^ originally presented at ICSE 2014

PROBLEM STATEMENT

- Programming languages constantly evolve
- New features added in Java JLS2/JLS3/JLS4
- When are features adopted by developers?
- Are features living up to their full potential?
- Do developers refactor to adopt features?

APPROACH

Result: Yes! (more details in paper...)

- Studied open-source Java projects on SourceForge
 - Both small (novice developers) and large projects
 - Azureus/Vuze, Weka, Hibernate, JHotDraw, JUnit, etc
- Utilized Boa language and infrastructure to mine data
- Analyzed CVS and Subversion repositories
 - Over 10 years of commit history

Studied Dataset: September 2013 (SF.net)

Projects	31,432
Revisions	4,298,309
Java Files	9,093,216
Java File Snapshots	28,747,948
AST Nodes	18 323 905 323

- 1. Do projects use language features before release?
- 2. How frequently is each language feature used?

		Annotation							Extends	•	Other		Binary			Safe	_ Try w/	Underscore
	Assert	Declaration	Use*	For Loop*	Enums	Variable*	Method	Туре	Wildcard	Wildcard	Wildcard	Varargs	Literals	Diamond	Catch	Varargs	Resources	Literals
Uses	408,802	29,415	11,692,911	2,666,411	162,445	2,473,581	257,921	214,012	411,940	84,602	936,546	221,322	90	22,473	1,920	192	1,597	889
Files	1.04%	0.28%	21.98%	8.4%	1.47%	9.24%	0.9%	1.89%	1.37%	0.15%	2.45%	0.95%	0%	0.08%	0.01%	0%	0.01%	0%
Projects	12.72%	6.35%	57.07%	48.61%	29.42%	57.15%	13.52%	19.87%	15.67%	2.71%	22.52%	15.43%	0.02%	0.4%	0.27%	0.06%	0.21%	0.02%

* Some features are much more popular

- 3. How Did Committers Adopt and Use Language Features?
 - Features are not adopted by teams as a whole, but rather by a few members (confirms [Parnin et al. MSR'11])
 - Very few committers have adopted all new language features
- 4. Were there missed opportunities to use Language Features? Result: Millions of missed opportunities!

	Ac	tual Uses (% p	rojects)		Potential Uses (increase % projects)						
Binary Literals	Diamond	Multi-Catch 7	Try w/ Resources Und	derscore Literals	Binary Literals	Diamond	Multi-Catch	Try w/ Resources	Underscore Literals		
90 (0.02%)	22K (0.4%)	2K (0.27%)	1.6K (0.21%)	900 (0.02%)	61K (15.88%) 3	.7M (↑58.68 %)	365K (149.48 %)	522K (^37.06 %)	24.5M (↑88.84 %)		

5. Was Old Code Converted to Use New Language Features?

Result: Developers convert existing code to new language features!

