Abstract

The coping, modifying a block of code is identified as cloning and is the most basic means of software reuse. It has been extensively used within the software development community. An official survey which is carried out within large, long term software development project suggested that 25-30% of modules in system may be cloned. This paper begins with
background concept of code cloning, presents overall taxonomy of current techniques and tools, and classify evolution tools in two different format as static code clone and dynamic code cloning, this together presented with program analysis, secondly as a solution the static code is divided into four parts as T1, T2, T3, T4, to finally develop a process to detect and remove code cloning.

Reference

- Chanchal Kumar Roy and James R. Cordy, “A Survey on Software Clone Detection Research”, School of Computing, Queen’s University, Canada, 2007.

**Index Terms**

<table>
<thead>
<tr>
<th>Computer Science</th>
<th>Programming</th>
</tr>
</thead>
<tbody>
<tr>
<td>Languages</td>
<td></td>
</tr>
</tbody>
</table>

**Key words**

<table>
<thead>
<tr>
<th>Code Clone</th>
<th>Static Code Clone</th>
<th>Dynamic</th>
</tr>
</thead>
<tbody>
<tr>
<td>Code Clone</td>
<td>Legacy Program</td>
<td>Program Analysis</td>
</tr>
</tbody>
</table>