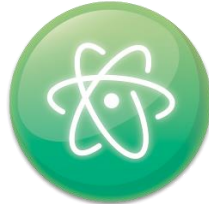


AST-based structural code editing for Python

Felix Kohlgrüber / 2018/07/10

Code Editors



... and so many more

Code Editor == Text Editor?

Text Editors

- General tool

```
def greet(s):  
    print(f"Hello {s}")  
  
if __name__ == '__main__':  
    greet("World")
```

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[illegible]



Problem: Syntax Errors

```
def greet(s):  
    return f"Hello {s}"  
  
if __name__ == '__main__':  
    print greet("World")
```

```
def half_diag(a, b):  
    retrun ((sqrt(a[i]**2 + b[i]**2)/2 for i in range(len(a)))
```

```
function multiply(a, b) {  
    return a * b;  
}  
  
if __name__ == '__main__':  
    print(multiply(42, 20))
```

Problem: Tabs vs. Spaces

```
if __name__ == '__main__':  
    a = 1000  
    print(f"a = {a}")
```

```
C:\Users\felix\Desktop>python test.py
```

```
File "test.py", line 3
```

```
    print(f"a = {a}")  
                ^
```

```
IndentationError: unindent does not match any outer  
indentation level
```

Problem: Style Guide Violations

```
def calculate(a ,b) :  
    sum=a+ b  
    return(sum/ 2)  
  
if __name__ == '__main__':  
    print (calculate(1,3),)
```

Python 2

```
In [1]: def calculate(a ,b) :  
...:     sum=a+ b  
...:     return(sum/ 2)  
...:  
...: if __name__ == '__main__':  
...:     print (calculate(1,3),)  
...:  
(2,)
```

```
def calculate(a, b):  
    sum = a + b  
    return sum / 2  
  
if __name__ == '__main__':  
    print(calculate(1, 3), )
```

Python 3

```
In [1]: def calculate(a ,b) :  
...:     sum=a+ b  
...:     return(sum/ 2)  
...:  
...: if __name__ == '__main__':  
...:     print (calculate(1,3),)  
...:  
2.0
```

Problem: Discoverability



Do we need all that power?



Structure Editors

- “A **structure editor**, also **structured editor** or **projectional editor**, is any document editor that is cognizant of the document’s underlying structure.” ([Wikipedia](#))
- Edit parse tree / abstract syntax tree (AST) instead of sequence of characters

Abstract syntax trees

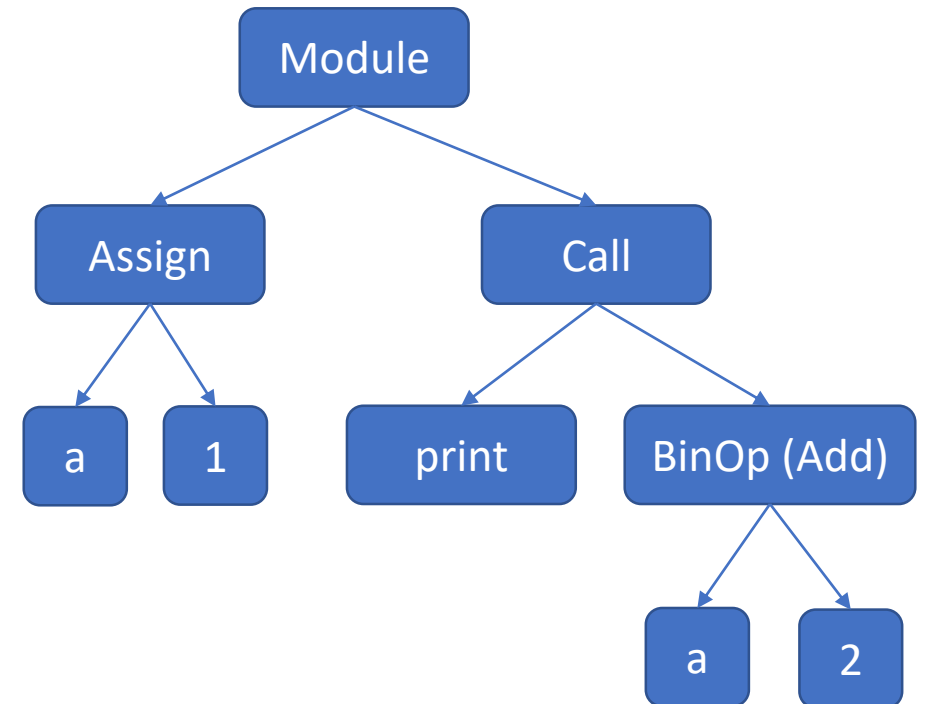
- Tree structure representing source code
- Example:

```
import ast

code = """
a = 1
print(a+2)
"""

a = ast.parse(code)
print(ast.dump(a))
```

```
# Simplified AST
Module(
  body=[
    Assign(targets=[Name(id='a')],
            value=Num(n=1)),
    Call(
      func=Name(id='print'),
      args=[
        BinOp(left=Name(id='a'),
              op=Add(),
              right=Num(n=2))
      ],
    ),
  ],
)
```



Structure Editors

- “A *structure editor*, also *structured editor* or *projectional editor*, is any document editor that is cognizant of the document’s underlying structure.” ([Wikipedia](#))
- Edit parse tree / abstract syntax tree (AST) instead of sequence of characters
- Active research topic since ~1985
- Example:



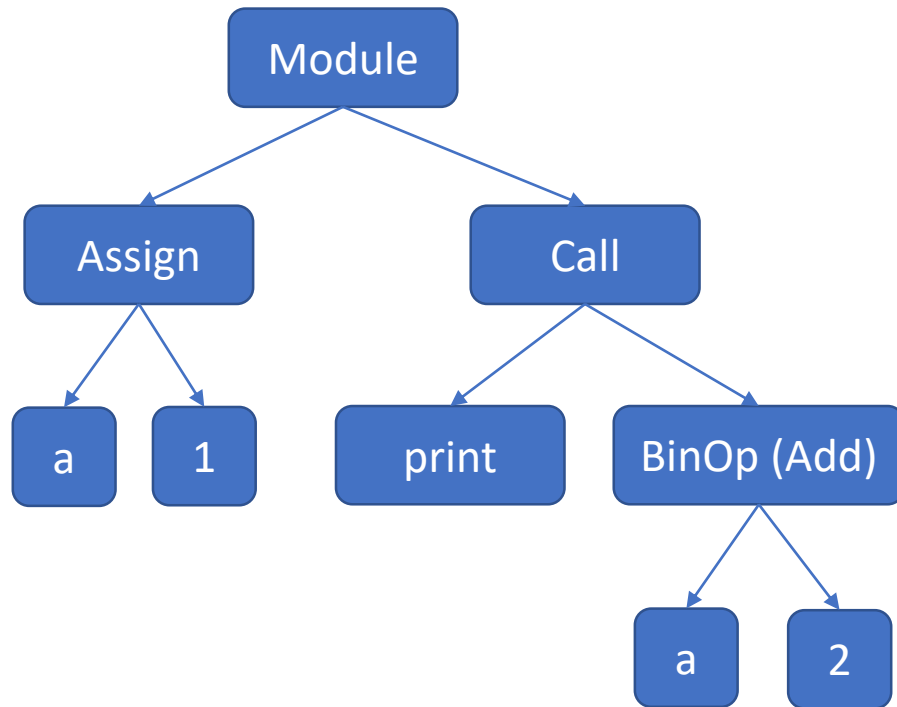
vrite

- Structured editor for Python
- Web-based (javascript, vue.js)
- Status: notevenclosetoalpha

DEMO

vrite – Navigation

- AST-nodes instead of character-by-character



```
a = 1
print(a+2)
```

vrite – Semantic commands

„Wrap with function call“
„Create function“
„Insert import statement“
„Swap operands“
„Move argument to the right“
...

- High-level interactions
- Availability depends on context

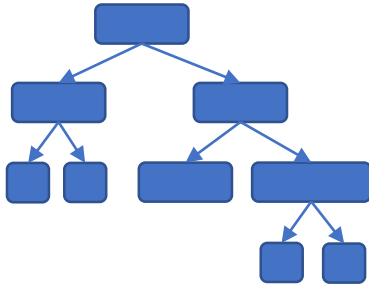
vrite – Deactivate code

- Alternative to „commenting out“-hack

```
x = my_func(a, b, input_sorted=True)
print(x * 5 / pi)
```

```
x = my_func(a, b, input_sorted=True)
print(x * 5 / pi)
```


vrite – Flexible representation



?

- Pep8/Black-formatted text
- Depending on available width
- User-configurable amount of indentation (in px)
- Parametric fonts

```
def fn(first_argument, second_arg):  
    pass
```

```
def fn(  
    first_argument,  
    second_arg  
):  
    pass
```

```
def my_function(a, b):  
    """This is the description of my Function"""  
    return 2 * a + b
```

```
def my_function(a, b):  
    """This is the description of my Function"""  
    return 2 * a + b
```

vrite – Flexible representation (cont.)

- Use color to disambiguate tokens
- Use syntax that's easy to read/understand by humans
- *Possible: Braceless Javascript/Java/C++ (!!)*
- Use non-text elements

```
if a:  
    if b:  
        return 42  
    else:  
        return 23  
else:  
    if b:  
        return 19  
    else:  
        return 0
```

		b	not b
	a	42	23
return	not a	19	0

```
a = "1000"  
b = 1000  
c = "say \"hello\"\\nsecond line"  
d = map(lambda x: x+2, range(10))
```

```
a = 1000  
b = 1000  
c = say "hello"  
    second line  
c = say "hello" ↵ second line  
d = map(|x| x+2, ..10)
```

vrite – Discoverability

`<stmt>`

```
1 // 2 - (3 + 4)  
hello
```

Module ->

`stmt`

ArrowUp: Select parent

ArrowDown: Select child

ArrowRight: Select right

ArrowLeft: Select left

Delete: delete node

Backspace: delete node

s: Name

n: Num

Summary

```
File "<stdin>", line 1
  async = 123
    ^
SyntaxError: invalid syntax
```

```
def calculate(a ,b) :
    sum=a+ b
    return(sum/ 2)

if __name__ == '__main__':
    print (calculate(1,3),)
```

█

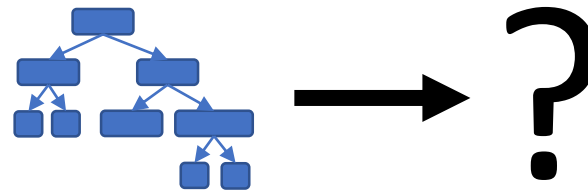
„Wrap with function call“

„Create function“

„Swap operands“

„Insert import statement“

„Move argument to the right“



```
<stmt>
1 // 2 - (3 + 4)
hello
```

Module ->
stmt

ArrowUp: Select parent
ArrowDown: Select child
ArrowRight: Select right
ArrowLeft: Select left
Delete: delete node
Backspace: delete node
s: Name
n: Num

Thank you!

github.com/fkohlgrueber/vrite

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