**简单的语法替换**

该示例将using System.Collections.Generic替换为using System

static void Main(string[] args)

{

const string programText =

@"

using System.Collections.Generic;

using System.Text;

namespace HelloWorld

{

class Program

{

static void Main(string[] args)

{

Console.WriteLine(""Hello, World!"");

}

}

}";

SyntaxTree tree = CSharpSyntaxTree.ParseText(programText);

// 获取根语法节点

CompilationUnitSyntax root = tree.GetCompilationUnitRoot();

var oldUsing = root.Usings[0];

// 使用新的 Name，该方法会返回一个新的 语法节点

var newUsing = oldUsing.WithName(SyntaxFactory.IdentifierName("System"));

// 用新的语法节点替换旧的，返回新的根

root = root.ReplaceNode(oldUsing, newUsing);

Console.WriteLine(root.ToString());

Console.ReadKey();

}