Transformation Priority Premise

{ } –> nil	replacing no code with code that employs nil
nil –> constant	replacing nil with a hardcoded constant value
constant –> constant+	replacing a constant with a more complex constant
constant –> scalar	replacing a constant with a variable
statement –> statements	adding more unconditional statements
unconditional –> if	add more execution paths
scalar –> array	replace a single value with an array
array –> container	replace an array with a data container
statement –> recursion	replace a single statement with recursive calls
if –> while	repeat a conditional many times
expression –> function	replace a simple expression with an external call
variable –> assignment	replace a variable with an assignment expression