

Refactoring for Dynamic Languages

Rafael Reia

Instituto Superior Técnico Universidade de Lisboa

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Outline

- Introduction
 - Motivation
 - Objectives
 - Definitions
- 2 Related Work
- Solution
 - Architecture
 - Evaluation

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Motivation

Listing 1: Algorithm first implementation

```
(define (fibs n)
  (let ((fibs
         (let loop ((previous 0)
                     (current 1)
                     (index 0)
           (if (= index n)
               (list)
                (cons current
                      (loop current
                            (+ previous current)
                            (+ index 1)))))))
    (for ([fib (in-list fibs)])
      (displayIn fib))))
```

Copy Paste - What can go wrong



Copy Paste - What can go wrong



Objectives

- Correct
- Useful
- Simple to use

Definitions

- Refactoring Correctness
- Classification of Refactoring tools

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Scheme

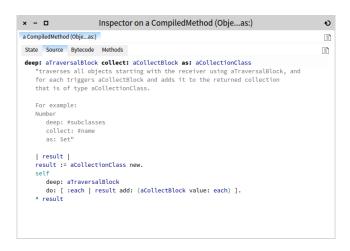
JavaScript

```
function enEdition(){
    /* Ne rien faire mode edit + preload */
    if( encodeURIComponent(document.location).search(/%26preload%3D/) != -1 ) re
turn:
    // /&preload=/
    if (!wgPageName.match(/Discussion.*\/Traduction/) ) return;
    var diff = new Array():
    var status; var pecTraduction; var pecRelecture;
    var avancementTraduction: var avancementRelecture:
/* ******** Parser ******** */
    var params = document.location.search.substr(1, document.location.search.len
ath).split('&'):
    var i = 0;
    var tmp: var name:
    while ( i < params length )
        tmp = params[i].split('=');
        name = tmp[0];
        switch( name ) {
            case 'status':
            status = tmp[1];
            break:
            case 'pecTraduction':
```

Python

```
def add5(x):
   return x+5
def dotwrite(ast):
   nodename = getNodename()
   label=symbol.sym_name.get(int(ast[0]),ast[0])
          %s [label="%s' % (nodename, label),
   print '
   if isinstance(ast[1], str):
      if ast[1].strip():
         print '= %s"];' % ast[1]
      else:
         print '"1'
   else:
      print '"];'
      children = []
      for n, child in enumerate(ast[1:]):
         children.append(dotwrite(child))
      print '
               %s -> {' % nodename,
      for name in children:
         print '%s' % name,
```

SmallTalk



DrRacket's import



DrRacket's Rename

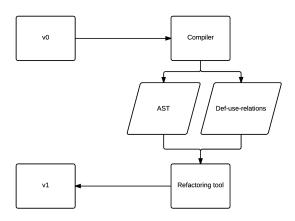




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Architecture



Validation - Extract function

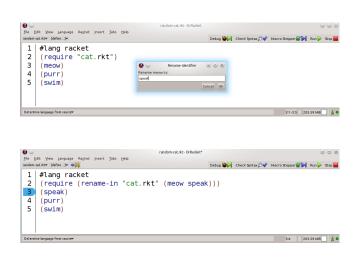
```
#lang racket
    (define (fibs n)
 3
      (let ((fibs
 4
             (let loop ((previous 0)
 5
                         (current 1)
 6
                         (index 0))
               (if (= index n)
 8
                    (list)
                    (cons current
10
                          (loop current
11
                                (+ previous current)
12
                                (+ index 1))))))
13
        (for ([fib (in-list fibs)])
14
          (displayln fib))))
```

```
#lang racket
    (define (fib-print fibs)
 3
      (for ([fib (in-list fibs)])
          (displayln fib)))
 5
    (define (fibs n)
 6
      (let ((fibs
 7
             (let loop ((previous 0)
 8
                         (current 1)
 9
                         (index 0))
10
               (if (= index n)
11
                    (list)
12
                    (cons current
13
                          (loop current
14
                                 (+ previous current)
15
                                 (+ index 1)))))))
16
        (fib-print fibs)))
```

Validation - Extract function

```
#lang racket
    (define (fib-print fibs)
 3
      (for ([fib (in-list fibs)])
 4
          (displayln fib)))
    (define (fib-compute n)
      (let loop ((previous 0)
 7
                         (current 1)
 8
                         (index 0))
 9
               (if (= index n)
10
                    (list)
11
                    (cons current
12
                          (loop current
13
                                (+ previous current)
14
                                (+ index 1))))))
15
    (define (fibs n)
16
      (let ((fibs
17
             (fib-compute n)))
18
        (fib-print fibs)))
```

Validation - Rename



Validation - Add prefix

```
1 #lang racket

(require piot3d)

3 (define (x/z->pos p)

4 (pos (cx p) (cy p) (cz p)))

5 (define (x/z->dir p)

6 (dfr (cx p) (cy p) (cz p)))

7 (define (pos->dir p)

8 (dfr (pos-x p) (pos-y p) (pos-z p)))
```

```
#lang racket
(require (prefix-in pct: piet3d))
(define (xyz->pos-p)
(define (xyz->dir p)
(function (cx p) (cy p) (cz p)))
(define (xyz->dir p)
(function (pos->dir p)
(function (pos->dir p)
(function (pos->dir p)
(function (pos->dir p)
(function (pos->z p)))
```

Evaluation

- Refactoring Correctness
- Usability and Simplicity

Thank you Questions?