When new to a codebase, users need help getting oriented.

They need a high-level view that makes sense, and want to be able to easily expand to show details.

Layered Architecture Diagrams are commonly used by Architects to show high-level views.

Simple actions like double-clicking can allow users to dive into details.

Mouse overs can be used to actually show the dependencies and highlight modules depending on and modules being depended on by the current module.

Irrelevant portions to a user’s task can be easily deleted by a user.

Integration with an IDE can show the classes being worked on currently.

Buttons shown on node selection can allow users to show related modules.

Making Layered Architecture Diagrams with no user-input requires making guesses — users can correct these guessed by doing simple drag-and-drop.

Static dependencies have been shown to be effective in creating layered diagrams and are used by us.

By default the directory structure is used for module shown in diagrams.

Layers are created based on assumptions that the diagram should not be too wide or too high and that dependencies should ideally be going downwards.

Diagrams are further supplemented to show code size of modules by the size of the modules in the diagram.