# Table of Contents

## Keynote
Cyberinfrastructure and the Critical Role of Engineering Partnerships for Science Discovery  
*Scotty Strachan* ................................................................. 1

## Software Engineering I
Sentiment Analysis of Software Bug Related Commit Messages  
*Md Rakibul Islam, Minhaz Zibran* .................................................. 3

Generalized Software Interface for CHORDS  
*Pattaphol Jirasessakul, Zachary Waller, Paul Marquis, Vinh Le, Connor Scully-Allison, Frederick C. Harris Jr., Sergiu Dascalu, Scotty Strachan* .................................................. 9

Android Malware Detection using Stacked Generalization  
*Md Shohel Rana, Charan Gudla, Andrew H. Sung* ................................. 15

Building Evacuation Using Microsoft HoloLens  
*James Stigall, Sri Teja Bodempudi, Sharad Sharma, Jock Grynovicki, Peter Grazaitis, David Scribner* .................................................. 20

## Data Engineering I
A Graph Database Approach for XACML Role-Based Access Control Implementation  
*Arundhati Wahane, Ying Jin* .......................................................... 26

An Online Approach for DNA Sequencing Error Correction via Disk Based Index  
*Yarong Gu, Qiang Zhu, Sakti Pramanik* ............................................... 32

Trust Issues in Cybersecurity and Autonomy  
*Aakanksha Rastogi, Kendall E. Nygard* .............................................. 39

Testing Different Methods for Arbitrary 3D Point Selection in Empty Space  
*Jacob Stanish, Bradford Towle Jr.* .................................................. 46

## Virtual Reality & Software Engineering
Let’s VR: A Multiplayer Framework for Virtual Reality  
*Kurt Andersen, Alex Hansen, Brittany Sievert, Frederick C. Harris Jr., Sergiu Dascalu, Jalal Kiswani* .................................................. 51

AssemblyVR: An Immersive Virtual Reality Environment for Concept Design  
*James Stigall, Revanth Bhaskar, Sharad Sharma* .................................... 57

Simulating an Unknown Environment with an Integrated Physical and Virtual Space  
*Esteban Segarra, Bradford Towle Jr.* ................................................ 63

Evaluation of GTI Modules Based on Usability and Likeability  
*Sarika Rajeev, Sharad Sharma* .......................................................... 69

## Software Engineering II
A Method for Handling Multi Axis Input for a Motion Based Flight Simulator  
*Alex Redei, Sergiu Dascalu* ............................................................... 75

Towards an Efficient Just-In-Time Compiler: An approach for performance enhancement of JNA  
*Indraneel Golthi, Sruthi Ganesan Valli, Gahangir Hossain* ........................ 80

Using Compiler to Build Strict Dependency Tool  
*Varma Kutcharlapati, Divyakanth Koppolu, Gowthambaalji Venkataraman, Gahangir Hossain* .......................................................... 86
Overlay: An Educational Disc Covering Puzzle Game
    Ryan Devaney, Sanya Gupta, Vinh Le, Connor Scully-Allison, Frederick C. Harris Jr., Sergiu Dascalu .......... 91

Data Engineering II
Data Mining in-IDE Activities: Why Software Developers Fail
    Naw Safrin Sattar, Md Abdul Motaleb Faysal, Minhaz Zibran, Shaikh Arifuzzaman, Md Rakibul Islam .......... 97
Trusted Validity: Combating Fake News with Distributed Ledger Technology
    Lamar Taylor ................................................................................................................................. 103
A Prototypical Reference Application of an IVIS4BigData Infrastructure supporting Anomaly Detection on Car-to-
Cloud Data
    Marco Bornschlegl ....................................................................................................................... 108
Multilingual Extension of Dependency Parsing and Annotation
    H M Raine Ahmed, Rushil Thakkar, Gahangir Hossain ................................................................. 116

Software Engineering III
An Empirical Study of the Relationships between Code Readability and Software Complexity
    Dua Alawad, Manisha Panta, Minhaz Zibran .................................................................................. 122
Mobile Usability Testing: Gathering Evidence for Designing User Interfaces for Emergency Disaster Management
Systems
    Ajay Bandi, Harish Bondalapati ....................................................................................................... 128
A Mechanism for Secure Delivery of Bare Machine Computing Software
    Robert Eyer, Ramesh Karne, Alexander Wijesinha ......................................................................... 134
Privacy Awareness on Social Media through Gamification
    Kambiz Ghazinour, Ken Messner, Grant Myers, Sean Scarnecchia, David Selinger ......................... 140

Software Engineering IV
The Instability of Software Projects: the Role of Private and Public Components
    Lerina Aversano, Maria Tortorella .................................................................................................. 148
Atomicity of Executions in Fog Computing Architectures
    Krishnamurthy Vidyasankar ........................................................................................................... 154
Simulating a Passenger Awareness System for an Autonomous Car with an Augmented Reality Device
    Bradford Towle Jr., Nigel Williams ................................................................................................ 161

Author Index
167