Abstract

The object-oriented software developers admit that thinking about object-oriented program understanding and comprehension to be relatively easier is not that easy. Programs are even more complex and difficult to comprehend, unless thoroughly documented. As we know that the entropy of software system increases with time unless specific work is executed to maintain or reduce it and system must change in order to remain useful. Reverse Engineering is aim
towards understanding legacy system and program code without having suitable documentation.

Reverse Engineering is a methodology that greatly reduces the time, effort and complexity involved in solving these issues providing efficient program understanding as an integral constituent of re-engineering paradigm. Reverse engineering produces a high-level representation of a software system from a low-level one. This paper discusses about reverse engineering of java code & recovers the design artifacts of a software system from its source code and related documentation.

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Reverse Engineering–An Intermediate Step towards Re-engineering

Computer Science

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