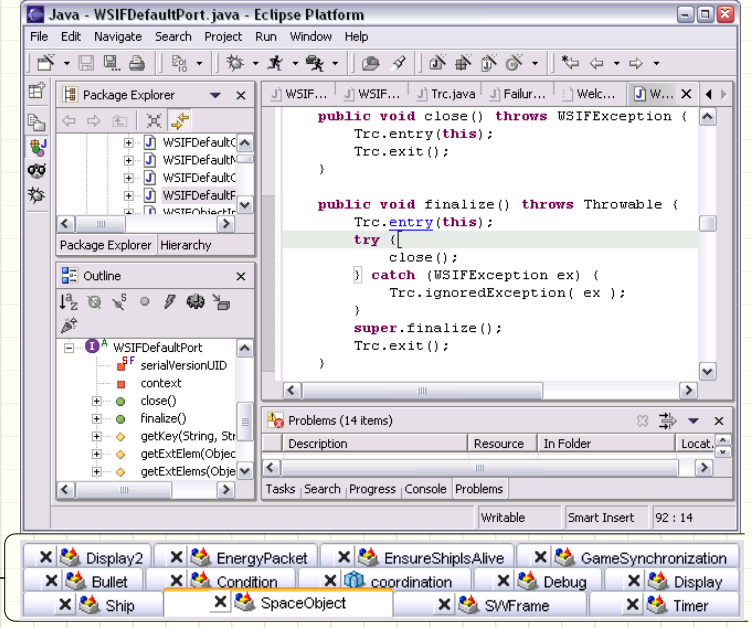


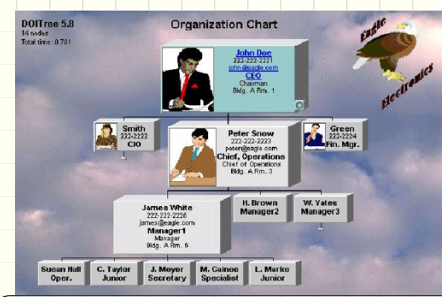
Too many views
 Gutter is too crowded
 Too many nodes
 Aspects make it worse



Problem with IDEs

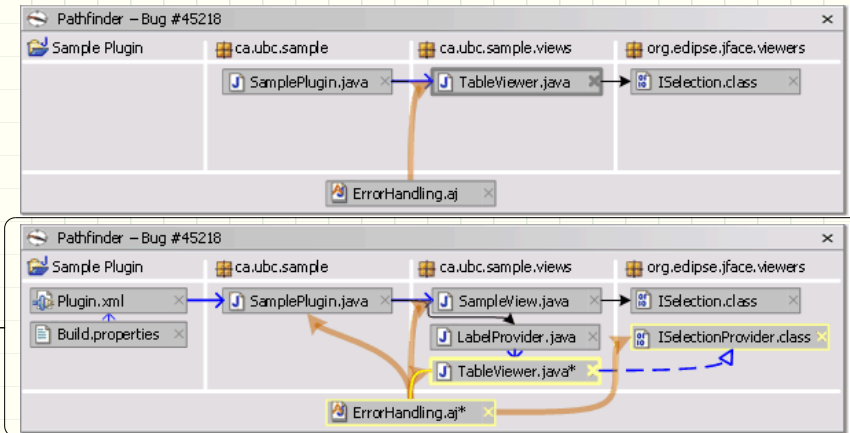
Too little context

Viz approaches haven't made it into current IDEs



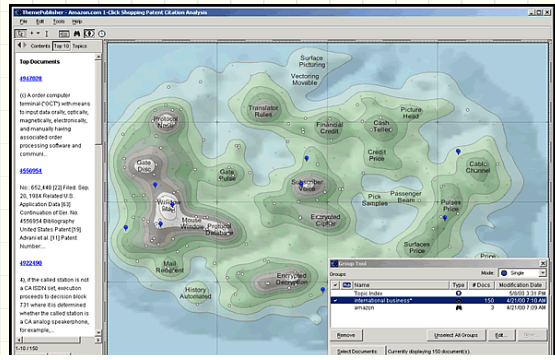
Degree of interest (Card)

Make the paths evident



Nodes & edges

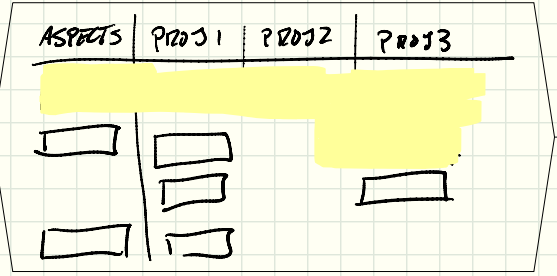
van Ham call matrices



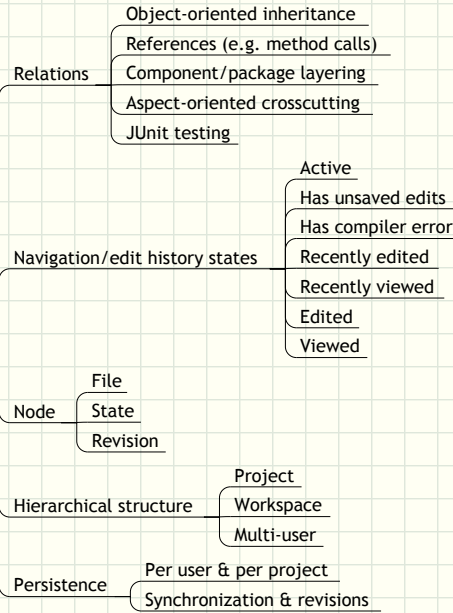
Motivation

View ideas

Table & Regions



Context Model



Goals & directions

- Milestone status
 - March 9 (1 week): core plugin infrastructure; rudimentary DOI model understands current, edited, and viewed files; simple table layout of open files.
 - March 23 (3 weeks): object-oriented relationships in DOI model; tree-style layout of nodes.
 - April 6 (5 weeks): aspect-oriented relationships in DOI model; support for model creation, multiple models, and externalization of model to file; relationships drawn as edges between nodes.
 - April 20 (7 weeks): tuning of DOI mode and visualization; hardening for real-world use to enable validation by SPL lab members; considerations for extending to higher-resolution displays.
- Validation of context model & DOI function
- Combining tree juxtaposer & DOI ideas
- Abstraction-based semantic zooming
- Multiple foci
- Dense displays

Structured editor layout

```

void fire() {
    // indication of advice
    if (!dependEnergy(BULLET_ENERGY))
        return;
    new Bullet(getGame(), xV, yV);
}

void fire() {
    // body of before advice
    if (traceMethods.getState()) {
        infoWin.println(thisJoinPoint.getSignature());
    }
    if (!dependEnergy(BULLET_ENERGY))
        return;
    new Bullet(getGame(), xV, yV);
}
    
```

```

protected override void Dispose( bool disposing )
{
    if( disposing )
    {
        Do something interesting
    }
    base.Dispose( disposing );
}
    
```

Windows Form Designer generated code