Updates to RoslynDom 1.0.12 Alpha

# Improved Code Coverage

Many small fixes found during testing.

I realize that code coverage means very little if you encounter a bug, please send me the code that did not roundtrip correctly. That’s my current push: lambdas, delegates, events, destructors and async are all known not to be working yet.

Current stats are 609 unit passing unit tests, 18 inconclusive tests marking work that’s understood and not done. There are 10,158 covered blocks, 752 uncovered blocks (93.11%). Part of the remaining is things known to be in place and incomplete (destructors). 3,641 lines of test code/4959 lib LOC. Not that I think any of that matters, except to show that the intent is solid and complete testing – just not there yet.

FxCop has slipped with currently 25 issues.

# ReferencedType resolves with Using Directives on output

A referenced type (like System.String) is now be shortened using the current Using Directives (String if System is in a using directive).

# Aliasing is preserved

If a type uses an alias (string vs String), then an alias is used when the syntax tree is rebuilt.

# Default parameter values lost on output

While the flag stating that optional parameters were optional was set correctly, the default values were not output – fixed.

# Declarations with no initializer produce empty entry in descendants

The descendant list of a method includes a null after any declaration that does not include an initializer. – Fixed

# Return void produces empty entry in descendants

The descendant list of a method includes a null after a void return. – Fixed

# Finally appeared before statements in descendants of try statement

Fixed

# Catch block doesn’t include exception declaration in descendant list

Fixed

# Checked returns statements before resource declaration in children and descendants

FIxed

# Copying types with constructors failed on BuildSyntax

The constructor used the parent to determine its name and the parent wasn’t reestablished on copy. If the constructor is orphaned, the name “unknown\_name” will be used to avoid an error: fixed

Updates to RoslynDom 1.0.11 Alpha

# Fixes to solve FxCop issues

Dropped fro 160 to 11 that I will continue to sort through

# Bug Fixes

This release contained a huge number of bugs. I’ll document how this happened in a blog post, but for now I want to get this better version up as quickly as possible.

## Modifiers on fields and methods

A bunch of mofiers were not being output correctly. The ones I know about: Fixed

## Type parameters on methods, classes and interfaces

In many scenarios, these were not output correctly. The ones I know about: Fixed

## Base classes and interfaces

In many scenarios, these were not output correctly. The ones I know about: Fixed

## Check, Using, Lock statements

In many scenarios, these were not output correctly. The ones I know about: Fixed

## Constructors

In all scenarios, these were not output correctly. The ones I know about: Fixed

# Refactored AttributeTests

These changes are documented in this blog post

# Refactored SameIntent Tests

This additional testing is what uncovered the bugs fixed in this update. These are now broad tests, not just SameIntent – name may change in the future.

# Bug that caused crash on output of typeof attribute values

Fixed