



Eötvös Loránd Tudományegyetem  
Informatikai Kar  
Programozási Nyelvek és  
Fordítóprogramok Tanszék

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# Applying slicing algorithms on large code bases

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Budapest, 2017

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# Chapter 1

## Introduction

Something about maintenance time vs coding time. Something about slicing in general. Something about large codebases. Something about Clang/LLVM compiler infrastructure and its usefulness in applying slicing to c++.

# Bibliography