EasyMerge - Clone Code Refactor

Shengying Pan
University of Waterloo
s5pan@uwaterloo.ca

Haocheng Qin
University of Waterloo
h7qin@uwaterloo.ca

Yahui Chen
University of Waterloo
y556chen@uwaterloo.ca

ABSTRACT
Abstract goes here.

Categories and Subject Descriptors
D.2.8 [**Software Engineering**]: Metrics—*complexity measures, performance measures*

General Terms
Theory

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ACM proceedings, LaTeX, text tagging

1. INTRODUCTION
In software development, it's very common seeing developers reuse code fragments by copying and pasting with or without minor adaptation. Moreover, for large scale projects, developers are often too lazy to browse existing source files so that they may rewrite similar or even identical functions which were already in the code base. As a result, software systems often contain sections of code that are very similar, called code clones.

Previous research shows that a significant fraction (between 7% and 23%) of the code in a typical software system has been cloned [1] [2]. Many code clones in code bases are unnecessary duplications. By detecting, categorizing, and removing code clones, we can produce easier to understand, cleaner, and more reusable code.

Clone detection has been an avid research topic in the field of software engineering for decades. Fortunately, several automated techniques for detecting code clones have already been proposed.

2. BACKGROUND
3. CLONE CODE DETECTION
4. CLONE MERGING ALGORITHM
5. EXPERIMENTAL RESULTS
6. CONCLUSIONS
7. FUTURE WORK
8. ACKNOWLEDGMENTS
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9. REFERENCES
[1] B. Baker. On finding duplication and near-duplication in large software systems. *Proceedings of the 2nd Working Conference on Reverse Engineering*, pages 86–95, 1995.

[2] C. K. Roy and J. R. Cordy. An empirical study of function clones in open source software systems. *Proceedings of the 15th Working Conference on Reverse Engineering*, pages 81–90, 2008.