

Big Java Generator ReadMe

Overview

Big Java Generator (B.J.G., pronounced “big”) is a source code generation tool written in Java. It can function with any programming language, and is a text-to-text command line application.

BJG functions by searching for specifically formatted text which serve as anchor points for modification. These are called flags, and their format can be specified in any way in accordance with the language-independent requirement.

In fact, anything can be generated, not just source code.

How It Works

Everything in BJG works from the command line, so its behavior is based on the parameters it receives to its main method. A single input file is given and an output file is produced (see the documentation on commands to see more details. The input file is read in and searched for flags. These flags are formatted by `[prefix][long ID][suffix]`. An example will be `/*__10__*/`. And in fact, if no specific prefix and suffix are given, the prefix for flags defaults to `/*__`, and the suffix defaults to `__*/`.

For each of these flags, you can provide a task to occur on it. The tasks that can be performed are `Prepend`, `Replace`, `Remove`, `Insert`, and `Append`. Each of these takes a specific number of arguments, the types and formatting of which is explained below.

Commands

Below are all commands you can pass to the application. Those in a code typeface `such as this` are to be input directly as they appear. The various inputs to a command are separated by spaces.

Argument Name	Argument Desc.	Argument Input	Input 1	Input 2	Input 3
Input File	File path to the input file	<code>-in</code> , <code>-input</code>	Absolute or local file path		
Output File	File path for output file	<code>-o</code> , <code>-output</code>	Absolute or local file path		
Replace Token	Replaces a token with something else	<code>-rp</code> , <code>-replace</code>	ID of token to replace	String to replace it with	
Remove Token	Removes a token	<code>-rm</code> , <code>-remove</code>	ID of a token to remove		

Prepend To Token	Prepends some text to a token	<code>-p</code> , <code>-prepend</code>	ID of a token to prepend to	String to prepend	
Insert Into Token	Inserts some text into a token	<code>-i</code> , <code>-insert</code>	ID of a token to insert to	Offset to insert from the first character of the token	String to insert
Append To Token	Appends some text to the end of a token	<code>-a</code> , <code>-append</code>	ID of a token to append to	String to append	
License	Appends a license text to the top of the output file	<code>-l</code> , <code>-license</code>	Text to append to the top of the output file		
Note	Appends some text to the top of the output file, below the license	<code>-n</code> , <code>-note</code>	Text to append to the top of the output file but below the license		
File Type	File type added to output file	<code>-f</code> , <code>-</code> <code>filetype</code>	String representing a file type		
Set Flag Prefix	Sets the prefix to look for when identifying flags in text	<code>-sfp</code> , <code>-</code> <code>setflagprefix</code>	String containing no spaces to search for as the flag prefix		
Set Flag Suffix	Sets the suffix to look for when identifying flags in text	<code>-sfs</code> , <code>-</code> <code>setflagsuffix</code>	String containing no spaces to search for as the flag suffix		

Example

In the 'in' folder an example file is found called `Referencer.java` . An empty folder called 'out' is found along side the 'in' folder.

To test the program, run the program with the arguments:

```
-in in/Referencer.java -license "/* Licensed Under MIT No Attribution. */" -f .java -rm 2 -rp 3 int -rp 4 0;
-o out/IntReferencer -rp 5 value; -rp 6 "== value;" -i 7 1 "Volatile " -a 8 Int -a 9 Int
```

After it runs, look in the out folder and you should see a new file called `IntReferencer.java` .