

# Studying Refactoring supported by *RefactoringMiner* Detection Tool

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## Abstract

We run *RefactoringMiner*<sup>1</sup> - a refactoring detection tool which operates on version control commits [1] - for some codes inspired by [2, 3, 4] and ones extracted from experiments using *SaferRefactor* and *JDolly* [5]. In this report, we present our findings.

## 1 Studying *Inline Method* refactoring

In Listing 1, the inline method refactoring happens on a statement that wrap an expression. Thus, in this case, abstraction was applied.

**Question.** According Table 2 [1], we suggests that it was obtained

$$| M | = | U_{T_1} |$$

but it was expected

$$| M | > | U_{T_1} |.$$

Would be this suggestion correct?

## 2 Studying behavior-preserving transformations

Listings 2-8 illustrate a sample of codes extracted from experiments conducted by Soares et al. [5].

These experiments evaluate approaches for identifying behavior-preserving transformations activities on software repositories. The codes are available on <https://github.com/flaviacoelho/refactorings-examples>.

### 2.1 Studying *Rename Class* refactoring

In Listing 2, after the transformation, the method *test* returns 20 instead of 10. Thus, the behavior was changed.

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<sup>1</sup>available on <https://github.com/tsantalis/RefactoringMiner>

#### before refactoring

---

```
1 int tmp = 0;
2 public int getZeroValue() {
3     return isZero() ? 1 : 0;
4 }
5 public boolean isZero() {
6     return(tmp == 0);
7 }
```

#### after refactoring

---

```
1 int tmp = 0;
2 public int getZeroValue() {
3     return (tmp == 0) ? 1 : 0;
4 }
```

Listing 1: [False Negative] Inline Method

<https://github.com/flaviacoelho/refactorings-toy/commit/14d1ad4a9b4695976a3db45f43aed7a6c78ea211>

## 2.2 Studying *Rename Method* refactoring

After rename  $n$  method to  $k$ , the  $m$  method returns 0 instead of 1, as shown in Listing 3. Hence, the transformation changes the program behavior.

## 2.3 Studying *Push Down Method* refactoring

Listing 4 shows that pushing down a method to a class in another package may shadow a class declaration leading to a behavioral change. For this reason before the transformation, method  $m()$  yields 1, but after that, it yields 0.

## 2.4 Studying *Push Down Field* refactoring

Pushing down a field that hides other field may changes program behavior. It follows that after the transformation, the method  $test$  returns 10 instead of 20, as we can see in Listing 5. So, the transformation changes the program behavior.

## 2.5 Studying *Pull Up Method* refactoring

As shown in Listing 6, pulling up a method enables overloading of a private method changing program behavior because after the transformation, the  $test$  method returns 2 instead of 1.

## 2.6 Studying *Pull Up Field* refactoring

Apply the pull up field refactoring to a field  $f$  moves all fields  $f$  of the subclasses to the super class. If one of the fields is initialized with different value, the

behavior of the program may change.

In Listing 7, the method `test` returns 10 instead of 20. Therefore, the refactoring changes the program behavior.

## 2.7 Studying *Move Method* refactoring

In the Listing 8, applying the move method refactoring to move `k(int)` to `B`, the `test()` method returns 2 instead of 1. As a result, moving a method to another class may change program behavior due to an overloading. Hence, this transformation changes the program behavior.

## References

- [1] Tsantalis, N., Mansouri, M., Eshkevari, L. M., Mazinianian, D., and Dig, D. *Accurate and efficient refactoring detection in commit history*. In Proceedings of the 40th International Conference on Software Engineering, Gothenburg, Sweden, 2018.
- [2] Deitel, P. and Deitel, H. *Java: How to Program*. Tenth Edition. Pearson, 2014.
- [3] Fowler, M. *Refactoring: Improving the Design of Existing Programs*. AddisonWesley, 1999.
- [4] Eilertsen, A. M. *Making Software Refactorings Safer*. Master Thesis – Department of Informatics – University of Bergen. Bergen, 2016.
- [5] G. Soares, R. Gheyi and T. Massoni. *SaferRefactor Experiments*, 2010, <http://www.dsc.ufcg.edu.br/~spg/saferefactor/experiments.html>

#### before transformation

---

```
1 package a;
2 public class A {
3     public int k() {
4         return 20;
5     }
6 }
7
8 package a;
9 import b.*;
10 public class B extends C {
11     public int test() {
12         return k();
13     }
14 }
15
16 package b;
17 public class C {
18     public int k() {
19         return 10;
20     }
21 }
```

#### after transformation

---

```
1 package a;
2 public class C { //renamed class
3     public int k() {
4         return 20;
5     }
6 }
7
8 package a;
9 import b.*;
10 public class B extends C {
11     public int test() {
12         return k();
13     }
14 }
15
16 package b;
17 public class C {
18     public int k() {
19         return 10;
20     }
21 }
```

Listing 2: [False Positive] Rename Class  
<https://github.com/flaviacoeelho/refactorings-examples/commit/73fa25d00ef11615b0322a294d1bc5ad21d48a31>

#### before transformation

---

```
1 package p2;
2 import p1.*;
3 public class B extends A {
4     protected long n(int a){
5         return 0;
6     }
7     public long m(){
8         return this.k(2);
9     }
10 }
11 package p1;
12 public class A {
13     public long k(long a){
14         return 1;
15     }
16 }
```

#### after transformation

---

```
1 package p2;
2 import p1.*;
3 public class B extends A {
4     protected long k(int a){ //n renamed to k
5         return 0;
6     }
7     public long m(){
8         return this.k(2);
9     }
10 }
11
12 package p1;
13 public class A {
14     public long k( long a){
15         return 1;
16     }
17 }
```

Listing 3: [False Positive] Rename Method

<https://github.com/flaviacoelho/refactorings-examples/commit/f706be1cb4907724096bac04e07f3be889d4d33d>

#### before transformation

---

```
1 package p1;
2 import p2.*;
3 public class B extends A {
4     protected long k(int a){
5         return 0;
6     }
7     public long test(){
8         return m();
9     }
10 }
11 package p2;
12 public class B extends A {
13 }
14 package p2;
15 import p1.*;
16 public class A {
17     public long k(long a){
18         return 1;
19     }
20     public long m(){
21         return new B().k(2);
22     }
23 }
```

#### after transformation

---

```
1 package p1;
2 import p2.*;
3 public class B extends A {
4     protected long k(int a){
5         return 0;
6     }
7     public long test(){
8         return m();
9     }
10 public long m() {
11     return new B().k(2);
12 }
13 }
14 package p2;
15 public class B extends A {
16     public long m() {
17         return new B().k(2);
18     }
19 }
20 package p2;
21 import p1.*;
22 public class A {
23     public long k(long a){
24         return 1;
25     }
26 }
```

#### before transformation

---

```
1 public class A {  
2     public int k = 10;  
3 }  
4 public class B extends A {  
5     public int k = 20;  
6 }  
7 public class C extends B {  
8     public int test() {  
9         return super.k;  
10    }  
11 }
```

#### after transformation

---

```
1 public class A {  
2     public int k = 10;  
3 }  
4 public class B extends A {  
5 }  
6 public class C extends B {  
7     public int k = 20; //pushed down  
8         field  
9     public int test() {  
10         return super.k;  
11    }  
12 }
```

Listing 5: [False Positive] Push Down Field  
<https://github.com/flaviacoelho/refactorings-examples/commit/42674a9d4f34af60328e8a857301d40f24f75ff0>

#### before transformation

---

```
1 public class A {
2     public int k(long l) {
3         return 1;
4     }
5     private int k(int l) {
6         return 2;
7     }
8 }
9 public class B extends A {
10    public int m() {
11        return k(2);
12    }
13    public int test() {
14        return m();
15    }
16 }
```

#### after transformation

---

```
1 public class A {
2     public int k(long l) {
3         return 1;
4     }
5     private int k(int l) {
6         return 2;
7     }
8     public int m() { //pulled up
9         return k(2);
10    }
11 }
12 public class B extends A {
13    public int test() {
14        return m();
15    }
16 }
```

Listing 6: [False Positive] Pull Up Method  
<https://github.com/flaviacoelho/refactorings-examples/commit/7a5c5f63f6c9e8a0764cd7efa474634d4cf639f7>



#### before transformation

---

```
1 public class A {  
2 }  
3 public class B extends A {  
4     public int k = 10;  
5 }  
6 public class C extends A {  
7     public int k = 20;  
8     public long test() {  
9         return k;  
10    }  
11 }
```

#### after transformation

---

```
1 public class A {  
2     public int k = 10; //pulled up  
3 }  
4 public class B extends A {  
5 }  
6 public class C extends A {  
7     public long test() {  
8         return k;  
9     }  
10 }
```

Listing 7: [False Positive] Pull Up Field  
<https://github.com/flaviacoelho/refactorings-examples/commit/9a9cd138b9f268c2f0749a2556dd114e57278bfe>

#### before transformation

---

```
1 public class A {
2     public B b;
3     protected long k(int a) {
4         return 2;
5     }
6 }
7 public class B {
8     private long k(long a) {
9         return 1;
10    }
11    public long test() {
12        return k(2);
13    }
14 }
```

#### after transformation

---

```
1 public class A {
2     public B b;
3 }
4 public class B {
5     private long k(long a) {
6         return 1;
7     }
8     public long test() {
9         return k(2);
10    }
11    protected long k(int a) { //moved from A
12        return 2;
13    }
14 }
```

Listing 8: [False Positive] Move Method

<https://github.com/flaviacoelho/refactorings-examples/commit/d4c814d3fbee55a55ffc73fec38cc79145b99bf4>