



Refactoring Browser

Wie unterstützt man Refactoring durch
automatische Werkzeuge?

Martin Häcker

Seminar Refactoring & Software Visualisierung

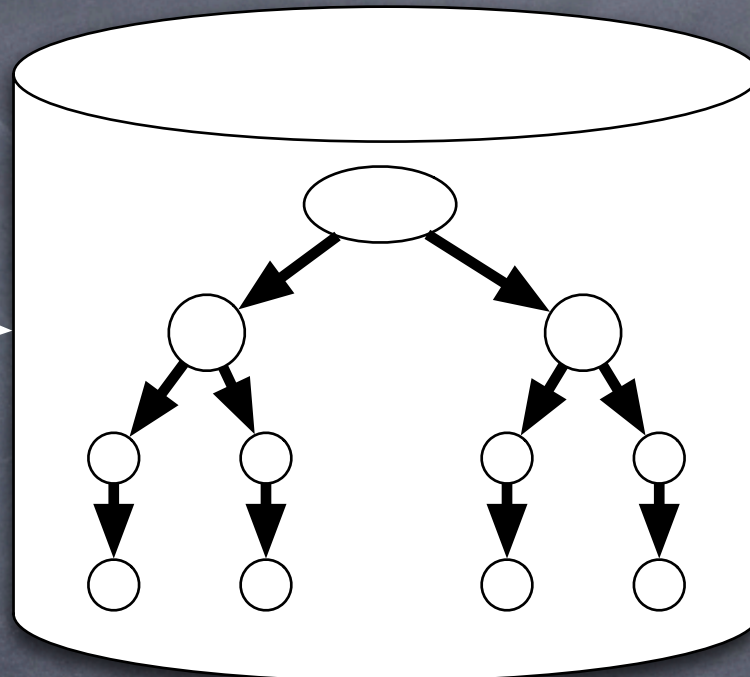
Programm

- 3x "einfache" Sprachen
 - Probleme
- Neuland...

Refactoring Tools bisher

Parser
Kontextchecker

Pretty Printer



Refactoring

```
Range.java - sourceCode
package de.dallab.jloc.tools.oase.sourceCode;
/**
 * Immutable datatype to represent a range, consisting of a position and an extend.
 * @author mhaecker
 */
public class Range {
    private int location;
    private int length;

    public Range() {
        this(0,0);
    }

    public Range(int location, int length) {
        this.location = location;
        this.length = length;
    }

    public int location() {
        return location;
    }

    public int length() {
        return length;
    }

    /**
     * Returns the location plus length, that is the location just after the last char in
     * the range.
     * @return location + length
     */
    public int maxRange() {
        return location + length;
    }

    public String toString() {

```

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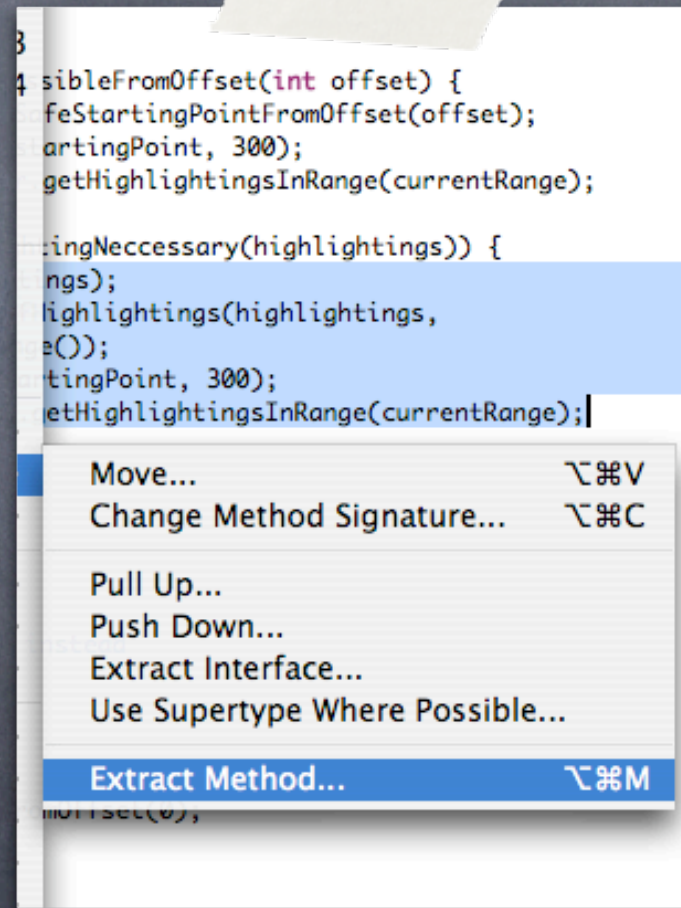
    public String toString() {

```

Java

- Einfache, "saubere" Syntax
- Source Code in Dateien
- Eclipse, jRefactor, IDEA

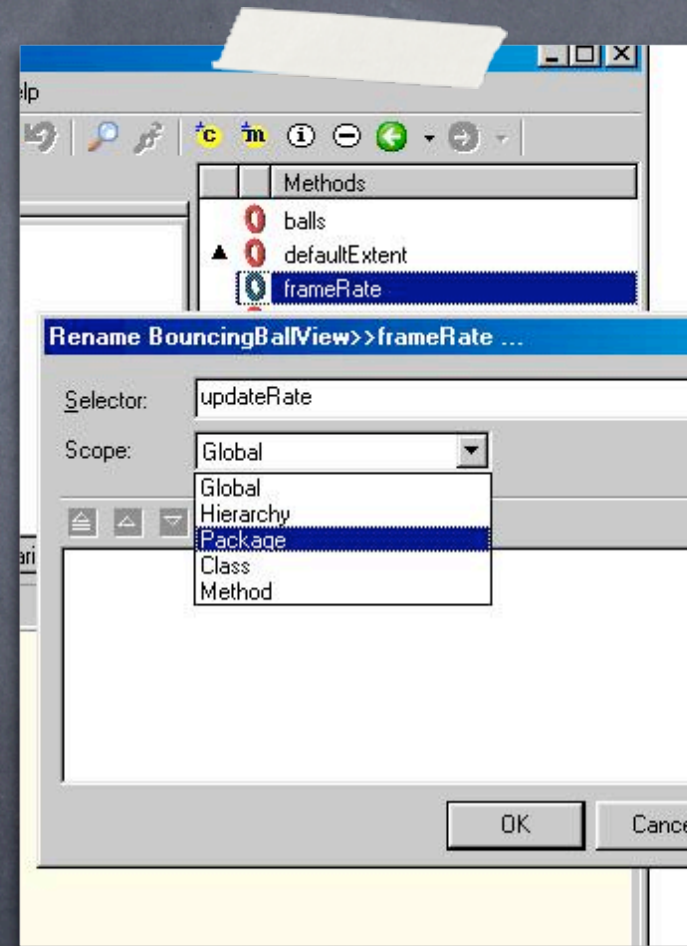
```
3  
4 visibleFromOffset(int offset) {  
    findStartingPointFromOffset(offset);  
    startingPoint, 300);  
    getHighlightingsInRange(currentRange);  
  
    findNecessary(highlightings)) {  
        highlightings);  
        highlightings(highlightings,  
            e());  
        startingPoint, 300);  
        getHighlightingsInRange(currentRange);  
    }  
}
```



Move...	⌘V
Change Method Signature...	⌘C
Pull Up...	
Push Down...	
Extract Interface...	
Use Supertype Where Possible...	
Extract Method...	⌘M

Smalltalk

- Erstes Refactoring Werkzeug
- Sehr einfache Syntax
- Hoch dynamisch
 - Rename geht nicht



Stand?

- Micro-Refactorings: ok
- Makro-Refactorings: einige
- Mehrere Sprachen: erste Ansätze
- Vollautomatisch: Erste Ansätze
- Aber: C-Familie?
 - C, C++, ObjC

Problemkinder wie ObjC

- C + Smalltalk
 - Superset von C
 - Message
 - Objekte
- Dynamic Typing
- Preprozessor...

```
strategiesView MyObliqueStrategie
MyObliqueStrategieViewController.m:53:8
- (IBAction)showHelp: sender {
    id pathToHelp = [[NSBundle mainBundle] pathF
ofType: @"rtfd" ];
    [[NSWorkspace sharedWorkspace] openFile: pat
nil];
}
- (IBAction)mailDeveloper:(id)sender {
    [[NSWorkspace sharedWorkspace] openURL:[NSUR
-soft@web.de?CC=shayne@curvedspace.org"]
}
- (IBAction)visitThisAppsHomepage:(id)sender {
    [[NSWorkspace sharedWorkspace] openURL:[NSUR
URLWithString:@"http://curvedspace.org"]
    [[NSWorkspace sharedWorkspace] openURL:[NSUR
URLWithString:@"http://dwt.de.vu/"]];
}
- (IBAction)visitObliqueStrategiesHomepage:(id)s
    [[NSWorkspace sharedWorkspace] openURL:[NSUR
URLWithString:@"http://www.rtqe.net/Obli
}
#pragma mark Template Instantiation Methods
```

Refactoring von inkompatiblen Sprachen

C / ObjC mit "Conditional Compilation"


```
#define MY_WRONG_RETURN_VALUE_EXCEPTION @"MyWrongReturnValueException"
```

```
#import "MyObliqueStrategiesViewController.h"  
#import "MyFadingTitlebarlessWindow.h"
```

```
dep->changed = !dir_file_exists_p(name, "");  
#ifdef VMS  
    if (dep->changed && strchr(name, ':') != 0)  
#else  
    if (dep->changed && *name == '/')  
#endif  
    {  
        freerule(rule, lastrule);  
    }
```

```
#define CLOSURE(returnType, arguments, someCode) ({ \  
    returnType uniqueSymbol(function)(arguments) { \  
        someCode; \  
    } \  
    uniqueSymbol(function); \  
})
```

```
for(i=0;  
#if BY_ROW  
    i<r;i++)  
    s+=a[k][i];  
#elif BY_COL  
    i<C;i++)  
    s+=a[i][k];  
#endif
```

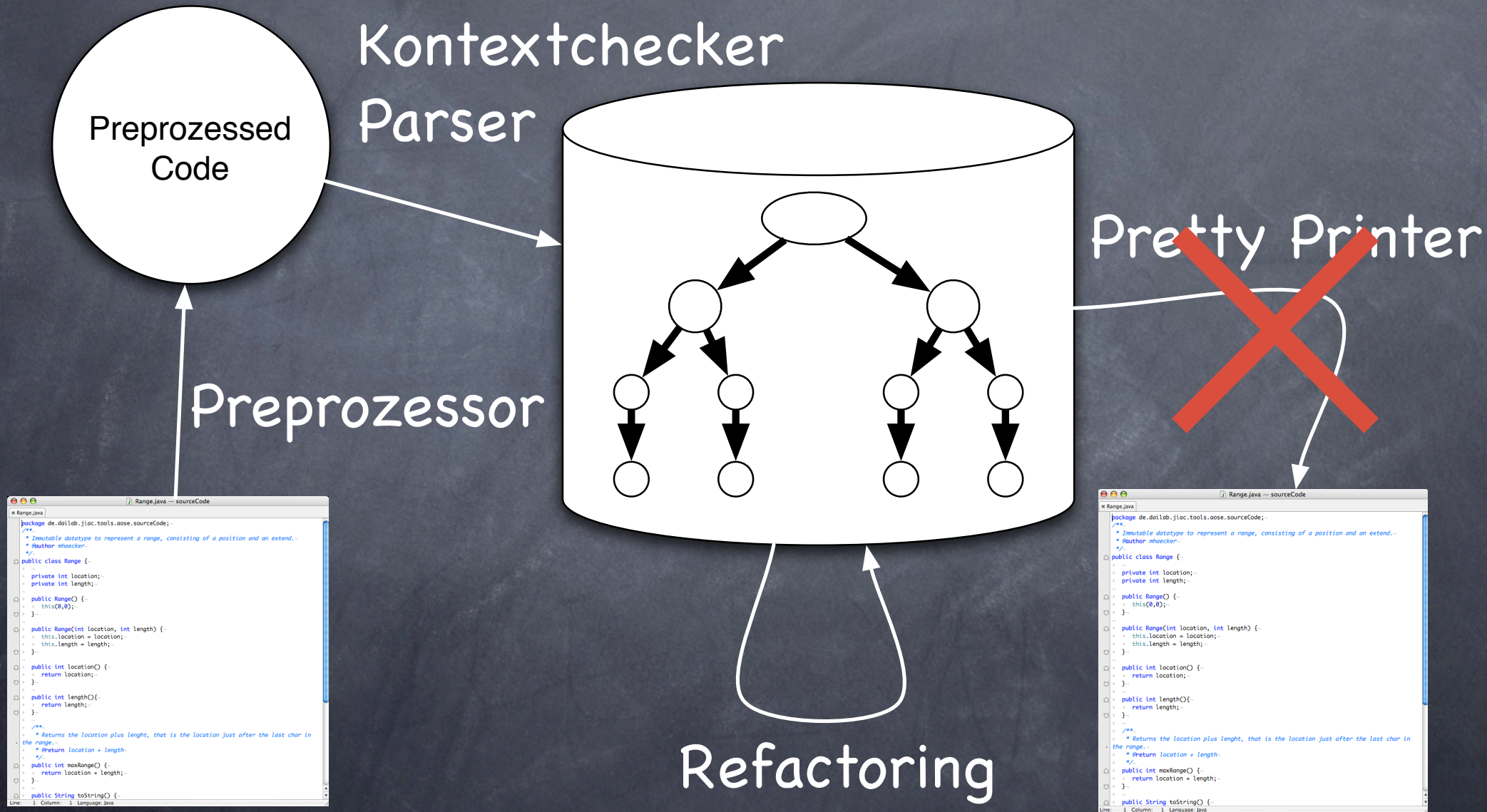
```
#pragma mark -  
#pragma mark The class that wraps it all up
```

```
#define BEGIN {  
#define END }  
  
if (x < y) BEGIN y = x; x++; END
```

```
#if !defined (__GNUC__)  
#ifndef alloca  
#if __STDC__  
typedef void *pointer;  
#else  
typedef char *pointer;  
#endif  
#endif  
#endif
```

```
#ifdef emacs  
#ifdef static  
#ifndef STACK_DIRECTION  
        you  
        loose  
-- must know STACK_DIRECTION at compile-time  
#endif /* STACK_DIRECTION undefined */  
#endif /* static */  
#endif /* emacs */
```

Problem: Architektur



Lösungsvorschlag

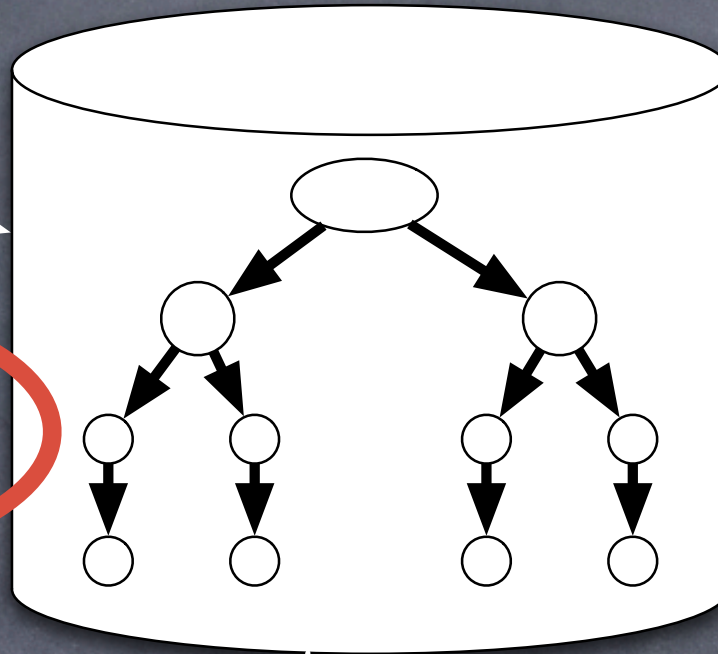
Kontextchecker

Parser

Preprocessed Code

Pretty Printer

Pseudo-Preprozessor



Refactoring

```
package de.dalib.jioc.tools.oase.sourceCode;
/**
 * Immutable datatype to represent a range, consisting of a position and an extend.
 * @author mhoecker
 */
public class Range {
    private int location;
    private int length;

    public Range() {
        this(0,0);
    }

    public Range(int location, int length) {
        this.location = location;
        this.length = length;
    }

    public int location() {
        return location;
    }

    public int length() {
        return length;
    }

    /**
     * Returns the location plus length, that is the location just after the last char in
     * the range.
     * @return location + length
     */
    public int maxRange() {
        return location + length;
    }

    public String toString() {

```

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     * Returns the location plus length, that is the location just after the last char in
     * the range.
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     */
    public int maxRange() {
        return location + length;
    }

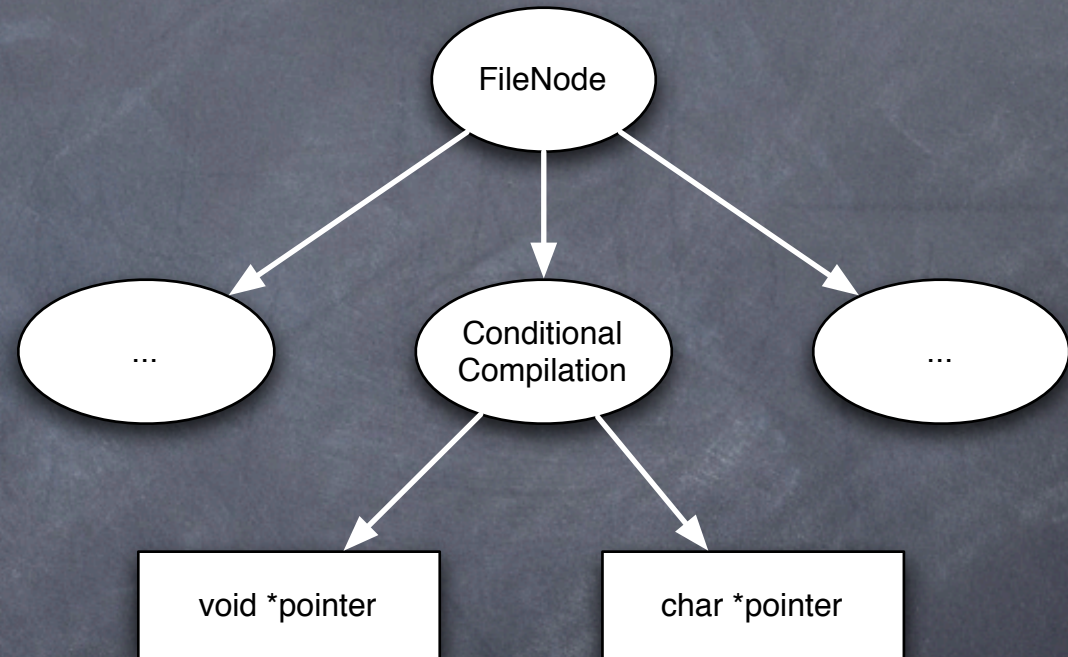
    public String toString() {

```

Ideen für die
Probleme im Detail

#if, #ifdef, #ifndef

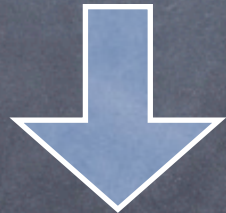
```
#if !defined (__GNUC__)  
#ifndef aloc  
#if __STDC__  
typedef void *pointer;  
#else  
typedef char *pointer;  
#endif  
#endif  
#endif
```



→ defined (__GNUC__)
^ → aloc ^ __STDC__

#if in Statements

```
dep->changed = !dir_file_exists_p(name, "");  
#ifdef VMS  
    if (dep->changed && strchr(name, ':') != 0)  
#else  
    if (dep->changed && *name == '/')  
#endif  
    {  
        freerule(rule, lastrule);  
    }
```



```
dep->changed = !dir_file_exists_p(name, "");  
#ifdef VMS  
    if (dep->changed && strchr(name, ':') != 0) {  
        freerule(rule, lastrule);  
    }  
#else  
    if (dep->changed && *name == '/') {  
        freerule(rule, lastrule);  
    }  
#endif
```

```
for(i=0;  
#if BY_ROW  
    i<r;i++)  
    s+=a[k][i];  
#elif BY_COL  
    i<C;i++)  
    s+=a[i][k];  
#endif
```



```
#if BY_ROW  
for(i=0; i<r;i++)  
    s+=a[k][i];  
#elif BY_COL  
for(i=0; i<C;i++)  
    s+=a[i][k];  
#endif
```

Ungültiger Code

“Impossible Conditions”

```
#ifdef emacs
#ifdef static
#ifdef STACK_DIRECTION
                you
                lose
-- must know STACK_DIRECTION at compile-time
#endif /* STACK_DIRECTION undefined */
#endif /* static */
#endif /* emacs */
```



```
#ifndef STACK_DIRECTION
#error you lose -- must know STACK_DIRECTION at compile-time
#endif /* STACK_DIRECTION undefined */
```

#define

```
#define CLOSURE(returnType, arguments, someCode) ({ \
    returnType uniqueSymbol(function)(arguments) { \
        someCode; \
    } \
    uniqueSymbol(function); \
})
```

```
#define BEGIN {
#define END }

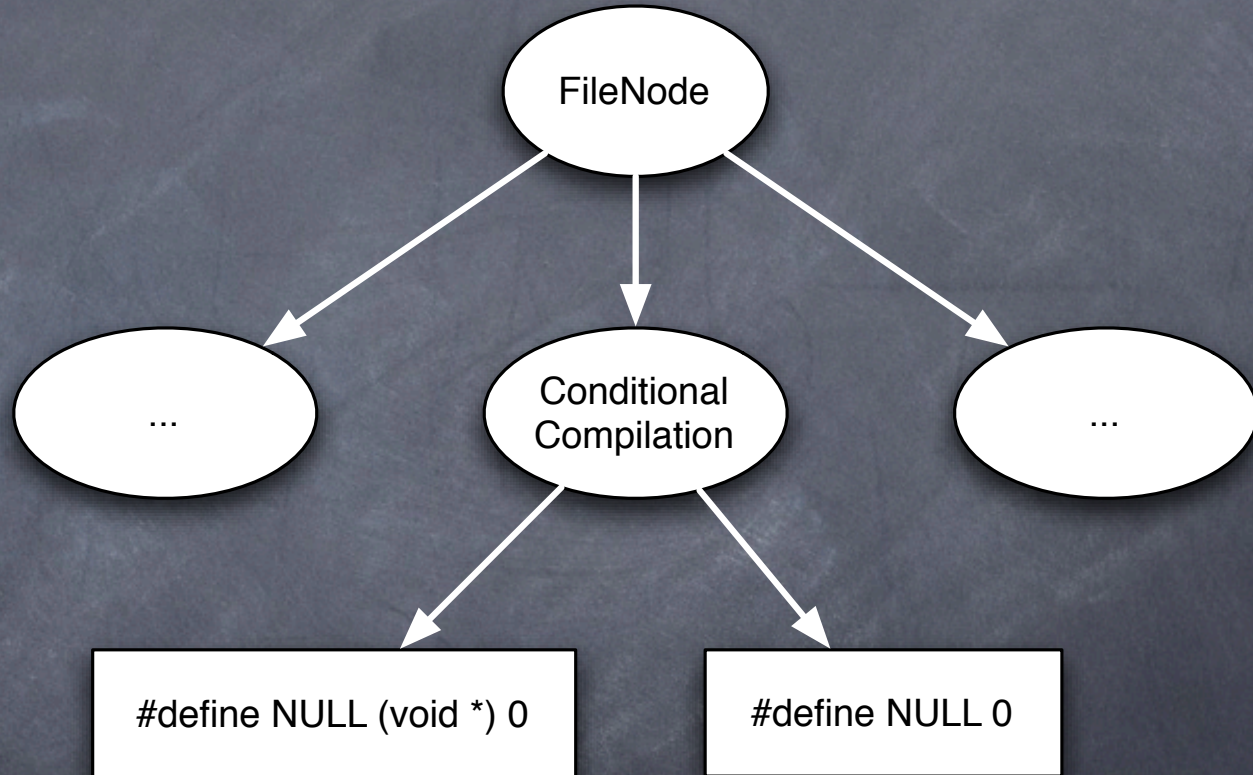
if (x < y) BEGIN y = x; x++; END
```


Multiple Macro-Definitions

```
#if !defined (__GNUC__)  
#  define NULL (void *) 0  
#else  
#  define NULL 0  
#endif
```



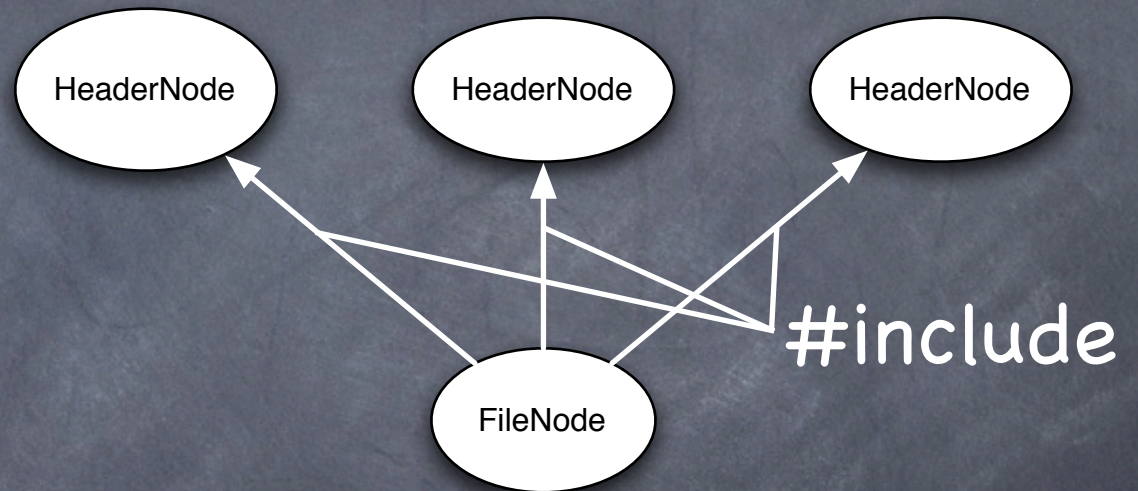
```
if (a != NULL)  
    b = a;
```



¬ defined (__GNUC__)

#include

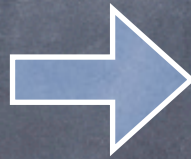
- Include-Graph als Lösung
- Symbol-Table enhancements
- Multiple-Includes?



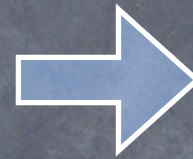
Größe des AST?

```
#if __GNUC__  
#define NULL 0  
#else  
#define NULL (void *)0  
#endif
```

```
if (a != NULL)  
    b = a;
```



```
if (a !=  
#if __GNUC__  
    0  
#else  
    (void *)0  
#endif  
    )  
    b = a;
```



```
#if __GNUC__  
if (a != 0)  
    b = a;  
#else  
if (a != (void *)0)  
    b = a;  
#endif
```

```
struct inode {  
    struct address_space i_data;  
#ifdef CONFIG_QUOTA  
    struct dquot *i_dquot[MAXQUOTAS];  
#endif  
    struct list_head i_devices;  
};
```

Ein Beispiel: Extract Function

```
#ifdef _C1
    int q;
#endif
```

```
int f1() {
    nelems++;
    #ifdef _C1
        q+= j;
        nelems-= q;
    #else
        nelems*= j;
    #endif
}
```



```
int f1() {
    nelems = f2(nelems);
#ifdef _C1
    nelems*= j;
#endif
}

int f2(int nelems) {
    nelems++;
    #ifdef _C1
        q+= j;
        nelems-= q;
    #endif
    return nelems;
}
```

Zusammenfassung

- Einige offene Probleme
- CPP == Messy
- Aber machbar!



Danke & Fragen