

0.1 New Element Referencing Edited One Handler

0.1.1 Handler Algorithm

Algorithm 1: Handle

Input: L, B, R, M

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1  $M_U \leftarrow \text{textualMerge}(\text{treeToText}(L), \text{treeToText}(B), \text{treeToText}(R));$ 
2  $cs \leftarrow \text{extractConflicts}(M_U);$ 
3  $aMFD_L \leftarrow \{l \in A_L \mid l.type = METHODDECL \vee l.type = FIELDDECL\};$ 
4  $aMFD_R \leftarrow \{r \in A_R \mid r.type = METHODDECL \vee r.type = FIELDDECL\};$ 
5  $eMFD_L \leftarrow \{l \in E_L \mid l.type = METHODDECL \vee l.type = FIELDDECL\};$ 
6  $eMFD_R \leftarrow \{r \in E_R \mid r.type = METHODDECL \vee r.type = FIELDDECL\};$ 
7 foreach  $a_l \in aMFD_L$  do
8   foreach  $e_r \in eMFD_R$  do
9     if  $\text{nodesConflict}(a_l, e_r, cs) \wedge e_r.id.name \in a_l.body$  then
10        $b \leftarrow \text{find}(b \in B \rightarrow b.id = e_r.id);$ 
11        $m \leftarrow \text{find}(m \in M \rightarrow m.body = e_r.body);$ 
12        $m.body \leftarrow \text{conflict}(e_r.body, b.body, a_l.body);$ 
13        $m \leftarrow \text{find}(m \in M \rightarrow m.body = a_l.body);$ 
14        $\text{removeNode}(m, M);$ 
15     end
16   end
17 end
18 foreach  $a_r \in aMFD_R$  do
19   foreach  $e_l \in eMFD_L$  do
20     if  $\text{nodesConflict}(a_r, e_l, cs) \wedge r_l.id.name \in a_r.body$  then
21        $b \leftarrow \text{find}(b \in B \rightarrow b.id = e_l.id);$ 
22        $m \leftarrow \text{find}(m \in M \rightarrow m.body = e_l.body);$ 
23        $m.body \leftarrow \text{conflict}(e_l.body, b.body, a_r.body);$ 
24        $m \leftarrow \text{find}(m \in M \rightarrow m.body = a_r.body);$ 
25        $\text{removeNode}(m, M);$ 
26     end
27   end
28 end

```

Algorithm 2: Nodes Conflict

Input: a, b, cs
Output: whether there is an unstructured conflict in cs concerning a and b nodes

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1 foreach  $c \in cs$  do
2   if  $c.left = a.body \wedge c.right = b.body$  then return  $TRUE$ ;
3   if  $c.left = b.body \wedge c.right = a.body$  then return  $TRUE$ ;
4 end
5 return  $FALSE$ ;

```