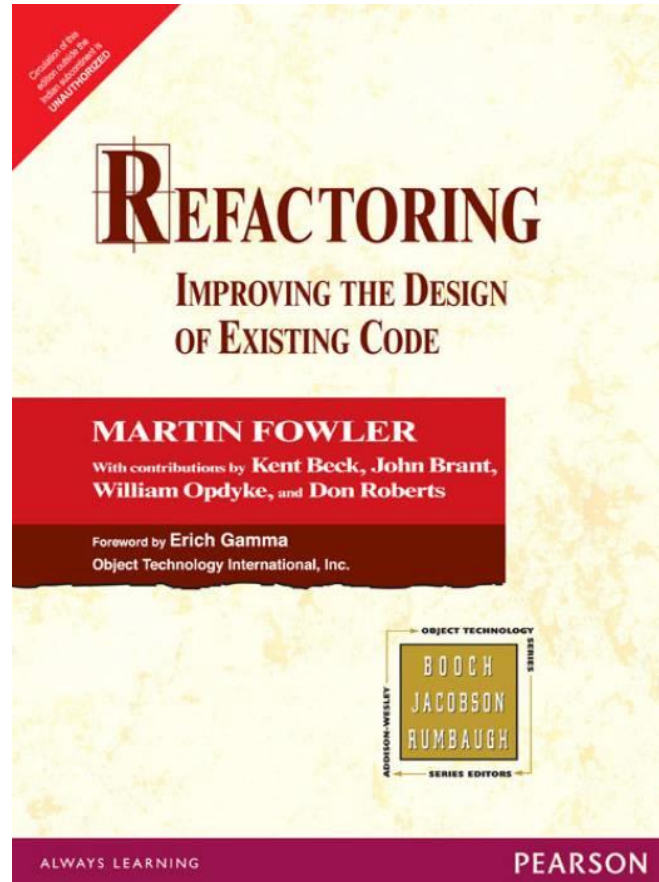


Implementing Refactorings in Spoofox

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IN4333 “Language Engineering Project”

28.06.2019



Refactoring Definition

Structural Change

Unchanged observable
behaviour

Refactoring Goal







Improve Code Quality

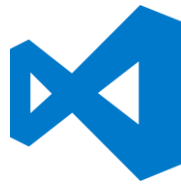
Lower Maintenance Costs

Tiger Programming Language

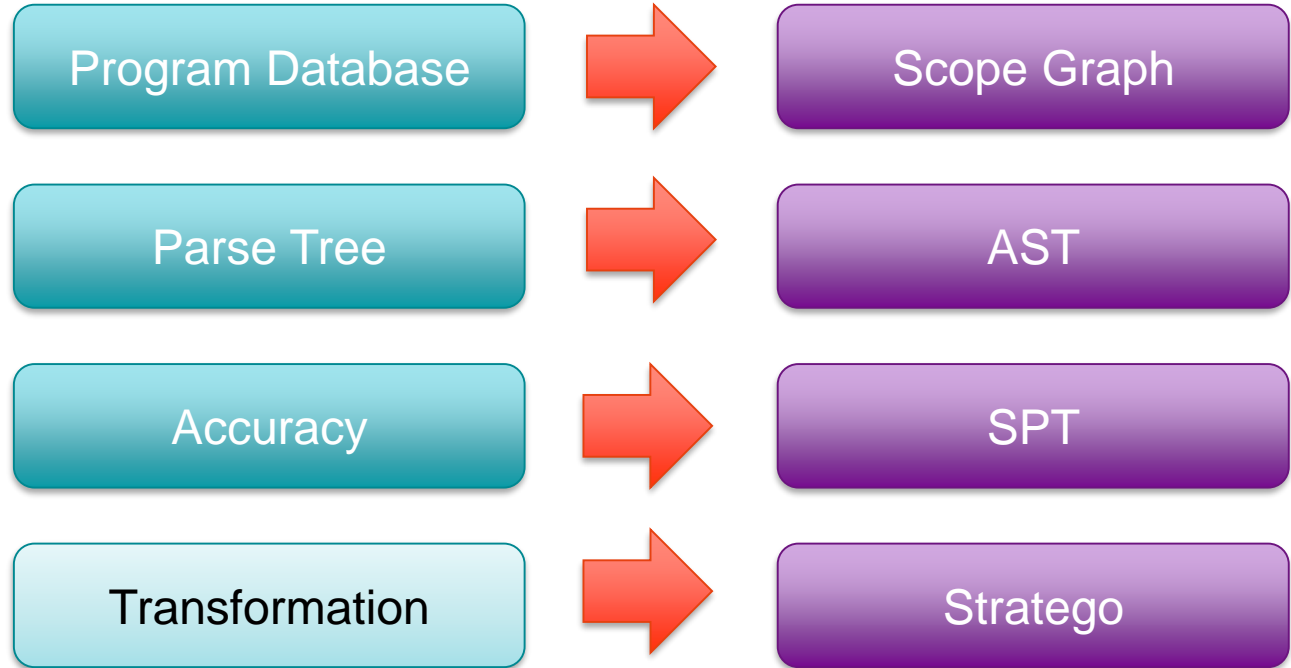
```
1 let
2   function fact(n : int) : int =
3     let
4       var c := n < 1
5       in if c then
6         1
7       else
8         let
9           var a : int := n - 1
10          var b : int := fact(a)
11          var c : int := n * b
12        in c
13      end
14    end
15    var r := fact(10)
16  in r
17 end
```

Refactoring as an Editor Service

Occurrences = 11 1 2 2 3 3 5 51				
	Undo	Ctrl+Z	Rename...	Alt+Shift+R
	Revert File		Move...	Alt+Shift+V
	Save	Ctrl+S	Change Method Signature...	Alt+Shift+C
	Open Declaration	F3	Extract Local Variable...	Alt+Shift+L
	Open Type Hierarchy	F4	Extract Constant...	
	Open Call Hierarchy	Ctrl+Alt+H	Inline...	Alt+Shift+I
	Show in Breadcrumb	Alt+Shift+B	Convert Local Variable to Field...	
	Quick Outline	Ctrl+O	Extract Interface...	
	Quick Type Hierarchy	Ctrl+T	Extract Superclass...	
	Open With	>	Use Supertype Where Possible...	
	Show In	Alt+Shift+W >	Pull Up...	
	Cut	Ctrl+X	Push Down...	
	Copy	Ctrl+C	Extract Class...	
	Copy Qualified Name		Introduce Parameter Object...	
	Paste	Ctrl+V	Introduce Parameter...	
	Quick Fix	Ctrl+1	Generalize Declared Type...	
	Source	Alt+Shift+S >	Infer Generic Type Arguments...	
	Refactor	Alt+Shift+T >		



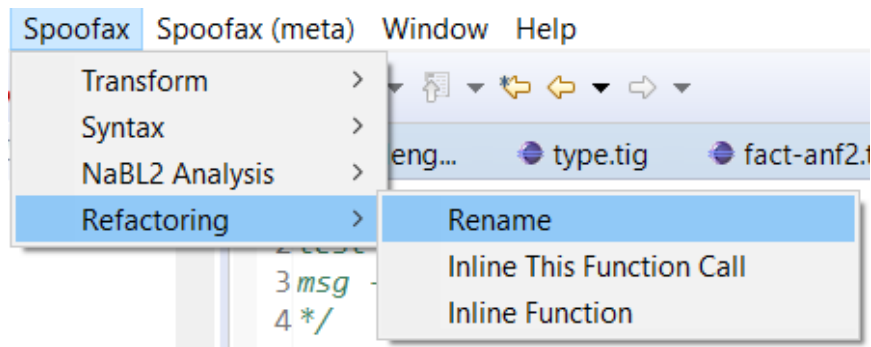
Implementation in Spoofox



User Interface

```
6 let  
7   var msg : string := "Hi"  
8 in  
9   print(msg)  
10 end
```

.rfac
Config
File



Renaming

Named Language Constructs

Variables

Functions

Function
Arguments

Types

Fields

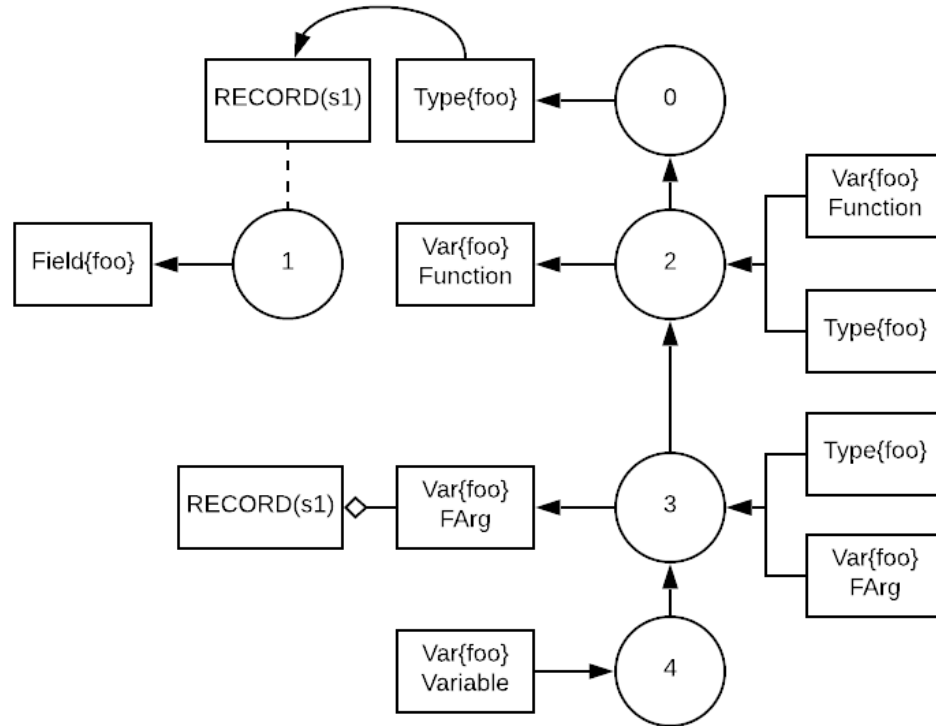
Renaming

The Foo Challenge

```
5 let
6   type foo = {
7     foo : string
8   }
9   function foo (foo: foo) = (
10     let
11       var foo := foo.foo
12     in
13       print(foo)
14     end
15   )
16 in
17   foo(foo{foo = "foo"})
18 end
```

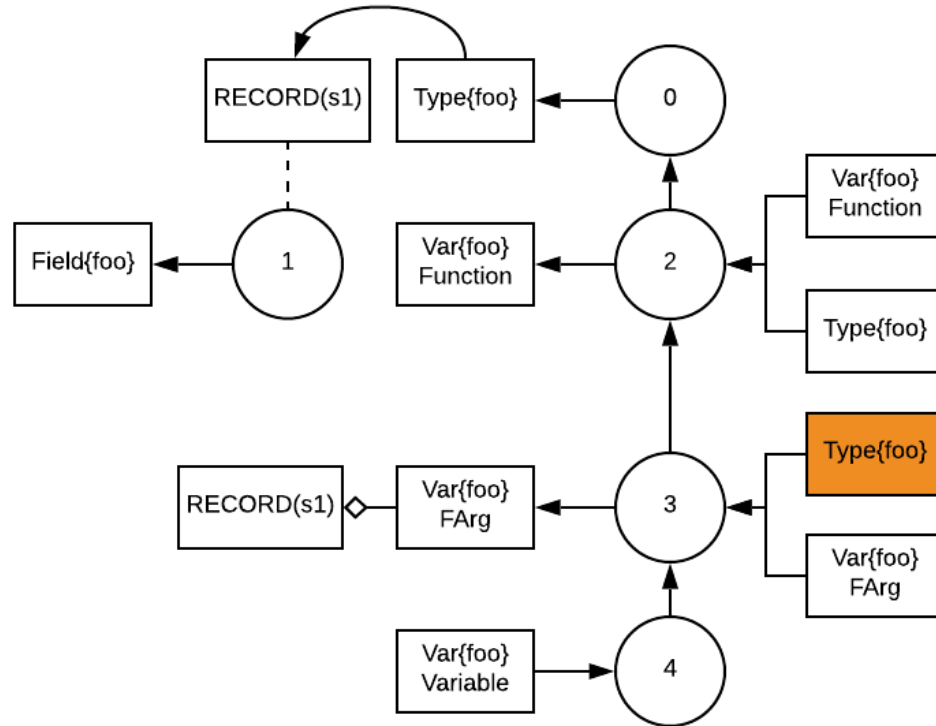
Renaming

The Foo Challenge



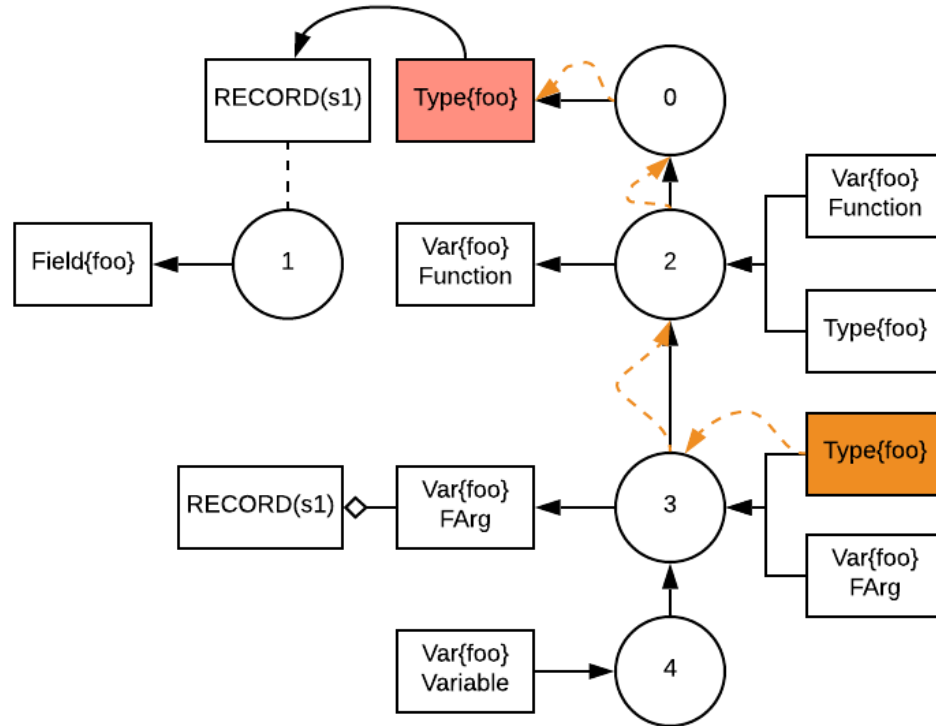
Renaming

Step 1: Select Occurrence



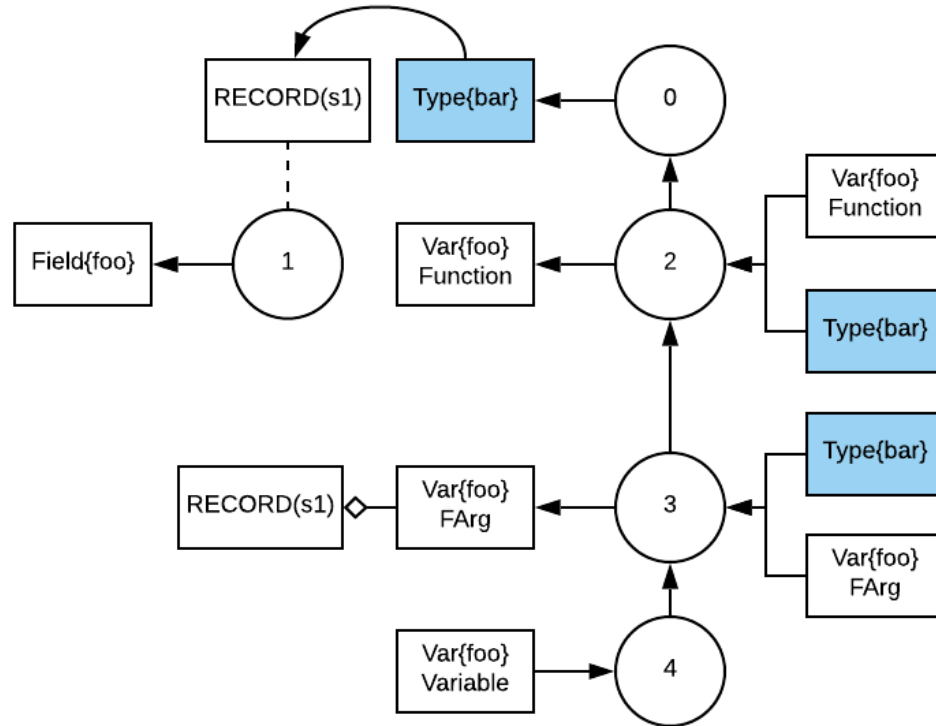
Renaming

Step 2: Find Declaration



Renaming

Step 3: Rename Occurrences



Renaming

Problem: Capture

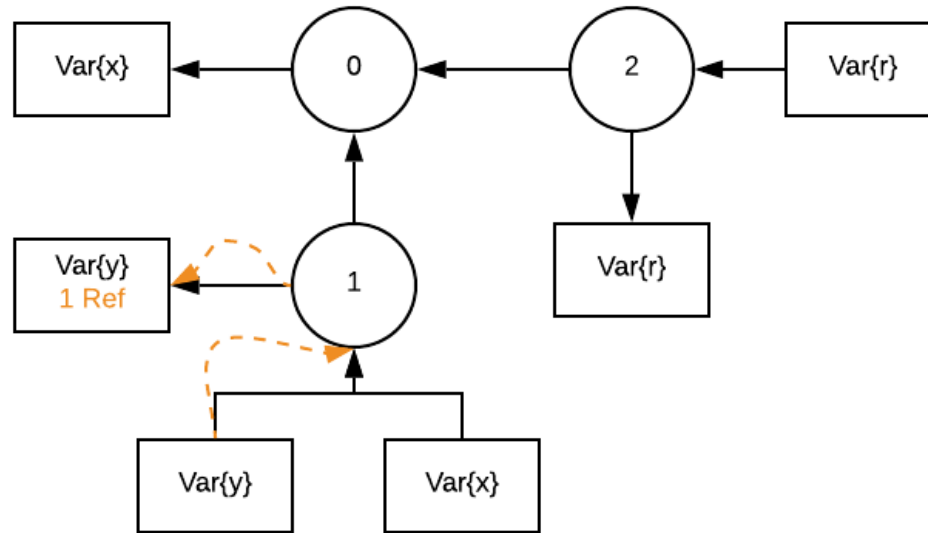
```
6 let
7   var x := 10
8   var r :=
9     let
10      var y := 100
11    in
12      x + y
13    end
14  in
15    r
16 end
```



```
6 let
7   var x := 10
8   var r :=
9     let
10      var x := 100
11    in
12      x + x
13    end
14  in
15    r
16 end
```

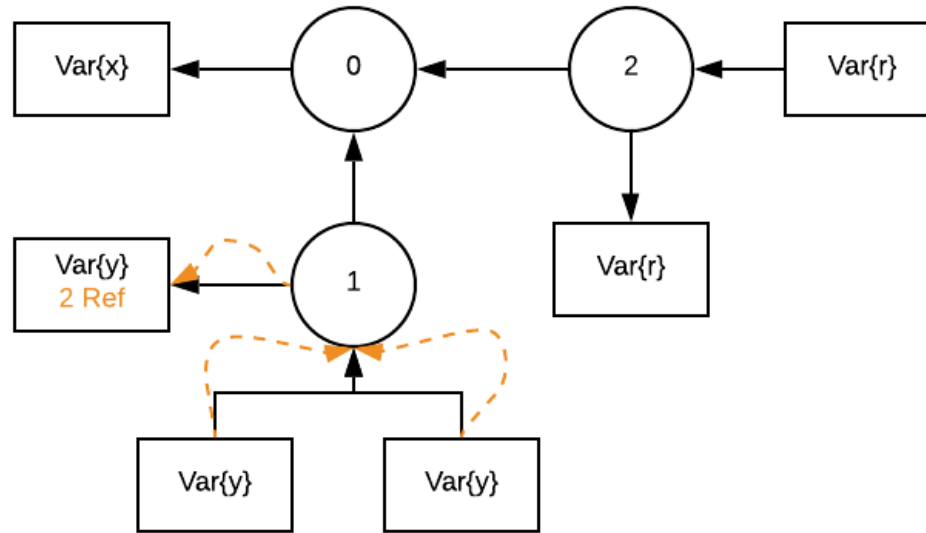
Renaming

Solution: Capture



Renaming

Solution: Capture



Renaming DEMO

```
5 let  
6   type foo = {  
7     foo : string  
8   }  
9   function foo (foo: foo) = (  
10    let  
11      var foo := foo.foo  
12    in  
13      print(foo)  
14    end  
15  )  
16 in  
17   foo(foo{foo = "foo"})  
18 end
```

Inline Function

Inline Specific Call

```
6 let
7   var sum: int := 0
8   function plus(a : int, b:int) : int = (
9     a + b
10  )
11
12 in
13   sum = plus(1,2)
14 end
```



```
1 let
2   var sum : int := 0
3   function plus(a : int, b : int) : int =
4     (
5       a + b
6     )
7 in
8   sum = let
9     var a : int := 1
10    var b : int := 2
11  in
12    (
13      a + b
14    )
15  end
16 end
```

Inline Function

Inline Call and Delete Declaration

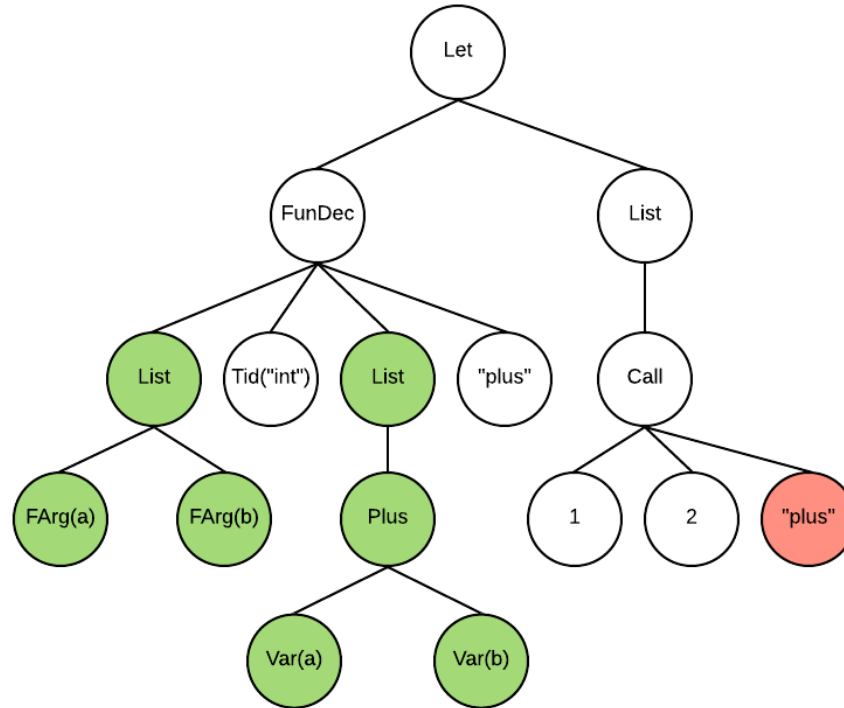
```
6 let
7   var sum: int := 0
8   function plus(a : int, b:int) : int = (
9     a + b
10  )
11
12 in
13   sum = plus(1,2)
14 end
```



```
1 let
2   var sum : int := 0
3 in
4   sum = let
5     var a : int := 1
6     var b : int := 2
7   in
8     (
9       a + b
10    )
11   end
12 end
```

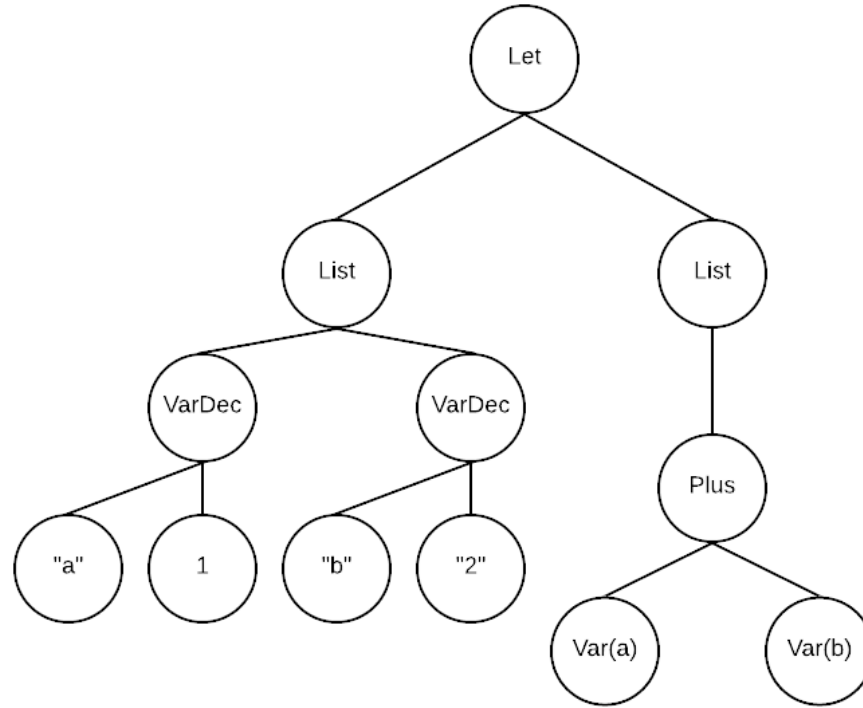
Inline Function

Step 1: Find Function Declaration



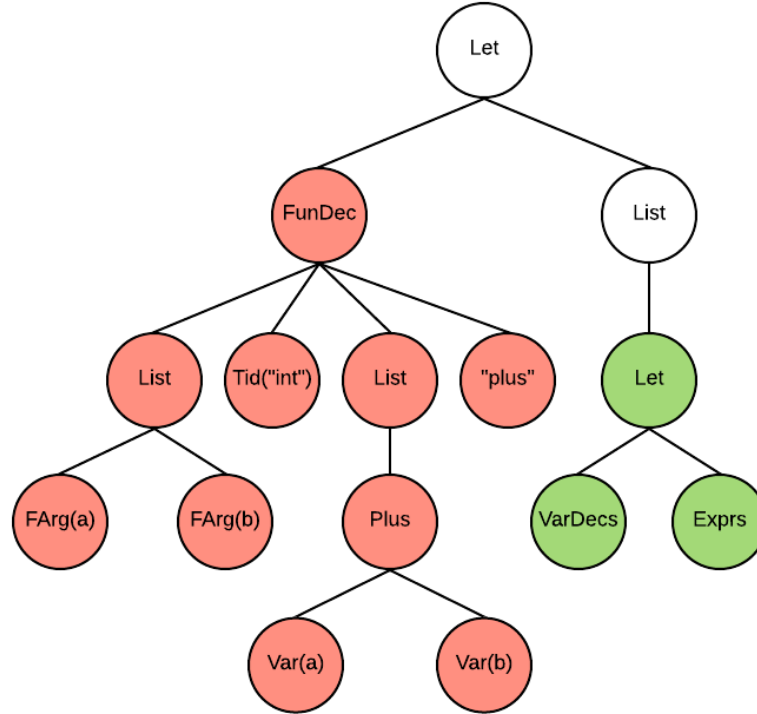
Inline Function

Step 2: Replace Call



Inline Function

Step 3: Delete Declaration



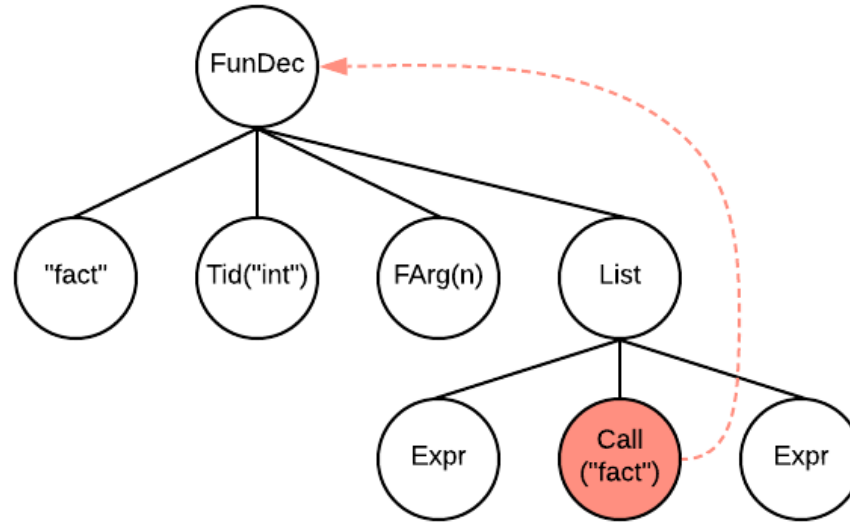
Inline Function

Problem: Recursive Calls

```
1 let
2   function fact(n : int) : int =
3     let
4       var c := n < 1
5       in if c then
6         1
7       else
8         let
9           var a : int := n - 1
10          var b : int := fact(a)
11          var c : int := n * b
12          in c
13        end
14      end
15      var r := fact(10)
16 in r
17 end
```


Inline Function

Solution: Recursive Calls



Inline Function DEMO

```
6 let
7   var sum: int := 0
8   function plus(a : int, b:int) : int = (
9     a + b
10  )
11
12 in
13   sum = plus(1,2)
14 end
```



```
1 let
2   var sum : int := 0
3   function plus(a : int, b : int) : int =
4     (
5       a + b
6     )
7 in
8   sum = let
9     var a : int := 1
10    var b : int := 2
11  in
12    (
13      a + b
14    )
15  end
16 end
```

Extract Function

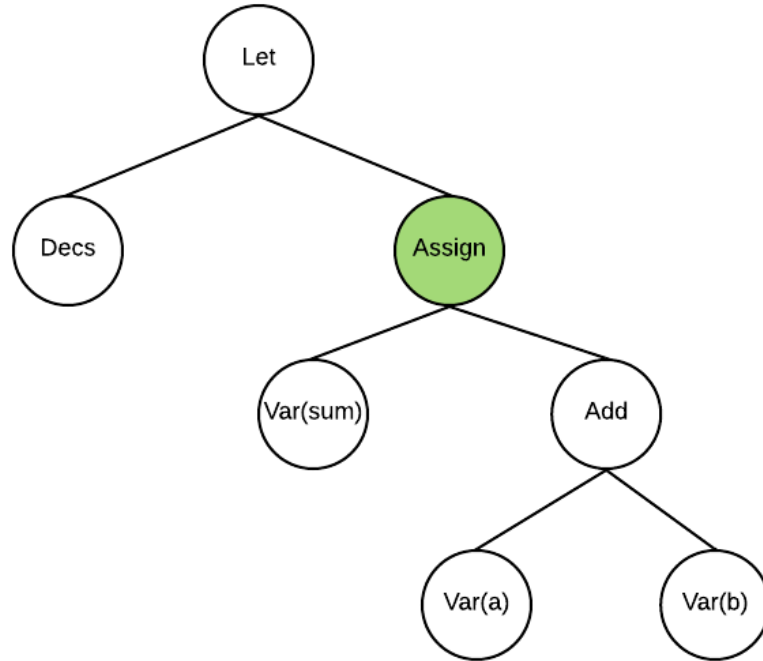
```
6 let
7   var sum: int := 0
8   var a := 1
9   var b := 2
10 in
11   sum := a + b
12 end
```



```
1 let
2   var sum : int := 0
3   var a := 1
4   var b := 2
5   function plus(sum : int, a : int, b : int) : int =
6     (
7       sum := a + b;
8       sum
9     )
10 in
11   sum := plus(sum, a, b)
12 end
```

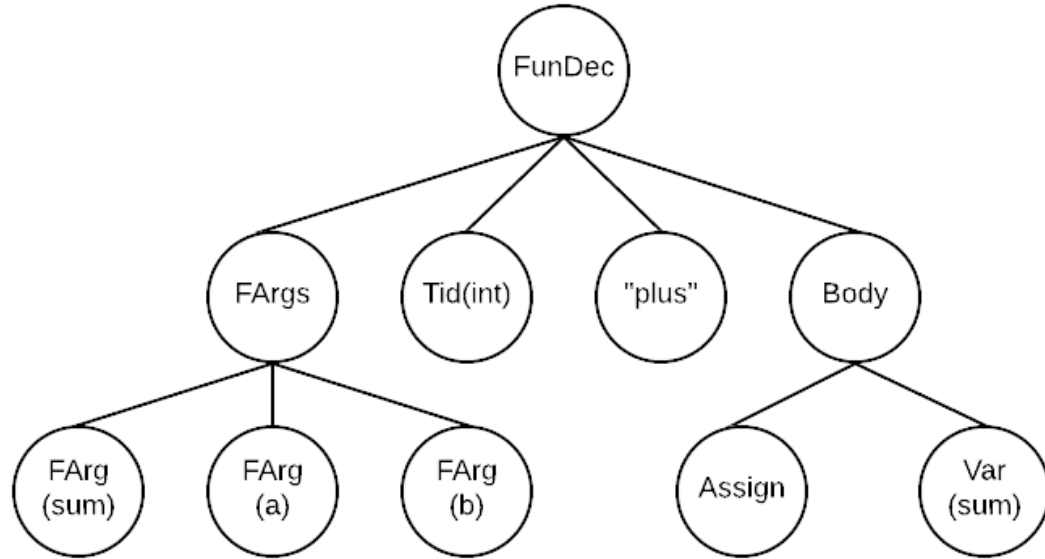
Extract Function

Step 1: Check Selected Term



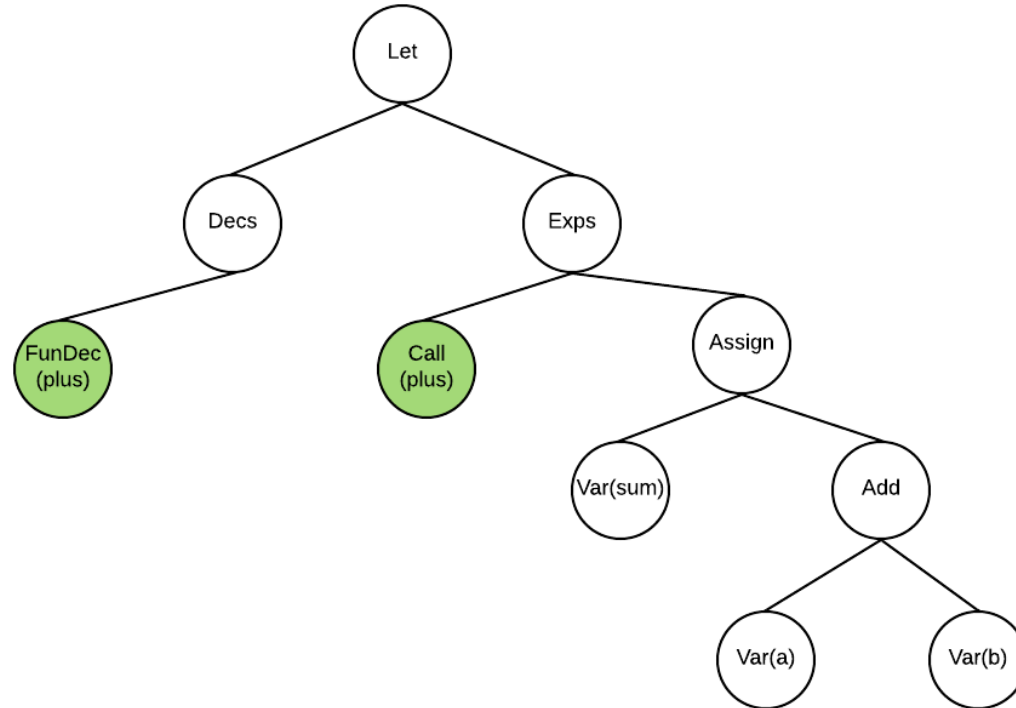
Extract Function

Step 2: Create Function Definition



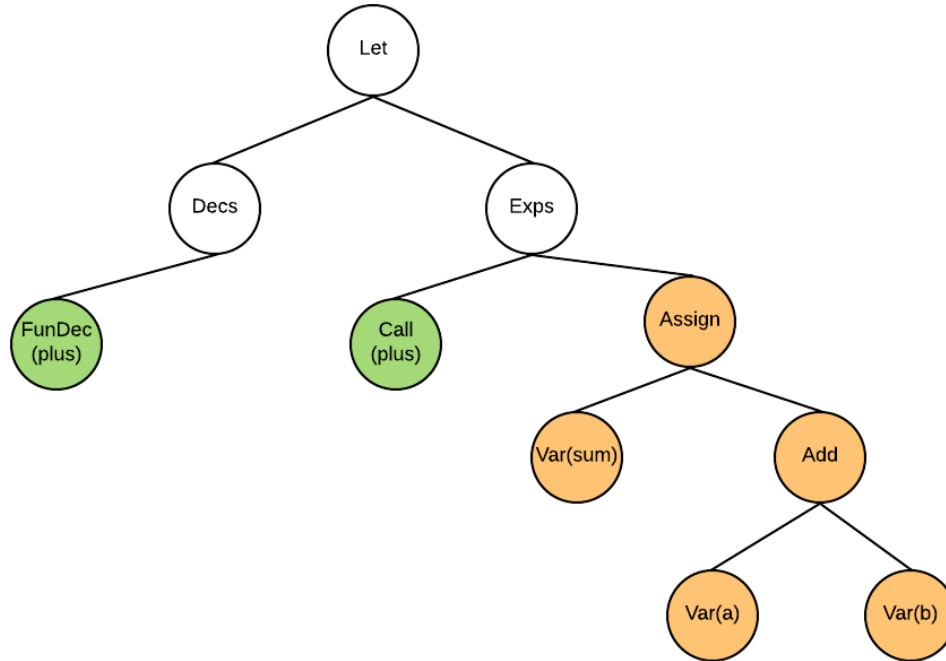
Extract Function

Step 3: Insert Call



Extract Function

Step 4: Delete Extracted Expression



Extract Function

Problem: Partial List Selection

```
if row[r]=0 & diag1[r+c]=0 & diag2[r+7-c]=0
then
(
  row[r]:=1; diag1[r+c]:=1; diag2[r+7-c]:=1;
  col[c]:=r;
  try(c+1);
  row[r]:=0;
  diag1[r+c]:=0;
  diag2[r+7-c]:=0
)
```


Extract Function

Problem: Multiple Writes

```
6 let
7   var a := 1
8   var b := 2
9   var c := 3
10 in
11   a := 3;
12   b := 4;
13   c := 5
14 end
```

Extract Function

Problem: Internal Variables

```
5 let
6   var hello := "hello"
7 in
8   let
9     var world := "world"
10  in
11    hello := "Hello";
12    world := "World"
13  end
14 end
```

Extract Function

DEMO

```
6 let
7   var sum: int := 0
8   var a := 1
9   var b := 2
10 in
11   sum := a + b
12 end
```



```
1 let
2   var sum : int := 0
3   var a := 1
4   var b := 2
5   function plus(sum : int, a : int, b : int) : int =
6     (
7       sum := a + b;
8       sum
9     )
10 in
11   sum := plus(sum, a, b)
12 end
```

Testing in SPT

```
6 test rename variable without type [[  
7 let  
8   var msg := "Hello World"  
9 in  
10  print(msg)  
11 end  
12 ]] run rename-test-var to [[  
13 let  
14   var message := "Hello World"  
15 in  
16   print(message)  
17 end  
18 ]]
```

Testing in SPT

```
rename-test-var : ast -> result
  where
    old-name := "msg"
    ; new-name := "message"
    ; path := "test/renaming/variables.spt"
    ; target-dec := VarDecNoType(old-name, Nil())
    ; result := <exec-rename-test(fail | old-name, new-name, target-dec, path, "Var")> ast
```

Conclusion

Stratego
Transformations

Nabl2 API

Scope Graph

Eclipse UI
Integration

Tricky

Transformations in
SPT