

## 42 Programming Language Iterative compilation

# Flattening

```
A:{ 'a class with "m" returning a class with "foo"  
  type method Library m() { N foo() 42N }  
  'in Java this would look like  
  'static Library m(){return { int foo(){return 42;}};}  
}  
B: A.m() 'a class generated using library A
```

rewrites to

```
A:{ 'a class with "m" returning a class with "foo"  
  type method Library m() { N foo() 42N }  
}  
B:{ N foo() 42N }'a class
```

# Flattening

```
■N:{...}'number
■S:{...}'string
■A:{...}'uses N,S
■B: A.m()'uses A
■D:{...E...}
■C: B.m({...D...})
■E: ..
```

```
■N:{...}'number
■S:{...}'string
■A:{...}'uses N,S
■B: A.m()' A,N,S
■D:{...E...}
■C: B.m({...D...})
■E: ..
```

```
■N:{...}'number
■S:{...}'string
■A:{...}'uses N,S
■B: A.m()' ok
■D:{...E...}
■C: B.m({...D...})
■E: ..
```

```
■N:{...}'number
■S:{...}'string
■A:{...}'uses N,S
■B:{...}'uses A,N,S
■D:{...E...}
■C: B.m({...D...})
■E: ..
```

- find the first class that requires meta execution.
- type-check all the (transitively) used classes, starting from the ■ expression.
- type-check the yellow expression. We have enough type information now.
- execute the well typed expression. Now we get a class. By construction, this class can only refer to the types collected before. Does it means it is already guaranteed to be well-typed?

Type-check steps can end the execution with a type error, while the execution step can end the execution with an exception.

```

■N:{..}'number
■S:{..}'string
■A:{..}'uses N,S
■B:{..}'uses A,N,S
■D:{..E..}
■C: B.m({..D..})
■E: ..

```

```

■N:{..}'number
■S:{..}'string
■A:{..}'uses N,S
■B:{..}'uses A,N,S
■D:{..E..}'uses E
■C: B.m({..D..})
■E: ..'hello?

```

```

■N:{..}'number
■S:{..}'string
■A:{..}'uses N,S
■B:{..}'uses A,N,S
■D:{..E..}'uses E
■C: B.m({..D..})
■E: ..'hello?

```

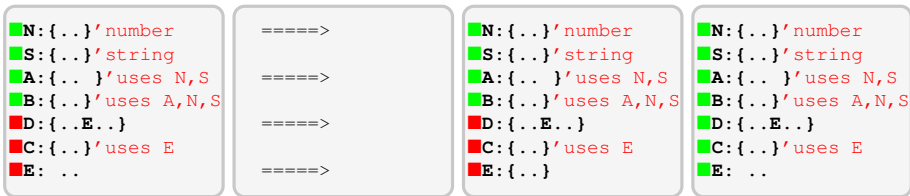
```

■N:{..}'number
■S:{..}'string
■A:{..}'uses N,S
■B:{..}'uses A,N,S
■D:{..E..}
■C:{..}'uses?
■E: ..

```

- find the first class that requires meta execution.
- type-check the used classes. This time, we have a class literal that uses **D** (that uses **E**). What happens here?
- type-check the yellow expression. We have enough type information now.

Can we proceed without verifying `{ ..D.. }`? How the decorators/composition operators are going to work over a non verified `{ ..D.. }`?



- Eventually, we resolve also E.
- Finally, some class may still be not type-checked
- As a last step, we verify all those classes.

# Flattening

```
I: {interface
  method N m()    }
C: {
  type method Library myReusableCode() {<: I
    method m() 42N
  }
}
D: C.myReusableCode()
```

rewrites to

```
I: {interface
  method N m()    }
C: ...
D: {<: I 'note, there is no relation between D and C
  method m() 42N
}
```

```

C:{
  type method Library a() {
    method N m1(N that) that+1N
  }
  type method Library b() {
    method N m1(N that) 'this is an abstract method
    method N m2(N that) this.m1(that)+1N
  } ' "this" is of type Outer0, no relation with C
}
D:Compose[ C.a() ] < C.b() ' the result (if any) will be well typed

```

rewrites to

```

C:{
  type method Library a() {
    method N m1(N that) { return that+1N; }
  }
  type method Library b() {
    method N m1(N that)
    method N m2(N that) this.m1(that)+1N
  } ' "this" is of type Outer0, no relation with C
}
D:{ 'this code is well typed by construction
  method N m1(N that) that+1N
  method N m2(N that) this.m1(that)+1N
} ' "this" is of type Outer0 *and* Outer1::D

```

```

C:{      'this code is required to be completely well typed
        'before D can be generated
  type method Library a() {
    method N m1(N that) that+1N
  }
}
D:Compose[ C.a() ] < {      'the result (if any) will be well typed
  method N m1(N that)      ' if this code is correct
  method N m2(N that) this.m1(that)+1N
}      ' "this" is of type Outer0, is it also Outer1::D

```

rewrites to

```

C:{
  type method Library a() {
    method N m1(N that) that+1N
  }
}
D:{
  method N m1(N that) that+1N
  method N m2(N that) this.m1(that)+1N
}      ' "this" is of type Outer0 *and* Outer1::D

```



Sometimes, we need to delay type checking for code in class literals.

```
A:Data[] < {'the result well-typedness depends from the  
            ' code in the dots  
    method B playWithB(B that) .. that.fooB() ..  
    ..  
}  
B:Data[] < {'the result well-typedness depends from the  
            ' code in the dots  
    method A playWithA(A that) .. that.fooA() ..  
    ..  
}
```

By using `D` I can refer to the type "after" the composition

```
C:{
  'this code is required to be completely well typed
  'before D can be generated
  type method Library a() {
    method N m1(N that) that+1N
  }
}

D:Compose[ C.a() ] < {'code not required to be checked at this stage.
method N m2(N that, D other) other.m1(that)+1N
} 'note, no declaration for m1!
```

rewrites to

```
C:{
  type method Library a() {
    method N m1(N that) that+1N
  }
}

D:{ 'the code will be checked to be well typed now!
method N m1(N that) that+1N
method N m2(N that, D other) other.m1(that)+1N
}
```

## Is this code still ok? why or why not?

```
C:{      'this code is required to be completely well typed
        'before D can be generated
  type method Library a() {
    method N m1(N that) that+1N
  }
}
D:Compose[ C.a() ] < {'code not required to be checked at this stage.
  method N m2(N that, D other) this.m1(that)+1N
} 'note, no declaration for m1!
```

## rewrites to

```
C:{
  type method Library a() {
    method N m1(N that) that+1N
  }
}
D:{'this code is now available to type-check
  method N m1(N that) that+1N
  method N m2(N that, D other) this.m1(that)+1N
}
```

## What happens here?

```
D: Compose [{ method T foo() ... }] <<
  Refactor::RenameSelector [ Selector "foo()" to: Selector "bar()" ] << {
    method D foo() this
    method Any m1() this.foo().foo()
  }
```

rewrites to

```
D: Compose [{ method T foo() ... }] < {
  method D bar() this
  method Any m1() this.bar().foo()
}
```

rewrites to

```
D: {
  method T foo() ...
  method D bar() this
  method Any m1() this.bar().foo()
}
```

Here `this.foo()` returns `D`, and we do not know what methods `D` will have.

Sometimes "typish" information is needed for the operators to work

```
D:Adapt[ Name"m()" into Name"k()" ] < {  
  method Outer0 m() this.m()  
  method D toD() this  
  method Outer0 m0() Foo().m()  
  method Outer0 m1() this.m().m()  
  method Outer0 m2() this.toD().m()  
  Nested:{ type method Outer1 id(Outer1 that) that  
           type method D toD(Outer1 that) that }  
  method Outer0 m3() Nested.id(this).m()  
  method Outer0 m4() Nested.toD(this).m()  
}
```

rewrites to

```
D:{  
  method Outer0 k() this.k()'renamed 2 times  
  method D toD() this  
  method Outer0 m0() Foo().m()  
  method Outer0 m1() this.k().k()'renamed 2 times  
  method Outer0 m2() this.toD().m()  
  Nested:{ type method Outer1 id(Outer1 that) that  
           type method D toD(Outer1 that)that }  
  method Outer0 m3() Nested.id(this).k()'renamed  
  method Outer0 m4() Nested.toD(this).m()  
}
```

## What happens here?

```
D:Adapt[ Name"m()" into Name"k()" ] < {  
  method Outer0 m1() this.m().m()  
}
```

If `this.m()` returns `Outer0` I have to rename both calls, otherwise only the first one. But there is no `method Outer0 m()` in the code. Should be an error/exception trying to rename a method that is not declared?