** Software testing is an important part of the software development life cycle. Testing from starting stages will allow us to avoid the trouble of fixing bugs in later stages. There are many testing techniques that are used to discover errors or any software bugs found during the implementation. One of the procedure for testing is through ascertaining cyclomatic unpredictability which centers around structure of source code. Cyclomatic complexity calculates the paths and control points. Cyclomatic complexity is one of the software metric that is widely used to measure the complexity of a program. In a program there may be several modules, methods or classes with respective these aspects cyclomatic complexity can be calculated. cyclomatic complexity is developed by Thomas J.McCabe in 1976 on basis of control flow representation in a program. our target in the project is to find the cyclomatic complexity for any given source code. if the cyclomatic complexity is low then the hazard to alter code is lower and source code will be easier to understand and maintain and in case if the cyclomatic complexity is high the risk to modify code is higher and source code will be tough.

**Keywords:** Importance of software testing, about Cyclomatic complexity

## I. INTRODUCTION

Nature of the product relies upon the nature of the tests performed on it. Along these lines, programming testing is entrenched as a basic piece of the product advancement process and as a quality affirmation procedure broadly utilized in industry. We have to put 30 to 50 percent of the venture's exertion on testing. In conventional testing, we are required to perform unit testing, in the wake of identifying and fixing the deformities we have to perform relapse testing. It is absurd to expect to complete a re-gression test for each change we made in the code. In any case, in lithe advancement, we pursue an alternate testing system, for example, Developer testing is a basic testing procedure, in which a designer needs to compose an arranged unit or combination test. Engineer testing has ascended to be a proficient technique to recognize absconds from the get-go in the advancement procedure.

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Unit testing is the other testing procedure which is increasing greater notoriety the same number of programming dialects are bolstered by unit testing systems. The primary objective of any testing is to discover abandons precisely.

In designer testing, individuals from the advancement group are associated with the testing as they have clear thought of what they had composed and they can without much of a stretch identify where the imperfection happened if the testing is performed. In this way, we will get speedier outcomes accordingly sparing time. Another advantage of this sort of testing is quicker execution of new highlights or refactoring. Be that as it may, it relies upon the advancement group's execution in fixing deserts and actualizing new highlights. This can happen just in the event that we execute the superb test code. Accordingly, we can relate the nature of the test code and issue taking care of execution of the improvement group. Here we miss something about, how might we measure the nature of the test code? What's more, how the created test code quality model goes about as a marker of issue taking care of execution? Along these lines, first we have to survey the test code quality Cyclomatic complexity is one of the software metric that is widely used to measure the complexity of a program. In a program there may be several modules, methods or classes with respective these aspects cyclomatic complexity can be calculated. cyclomatic complexity is developed by Thomas J.McCabe in 1976 on basis of control flow representation in a program. our target in the project is to find the cyclomatic complexity for any given source code. if the cyclomatic complexity is low then the hazard to alter code is lower and source code will be simpler to understand and maintain and in case if the cyclomatic complexity is high the risk to modify code is higher and source code will be tough.

## II. SOFTWARE COMPLEXITY MEASUREMENT

Programming intricacy is one part of programming measurements that is centered around direct estimation of programming qualities, rather than backhanded programming estimates, for example, venture achievement status what's more, revealed framework disappointments. There are many delicate product multifaceted nature measures running from the straightforward, for example, source lines of code, to the exclusive, for example, the quantity of variable definition/utilization affiliations. An imperative basis for measurements determination is consistency of use, otherwise called "open reengineering." The reason "open frameworks" are so mainstream for business programming applications is that the client is ensured a specific dimension of interoperability—the applications work together in a typical system, and applications can be ported crosswise over equipment stages with negligible effect.

The open reengineering idea is comparable in that the unique model used to speak to programming frameworks ought to be as autonomous as conceivable of usage. Programming intricacy is one part of programming measurements that is centered around direct estimation of programming qualities, rather than backhanded programming estimates, for example, venture achievement status what's more, revealed framework disappointments. There are many delicate product multifaceted nature measures running from the straightforward, for example, source lines of code, to the exclusive, for example, the quantity of variable definition/utilization affiliations. An imperative basis for measurements determination is consistency of use, otherwise called "open reengineering." The reason "open frameworks" are so mainstream for business programming applications is that the client is ensured a specific dimension of interoperability—the applications work together in a typical system, and applications can be ported crosswise over equipment stages with negligible effect. The open reengineering idea is comparable in that the unique model used to speak to programming frameworks ought to be as autonomous as conceivable of usage.

### III. RELATION BETWEEN COMPLEXITY AND TESTING

There is a solid association among multifaceted nature and testing, and the organized testing strategy makes this connection unequivocal. To start with, multifaceted nature is a typical wellspring of blunder in programming. This is valid in both a dynamic and a solid sense. In theory sense, multifaceted nature past a specific point overcomes the human mind's capacity to perform exact representative controls, and blunders result. The equivalent mental elements that limit individuals' capacity to do mental controls of more than the scandalous "7 +/- 2" questions at the same time [MILLER] apply to programming. Organized programming procedures can push this obstruction further away, however not eliminate it completely. In the solid sense, various investigations and general industry experience have demonstrated that the cyclomatic intricacy measure correlates with mistakes in programming modules. Different elements being equivalent, the progressively perplexing a module is, the more probable it is to contain blunders. Additionally, past a certain limit of multifaceted nature, the probability that a module contains mistakes increments pointedly. Given this data, numerous associations limit the cyclomatic multifaceted nature of their product modules trying to in-wrinkle generally unwavering quality. A definite proposal for multifaceted nature restriction is given in area 2.5. Second, multifaceted nature can be utilized straightforwardly to assign testing exertion by utilizing the association among multifaceted nature and mistake to focus testing exertion on the most blunder inclined programming. In the organized testing approach, this assignment is exact—the quantity of test ways 4 required for every product module is actually the cyclomatic unpredictability. Other normal white box testing criteria have the characteristic irregularity that they can be happy with a little number of tests for self-assertively unpredictable (by any sensible feeling of "multifaceted nature")

### IV. COMPLEXITY AND RELIABILITY

A few of the investigations talked about in Appendix A demonstrate a connection among's intricacy and blunders,

just as an association among intricacy and trouble to comprehend programming. Dependability is a mix of testing and comprehension. In principle, either impeccable testing (check master gram conduct for each conceivable grouping of info) or immaculate comprehension (fabricate a totally precise mental model of the program with the goal that any mistakes would be self-evident) are adequate independent from anyone else to guarantee reliability. Given that a bit of programming has no known mistakes, its apparent unwavering quality depends both on how well it has been tried and how well it is comprehended. As a result, the emotional reliability of programming is communicated in articulations, for example, "I understand this program all around ok to realize that the tests I have executed are satisfactory to give my ideal dimension of trust in the product." Since multifaceted nature makes programming both harder to test and harder to understand, multifaceted nature is personally attached to unwavering quality. From one point of view, intricacy estimates the exertion important to accomplish guaranteed dimension of unwavering quality. Given a fixed dimension of exertion, a run of the mill case regarding genuine spending plans and plans, multifaceted nature estimates dependability itself.

### V. ANALYZING RISK USING CYCLOMATIC COMPLEXITY

Cyclomatic complexity of a code section is the quantitative measure of the number of linearly independent paths in it. It is a product metric used to demonstrate the multifaceted nature of a program. It is figured utilizing the Control Flow Graph of the program. The nodes in the graph demonstrate the littlest gathering of directions of a program, and a coordinated edge in it associates the two hubs for example in the event that second direction may quickly pursue the main order Formulating Cyclomatic complexity. Mathematically, for a structured program, the directed graph inside control flow is the edge joining two basic blocks of the program as control may pass from first to second.

So, cyclomatic complexity  $M$  would be defined as,

$$M = E - N + 2P$$

where,

$E$  = the number of edges in the control flow graph

$N$  = the number of nodes in the control flow graph

$P$  = the number of connected components

Steps that should be followed in calculating cyclomatic complexity and test cases design are:

- Construction of graph with nodes and edges from code.
- Identification of independent paths.
- Cyclomatic Complexity Calculation
- Design of Test Cases

Let us take an example program and calculate its cyclomatic complexity

$A = 10$

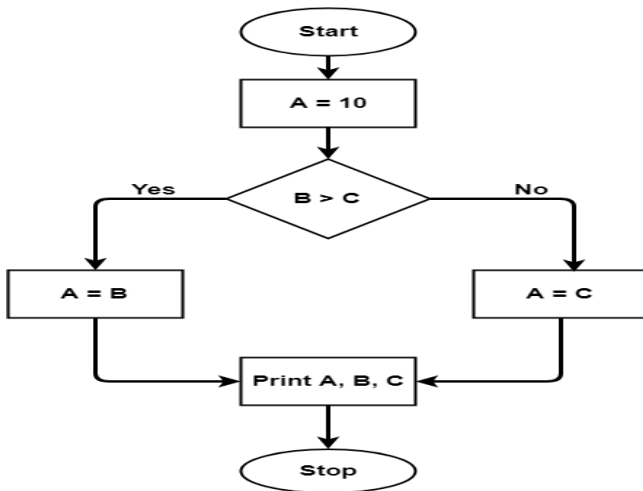
```

IF B > C THEN
    A = B
ELSE
    A = C
ENDIF
Print A
    
```

Print B

Print C

Control flow graph for the above program :



The cyclomatic complexity calculated for above code will be from control flow graph.

The graph shows seven shapes(nodes), seven lines(edges)

Nodes = 7

Edges = 7

Cyclomatic complexity  $M = E - N + 2P$

hence cyclomatic complexity is  $7 - 7 + 2 = 2$ .

Complexity Number	Meaning
1-10	Structured and well written code High Testability Cost and Effort is less
10-20	Complex Code Medium Testability Cost and effort is Medium
20-40	Very complex Code Low Testability Cost and Effort are high
>40	Not at all testable Very high Cost and Effort

Use of Cyclomatic Complexity:

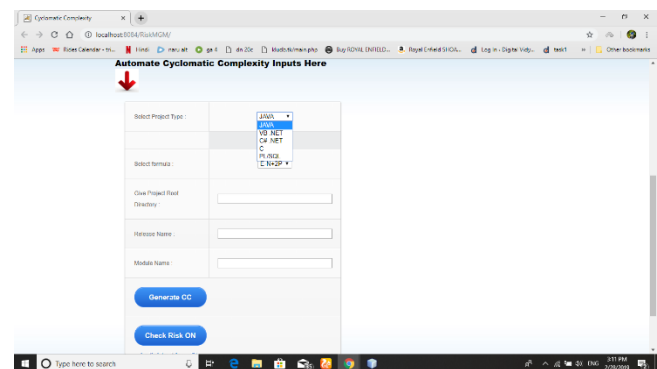
- Causes designers and analyzers to decide indistinguishable way executions
- Designers can guarantee that every one of the ways have been tried atleast once
- Causes us to concentrate more on the revealed ways
- Improve code inclusion in Software Engineering
- Assess the hazard related with the application or program
- Utilizing these measurements from the get-go in the cycle lessens more danger of the program

## VI. CONCLUSION

Engineer testing is a vital piece of programming development in which the designer of the imperfection raised code handles the deformities and fixes them. For an each adjustment in the usefulness must not be changed. Along these lines, customarily we perform relapse testing which is tumultuous to rehash a similar testing ordinarily. It will result in repetitive and a lot of testing. To conquer this we have to mechanize the testing which is a key element in lithe improvement. These computerized tests empower early location of deformities in programming, and encourage the understanding of the framework. There is certifiably not a solitary model which is clear to survey the nature of the test code. In any case, some quality models give us motivation to discover nature of the code. That is the reason we have picked SIG quality model and added a few decorations to the model and made it best appropriate for surveying nature of the test code. Be that as it may, this quality model is motivated from ISO/IEC 9126. Compelling testing is a standout amongst the most ideal approaches to guarantee the nature of programming. In the meantime we should not sit on testing for a long time. We should perform enough testing however effective testing. Compelling testing implies we need to execute powerful test code. Thus, the nature of the test code matters here. We are not finished with simply discovering deformities but rather we need to evaluate the effect of the issue dealing with markers on test code quality. With the goal that's the reason we are endeavoring to relate test code quality and issue taking care of execution. The components culmination, adequacy and maintainability are the key pointers for test code quality. What's more, imperfection goals speed. Throughput and profitability are the key pointers for issue taking care of execution. Along these lines, first we need to gauge these markers and endeavor to get connection between them.

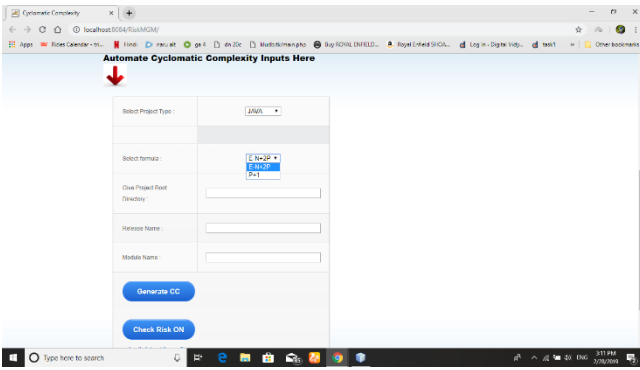
### outputs

Step 1- Select a programming language

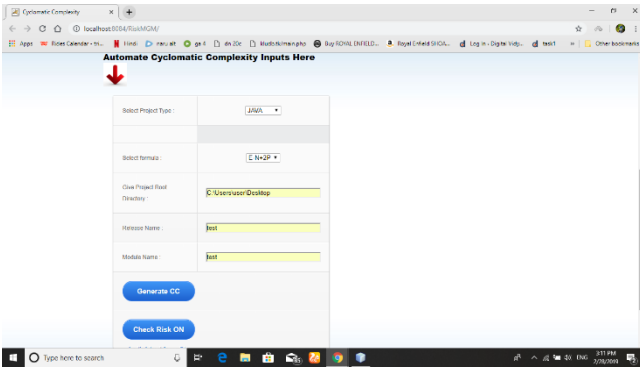


Step 2 – Select a formula for finding CC

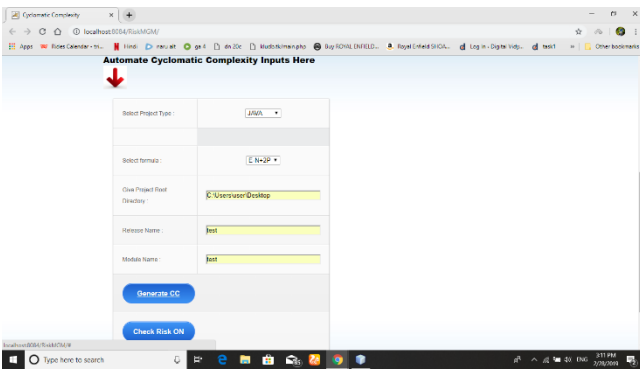
# Analysis of Risk in Information System using Cyclomatic Complexity



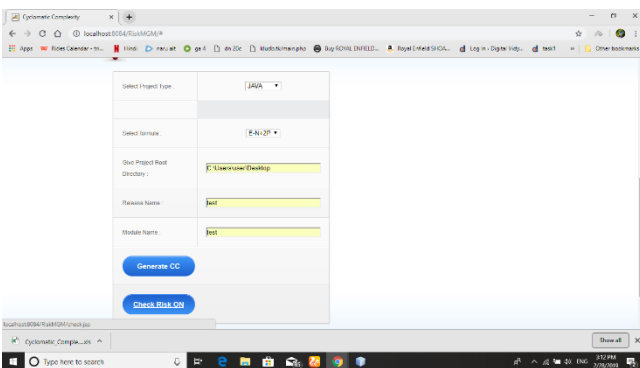
Step 3 – Enter the location of the file



Step 4 – click generate CC button for the result



Step 5 – which downloads an excel file



Sl. No.	Release Name	Class Name	Module Name	Count of "IF_THEN"	Count of "IF_THEN_ELSE"	Count of "FOR"	Count of "DO_WHILE"	Count of "WHILE"	Count of "CASE"	Count of "FOR_EACH"	Count of "TRY_CATCH"	Count of "SWITCH"
1	test	ATMpinBazo	test	1	0	0	0	0	0	0	0	0
2	test	AbolitionAction	test	1	0	0	0	0	0	0	0	0
3	test	AbolitionAction	test	1	0	0	0	0	0	0	0	0
4	test	AbolitionAggregate	test	1	0	0	0	0	0	0	0	0
5	test	AbolitionAggregate	test	1	0	0	0	0	0	0	0	0
6	test	AbolitionAggregate	test	1	0	0	0	0	0	0	0	0
7	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
8	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
9	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
10	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
11	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
12	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
13	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
14	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
15	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
16	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
17	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
18	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
19	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
20	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
21	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
22	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0
23	test	AbolitionElement	test	1	0	0	0	0	0	0	0	0

Sl. No.	Class Name	Count of "IF_THEN"	Count of "IF_THEN_ELSE"	Count of "DO_WHILE"	Count of "WHILE"	Count of "CASE"	Count of "FOR_EACH"	Count of "TRY_CATCH"	Count of "SWITCH"
1	ATMpinBazo	1	0	0	0	0	0	0	0
2	AbolitionAction	1	0	0	0	0	0	0	0
3	AbolitionAction	1	0	0	0	0	0	0	0
4	AbolitionAggregate	1	0	0	0	0	0	0	0
5	AbolitionAggregate	1	0	0	0	0	0	0	0
6	AbolitionAggregate	1	0	0	0	0	0	0	0
7	AbolitionElement	1	0	0	0	0	0	0	0
8	AbolitionElement	1	0	0	0	0	0	0	0
9	AbolitionElement	1	0	0	0	0	0	0	0
10	AbolitionElement	1	0	0	0	0	0	0	0
11	AbolitionElement	1	0	0	0	0	0	0	0
12	AbolitionElement	1	0	0	0	0	0	0	0
13	AbolitionElement	1	0	0	0	0	0	0	0
14	AbolitionElement	1	0	0	0	0	0	0	0
15	AbolitionElement	1	0	0	0	0	0	0	0
16	AbolitionElement	1	0	0	0	0	0	0	0
17	AbolitionElement	1	0	0	0	0	0	0	0
18	AbolitionElement	1	0	0	0	0	0	0	0
19	AbolitionElement	1	0	0	0	0	0	0	0
20	AbolitionElement	1	0	0	0	0	0	0	0
21	AbolitionElement	1	0	0	0	0	0	0	0
22	AbolitionElement	1	0	0	0	0	0	0	0
23	AbolitionElement	1	0	0	0	0	0	0	0

Sl. No.	Class Name	Count of "IF_THEN"	Count of "IF_THEN_ELSE"	Count of "DO_WHILE"	Count of "WHILE"	Count of "CASE"	Count of "FOR_EACH"	Count of "TRY_CATCH"	Count of "SWITCH"
1	ATMpinBazo	1	0	0	0	0	0	0	0
2	AbolitionAction	1	0	0	0	0	0	0	0
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4	AbolitionAggregate	1	0	0	0	0	0	0	0
5	AbolitionAggregate	1	0	0	0	0	0	0	0
6	AbolitionAggregate	1	0	0	0	0	0	0	0
7	AbolitionElement	1	0	0	0	0	0	0	0
8	AbolitionElement	1	0	0	0	0	0	0	0
9	AbolitionElement	1	0	0	0	0	0	0	0
10	AbolitionElement	1	0	0	0	0	0	0	0
11	AbolitionElement	1	0	0	0	0	0	0	0
12	AbolitionElement	1	0	0	0	0	0	0	0
13	AbolitionElement	1	0	0	0	0	0	0	0
14	AbolitionElement	1	0	0	0	0	0	0	0
15	AbolitionElement	1	0	0	0	0	0	0	0
16	AbolitionElement	1	0	0	0	0	0	0	0
17	AbolitionElement	1	0	0	0	0	0	0	0
18	AbolitionElement	1	0	0	0	0	0	0	0
19	AbolitionElement	1	0	0	0	0	0	0	0
20	AbolitionElement	1	0	0	0	0	0	0	0
21	AbolitionElement	1	0	0	0	0	0	0	0
22	AbolitionElement	1	0	0	0	0	0	0	0
23	AbolitionElement	1	0	0	0	0	0	0	0

Details of the Cyclomatic Complexity obtained based on the data provided above			
[A] Cyclomatic Complexity of top 3 programs/methods in the release with highest complexity			
Sl. No.	Method/Program Name (Optional)	Cyclomatic Complexity (Maximum)	Work Sheet
632	ExtendedUserTakeManager	433	
633	ExtendedUserTakeManager	434	
634	MessageService	258	
[B] Average Cyclomatic Complexity			
No. of programs/methods in the release	640	Sum of Cyclomatic Complexity of all methods/programs in the release	13495
Average Cyclomatic Complexity	20.99	Number of Unit Test Cases	13495

## REFERENCES

- <http://www.mccabe.com/pdf/mccabe-nist235r.pdf>

Step 6 – This excel file contains the Cyclomatic complexity of given program