Fakultät Informatik

Development Report about Ion shell for Redox Os

It Project Report im Studiengang Informatik

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Contents

0.1 Abstract

This report describes the development contribution to Ion Shell for the It project "redox" between the winter term 2022 and summer term 2023. First an introduction about Ion Shell is provided. In the next chapter the typical development process which I applied, is shown via examples of bug fixes and feature implementations for Ion Shell. In additions that section indents to showcase how documentation, testing and coding can be performed for Ion Shell. After that chapter a reflection outlines the current status of Ion Shell. This reflection also involves achievements of my development work and left tasks/goals I could not complete. In the last chapter a listing of all my created issues and conducted pull requests are provided to quantify the development work.

0.2 Abstract in German

Dieser Bericht beschreibt die Entwicklung als Beitrag zu Ion Shell für das It Projekt "redox" während dem Wintersemester 2022 und Sommersemester 2023. Zuerst kommt eine Einleitung zu Ion Shell. Im nächsten Kapitel wird der typische Entwicklungsprozess, den Ich angewendet habe, durch Beispiel in Form von Fehlerbehebung und Implementierung von Features aufgezeigt. Zusätzlich soll dieses Kapitel demonstrieren wie Dokumentation, das Testen und die Programmierung für Ion Shell durchgeführt werden kann. Nach diesem Kapitel soll der aktuelle Status von Ion Shell verdeutlicht werden. Dieser Teil soll auch die Errungenschaften meiner Entwicklungsarbeit und die übrigen Aufgaben/Ziele welche Ich nicht vollendend konnte, aufzeigen. Im letzten Kapitel wird eine Auflistung von all meinen erstellten Issues und durchgeführten Pull Requests dargestellt um meine Entwicklungsarbeit zu quantifizieren.

0.3 Sources of code snippets

In several places, code snippets are used to illustrate certain points. Code snippets are taken from the Ion Shell repository on Gitlab [1]

based on the commit id 60bfb73351f0412c95b8ba2afe75e988514470a6. Unfortunately I could not generate an online link to a file based on a certain commit. For this reason I include a local copy of the repository beside this report. The name of this snapshot is "ion.zip". This local copy is a snapshot of the repository based on the commit 60bfb73351f0412c95b8ba2afe75e988514470a6. A source item in the bibliography of a code snippet is therefore a local file path within this local snapshot.

The Notation for file paths is as follows:

“‘ <folder> -> <folder> -> .. -> <file> “‘

Therefore the following Example:

“‘ src -> shell -> flow.rs “‘

Equals the flow.rs file inside the folder shell which is inside the folder src at the root project.

Chapter 1

Introtuction

1.1 What is Ion Shell

Ion Shell is a program written in rust. It is maintained on a git repository on the gitlab server for redox os ecosystem [2]. It is a shell which executes commands within a terminal emulator via read evaluation loop. Like other shells, Ion Shell also allows the execution of scripts in its own language. It serves as the default shell on redox os. As moment of writing ion shell can also be used on Linux. This shell is interpreted statement by statement. There is an online manual for the usage of ion shell available [3].

1.1.1 Scripting in Ion Shell

The work which was performed during the it project resolved mainly around the scripting aspect of Ion Shell. Because of this the scripting language of Ion Shell is introduced in more details as a preamble. To better illustrate certain aspect of scripting with this shell, certain differences between It and bash are discussed.

Bash only operates on text and does have not have concept of types. Ion Shell on the other hand works in structural typing. A certain section of the online manual of Ion Shell lists all possible types [4]. Form this reference we conclude that Ion shell has following primitive types:

- str - bool - int - float

And also provides these structural typing via:

- Array: - Hashmap: - Btreemap:

Working with these types instead of just text provides a better detection of programming errors. Since Ion Shell is interpreted statement by statement, these errors are caught at runtime though.

It is important to note there is no nominal typing in Ion Shell. Declaration of an object or struct with named fields is not possible like in other programming languages like Rust, Java, C# etc ..

Chapter 2

Development in Ion Shell

2.1 Finding areas for contribution

With the goal to contribute to Ion shell during the period of the it project, the possible bug fixes/features needed to be determined first. The following activities were undertaken to find out concrete tasks to accomplish:

- Going through the online manual of Ion Shell. - Reading posted issues on the GitLab Repository of Ion shell.

The online manual of the shell is meant for the users of the application. It focuses on the following points:

- What and how something can be done in an interactive session. - Features of the scripting language. - Philosophy the application. Why does it exits and what it is supposed to be.

Investigating the online manual of Ion shell provided the overview of already implemented features and how the shell was meant to be used. While reading the manual, it became clear that the documentation lacked explanations in certain areas. Later on additions to the documentation were also required for new implemented features in Ion Shell. Because of this the manual presents one of the fields in Ion shell for contribution.

Another important source for the deduction of tasks is the collection of issues and pending pull requests from a repository. This investigation yielded a number of goals to undertake. However it also pointed out that the development of this project stagnated for a while. Over the course of the it project I would be the only contributor, most of time.

2.2 Automated testing of features

Unit tests and integration tests are the 2 forms of tests used to verify the functionality of the shell. The observation of the code base suggests that the first form as unit tests are mainly used to inspect the correctness of tokenisation, parsing and evaluation of the builtin functions of the shell in isolation. It is important to note that these unit tests execute and assert inner/private functions too in contrast to other programming languages like CSharp where unit test should not access private functionality easily. This is typical in the Rust language because unit tests are often in the children module in respect of the code to be tested. Visibility in Rust enables code in a children module to have full access to all functionality in a parent module. This allows to test private functions in Rust easily [5].

Integration tests vary depending on the kind of application. Ion shell's approach to integration test is the execution of script files and comparing the output to text files which contain the expected output for the test. These testing does therefore focus on the scripting aspect of the shell. Especially this kind of testing is valued highly according to the Contributing Guidelines of this porject [6]. Since rust does not provide a builtin way to perform these kinds of tests, a rather complex bash script was written to orchestrate this kind of integration tests. Before this it project there was no explanation of how these new integration tests are executed and how they should be written. It was however paramount to add new integration tests to verify bug fixes and implemented features. A documentation section in the contributing guideline was crafted during the process of learning the working of this integration tests [6]. This will hopefully reduce the learning effort for future contributors in the area of integration tests.

2.3 Example of development

2.3.1 Implementing an array method in Ion Shell

The feature Parameter Substitution via the array method "subst" ought to represent in the development work in Ion Shell. The following tasks were performed to archive the implementation:

- Determine the desired behaviour of the array method. - Create a test to verify the functionality of the implementation. - Implement the method in Ion shell. - Document this feature in the online manual of Ion shell.

The implementation was proposed and merged under the Pull Request [7].

2.3.1.1 Finding out the desired behaviour of "subst"

This feature was requested in an issue a certain while ago [8]. In this issue the specifics of behaviour of this array method have already been discussed too. The discussion concluded the following signature of "subst".

“‘text subst(input: T, default: T) -> T “‘ source: [9]

Where the invariant says that T must be of type array. This array method takes two arguments as arrays and returns either the first or second argument. The first one is returned if it is not an empty array. Otherwise the second argument is returned. The accomplished implementation follows the signature and invariant.

2.3.2 Creating integration test for the implementation

To verify the functionality of the implementation, an integration test was added to test suit. An integration test consists of 2 files. One is an ion file which is executed by the shell an other is a plain text file with extension "out". This text file describes the expected output of the execution of the ion test file. For this implementation there is the file "subst.ion" and "subst.out" where "subst" is the name of the test. Both file must share the same base file name, here "subst".

The code snippet 1.1 represents the test code.

```
1
2  let array = []
3
4  # Inline array in the method
5  echo @subst(@array [foo bar])
6
7  # single value
8  echo @subst(@array [baz])
9
10 # variable expansion
11 let default = [foobar]
12 echo @subst(@array @default)
13
14 # method would not trigger
15 let array ++= faz
16 echo @subst(@array @default)
17
18 for number in  @subst([] [2 3])
```

```
19    echo $number
20  end
```

Listing 2.1: integration test for subst method. Source: [10]

2.3.3 Implementation of "subst"

2.3.4 Documentationa of "subst"

Chapter 3

Conclutions after the development

3.1 What is left to do

This section describes which goals for the it project could not be archived. The description also contains the reasons why a goal could be accomplished.

3.1.1 Enriching error messages

One area of contribution was focused on enriching error message in Ion Shell. Error messages in Ion Shell already provide specific information about what problem occured. However the details within certain error messages had some potential for improvement. The following merged pull requests of mine were focused on that areas:

- Out of bounds errors show the invalid index and the length of an array [11].
- Errors because of the reference of an undeclared variable now show the name of the undeclared one [12].

Another aspect of missing information for error messages was the source location where an error was encountered. The source location is the respective line and column number. The source location in an error message as a feature were noted down in an still opened issue [13]. The parser of ion shell does not keep track of line and columns numbers for statements. Because of this, one can not simply incorporate the source location into the error messages.

A workaround was attempted via counting at least the line numbers per executed statement. There is a for loop, see code snippet 3.1 at line 9, which terminates, parses and executes statements one by one. This workaround could at least provide the line number of the source location. That attempt however did not work for all scenarios. In cases of calling a function in Ion Shell wrong line numbers occur however. This oddity comes from the fact that statements within a function are executed in a batch. Let us consider the following code snippet TODO add code snippet. If an error occurs at line .. then

the line number is 4 with the workaround because that is where the function was called. In addition to that the execution of builin methods do propagate their error up to the execution loop 3.1. If an error happens a message is directly printed to the console via this section TODO.

In my view the solution is to rewrite the tokenisation and parsing in a way so that a token/language items are linked to its respective column and line number. This rewrite however requires coordination with the respository owners and significant amount of work which exceeds the available time I could afford to spend for the it project.

```
1  /// Receives a command and attempts to execute the contents.
2  pub fn on_command(
3      &mut self,
4      command_to_execute: impl Iterator<Item = u8>,
5      set_cmd_duration: bool,
6  ) -> std::result::Result<(), IonError> {
7      // ... some code before
8      for stmt in command_to_execute.batching(
9      |cmd| Terminator::new(cmd).terminate()) {
10         // Go through all of the statements and build up
11         // the block stack
12         // When block is done return statement for execution.
13         for statement in StatementSplitter::new(&stmt) {
14             let statement = parse_and_validate(statement?)?;
15             if let Some(stm) = Self::insert_statement(
16               &mut self.flow_control, statement
17               )? {
18                 self.execute_statement(&stm)?;
19             }
20         }
21     }
22     // ... some code after
23     Ok(())
24 }
```

Listing 3.1: For loop which terminates,parses and interprets statements. Source: [14].

Chapter 4

List of development accomplishment

4.1 Pull Requests

4.1.1 Features

- Implemented pipefail feature. If at least one command in pipeline returns an error, the whole pipeline returns an error.[15].
- Improved error message for not declared variable. Now shows the name of not found variable [12].
- Improved error message for invalid index. Message now shows the length of sequence where the out of bounds error occurs [11].
- Implemented work around to make file scheme work in Ion Shell inside Redox Os [16]
- Implemented subst method for Ion Shell. [7]

4.1.2 Bug fixes

- Make all buitlins of ion shell included the ion manual after building documentation [17].
- Ensured that spaces between left parentheses and the first argument does not cause an error anymore .[18]
- Converted unguarded unsafe conversion to utf-8 string. [19]

Related to redoxer

- Fixed semantic version of redoxer and applied missing argument for a function to fix compiler failure [20].

4.1.3 Code Quality

- Scripted option to only run one selected integration test. [21]
- Removed redundant, more than once, termination before tokenisation. [22]
- Remove obsolete parameter in several functions in the parser section of Ion Shell. [23]
- Fixing warnings by using modern API of criterion in benchmarks. [24]
- Added unit tests for parsing let statements. [25]
- Added unit tests for terminating lines before tokenisation. [26]
- Removed not used struct field. [27]

4.1.4 Documentation

- Moved msrv from clippy file to Cargo.toml. [28]
- Documented how the documentation of builtin are generated into Ion Shell online manual. [29]
- Wrote section about how integration test work and how to write them. [30]
- Provided additional command for building ion manual locally. [31]
- Fixed formatting in the builtin section of the ion manual [32]
- Adjusted msrv to sync it within the project [33]
- Added notes/links to ion plugin. [34]
- Documented feature of initializing file. [35]
- Added output to example of creating an array withing the ion manual [36]

4.1.5 Configuration

- Make Linux job work in CI and fixed version in MakeFile. [37]
- Removed always overwritten test files and made it ignored in git. [38]
- Updated section about joining the redox community on matrix server. [39]

4.2 Issues

Resolved issues mean that they could be closed due to my contributions.

4.2.1 Opened and resolved Issues

- Reported problem of not working builtin documentation generation within ion manual [40]. Solved by pull request [17].
- Reported bug that white spaces between opening parentheses and the first argument causes an error [41]. Solved by pull request [41].
- Reported that ion manual is not updated by the documentation of the builtin methods [42]. Solved by pull request [43].
- Reported that the test suite of Ion Shell does not compile with intended rust version [44]. Solved by pull request [37].

4.2.2 Resolved Issues

The following issues were not opened by me but resolved by me via contribution.

- Feature request of new builtin method subst to allow for replacing empty arrays with an default array [9]. Resolved by pull request [7].

4.2.3 Opened issues

This issues were opened by me to report an problem. But they were not solved by me.

Related to redoxer

- Requested the rebuilding of the docker image for redoxer so that the Ion Shell repository can be build with a new rust version [45].

4.2.4 Still Opened Issues

This issues were opened by me to report an problem. But they have not been solved yet.

- Noted null-coalescing operator as a possible language feature [46]. Was brought up in the discussion in the issue [7].
- Noted down the trenary as a possible language feature [47]. Was brought up in the discussion in the issue [7].
- Reported the missing feature of handling redox os schemes in general [48].
- Proposed more information for error messages to end user. Espeacally by providing the locatoin where the error occured, ake line and colum [13].
- Reported general failing of Ci for ion shell [49].
- Reported that a job called "linux:stable" in the Ci still fails [50].

Related to redoxer.

- Reported that command "redoxer exec true" does fail on fedora [51].

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Glossary

library A suite of reusable code inside of a programming language for software development. i

redoxer Rust program to execute another rust program within an environment resembling Redox. It is used in the CI of most projects in the redox os ecosystem. It is meant to check if additions to a code base, do not prevent programs from running in Redox. Link to repository of redoxer [52]. i, 11, 13, 14

shell Terminal of a Linux/Unix system for entering commands. i