Updates to RoslynDom 1.0.8 Alpha

*Thanks to* [*Llewellyn Falco*](http://llewellynfalco.blogspot.com/) *for his ongoing support and insight. He is encouraging my frequent releases of RoslynDom, and to get a preliminary release of CodeFirstMetadata to NuGet as well as GitHub real soon.*

You can get the bits [here](https://github.com/KathleenDollard/RoslynDOM) and the download the NuGet package through Visual Studio package manager or another NuGet client.

These are experimental releases, and as such are not signed.

# SameIntent methods

For the work I am doing, I am more interested in the intent of the code than the details of it. There are a number of ways different code can result in identical behavior including ordering of members, attribute syntax details, namespace nesting, and use of named parameters. The first version of the SameIntent methods are fairly conservative – not all code with identical results will be found, just the big, common issues.

# Cloning as Copy methods

I added a feature to clone RoslynDom items. This is a precursor to adding mutability, but mutability is not yet available. This involved changing a number of items from direct access to the underlying trees to retrieving this information into local fields. All tests pass, but if you find a missing feature or anything funny, let me know.

# PublicAnnotationList replaces IEnumerable<PublicAnnotation>

Previously RDomBase managed a list of PublicAnnotation. This was a bad refactoring of concerns, so I added a PublicAnnotationList class. This cleaned up the code in RDomBase and will make it easier to evolve the PublicAnnotationList.

# Removed RDomSyntaxNodeBase from hierarchy

At one point this class seemed appropriate in the hierarchy. It wasn’t doing anything and was removed.

# NonEmptyNamespaces renamed to NonemptyNamespaces

Cleanup issue found by FxCop.

# Improved code analysis (FxCop) and test coverage

I may separately blog about how positive the code analysis exercise was – in spite of my deep dread of what I would find. The recommended rules had only one issue – which I thought was pretty cool. Switching to All Microsoft Rules for the non-testing libraries resulted in about 100 issues. I dropped this to under 25 and almost all the changes were things I was really happy to find – insufficient checks for nulls on method entry, a couple of naming fixes.

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# AddMember method added to RDomStemContainer and RDomBaseType

As the first step to mutability, AddMember methods were added to these two base classes. This makes the ability to add types and type members available to appropriate types, namespaces, and the root.

# Changed PublicAnnotation to a Class

PublicAnnotation was a struct. This was the only struct in the system and I felt the value/reference semantic difference would be detrimental to maintenance. As part of this, I removed the equality testing and added a SameIntent method.

# Added IHasSameIntentMethod

Another characteristic interface was added for the SameIntent methods. This is for consistency with other characteristic interface usage.

# Changed SameIntent method type parameter

Previously the SameIntent method appeared on the strongly typed IDom<T> interface and could only be called on items of the same type. This was overly restrictive, so the method was changed to have a local strongly typed parameter, constraint only to be a class. Comparing different IDom types of the current implementations will always return false, although it is possible that a derived class could be created that had different behavior, but the same intent, as one of the existing implementation classes, and could therefore return true as the same intent. This was also done to support scenarios where the type is not known, such as public annotations that might be IDom types.

# Changed inheritance semantics of SameIntent() method

The previous inheritance semantics of the SameIntent method were to directly override the public SameIntent method. This method is no longer virtual. Instead override the CheckSameIntent protected method. Be sure to call the base CheckSameIntent method for correct behavior.

Future Features