

./clang-talk



Table of Members

```
class Talk {  
    public:
```

```
};
```

Table of Members

```
class Talk {  
    public:  
  
    llvm::LLVM CompilerToolchain;  
  
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class Talk {  
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    public:  
  
    llvm::LLVM CompilerToolchain;  
  
    clang::Clang Frontend;  
  
    clang::Tooling Tooling;  
  
    clang::Tooling YourTool;  
};
```

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class Talk {  
    public:  
  
    llvm::LLVM CompilerToolchain;  
  
    clang::Clang Frontend;  
  
    clang::Tooling Tooling;  
  
    std::vector<clang::Tooling> YourTools;  
  
};
```

LLVM

LLVM

Low

LLVM

Low Level

LLVM

Low Level Virtual

LLVM

Low Level Virtual Machine

LLVM

~~Low Level Virtual Machine~~

LLVM

~~Low Level Virtual Machine~~

lldb opt lld lljvm

LLVM

~~Low Level Virtual Machine~~

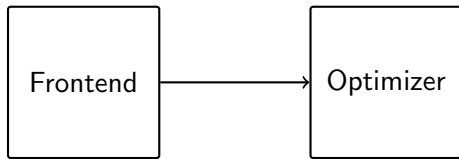


LLVM

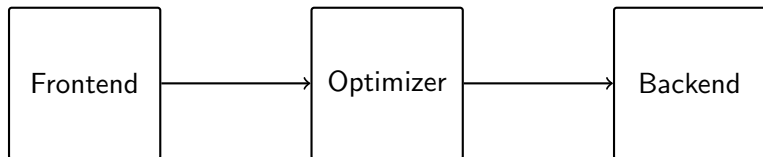


Frontend

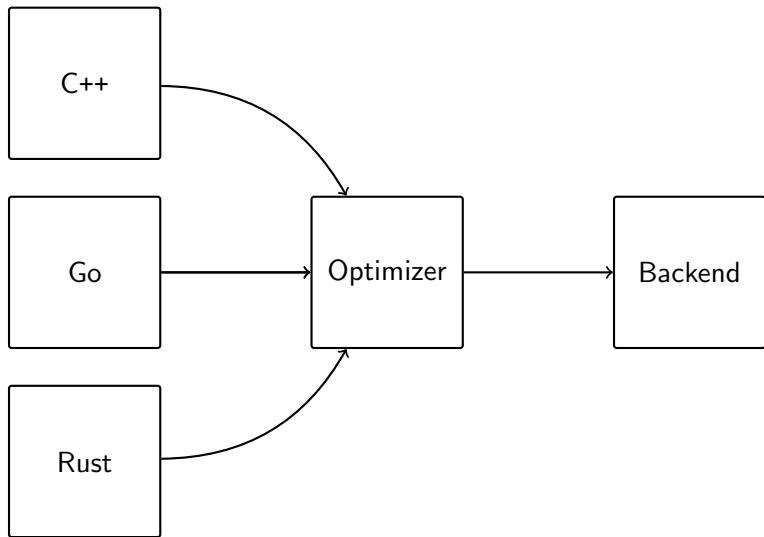
LLVM



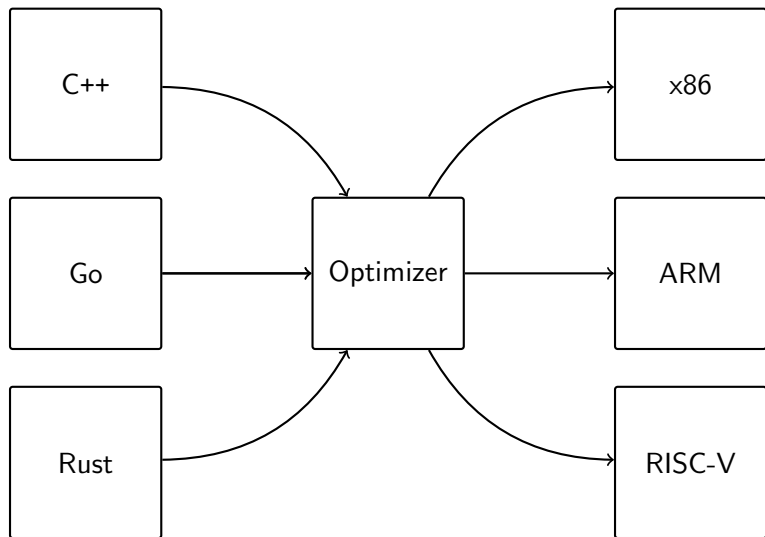
LLVM



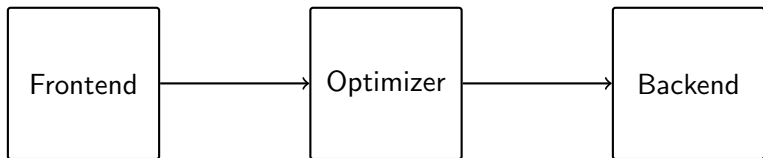
LLVM



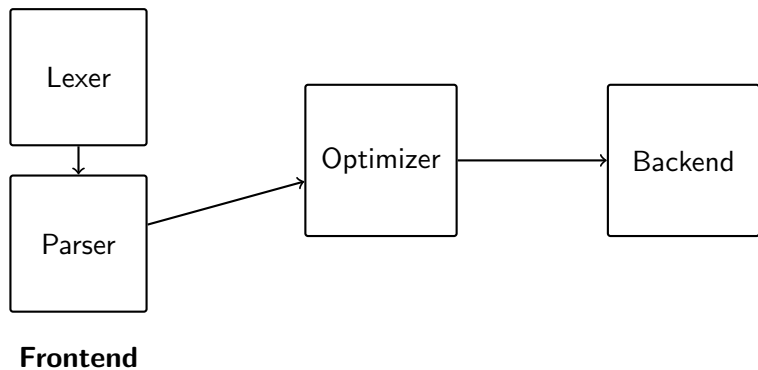
LLVM



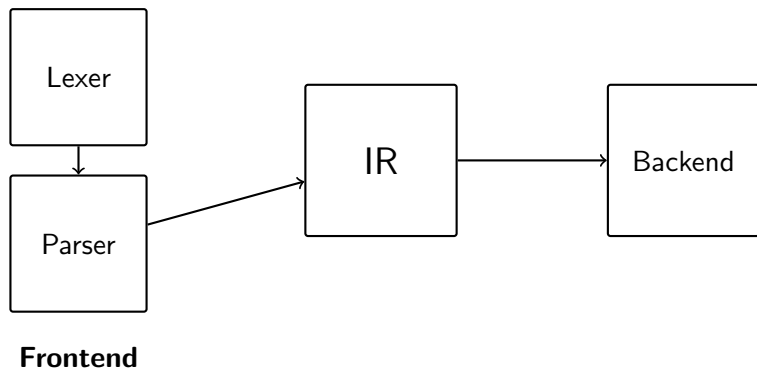
LLVM



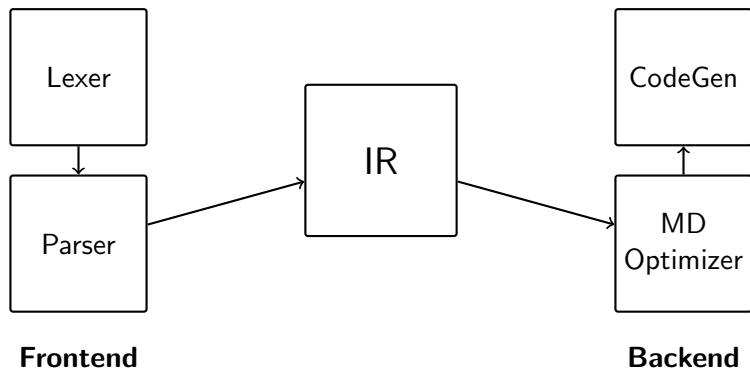
LLVM



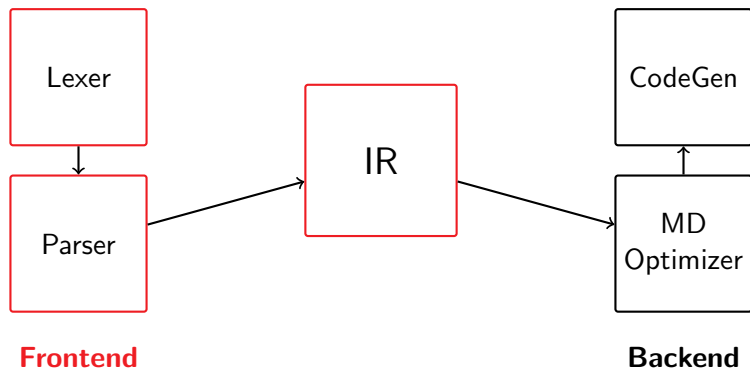
LLVM



LLVM



LLVM

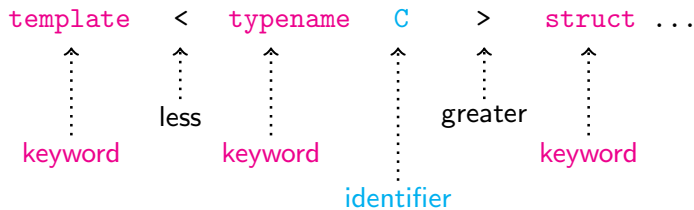


```
template<typename C>
struct L {
    char a();
    void n(int) const;
    bool g;
};
```

Clang: Lexer

```
template < typename C > struct ...
```

Clang: Lexer



Clang: Parser

Clang: Parser

```
void n ( int arg = 42 ) const ;
```

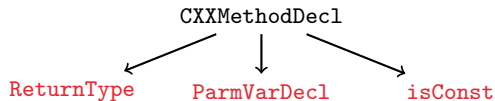
Clang: Parser

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```
CXXMethodDecl
```

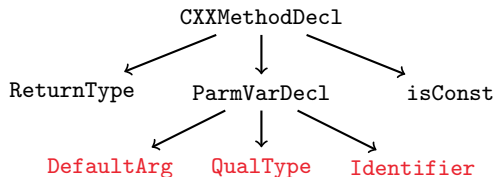

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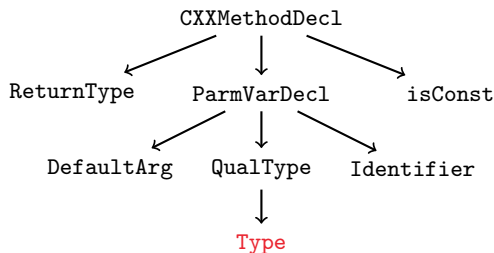
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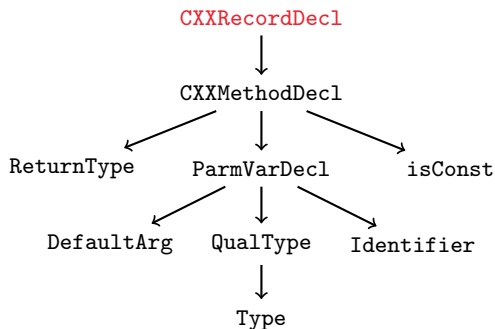
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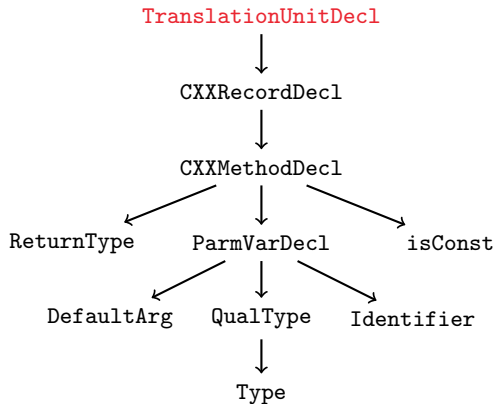
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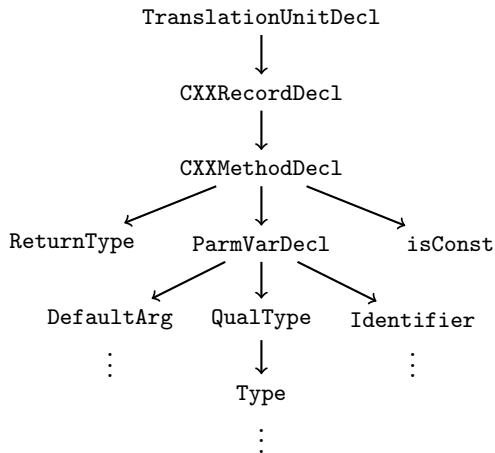
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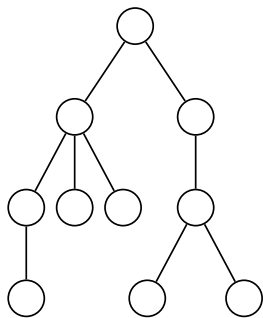
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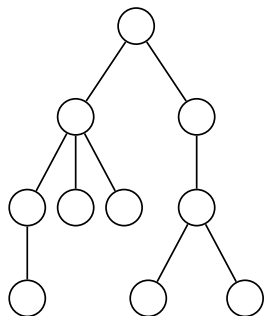
Clang: IR Generation

Clang: IR Generation



AST

Clang: IR Generation



AST



```
; Function Attrs: nounwind ssp
define i32 @_Z1fi(i32) #0 {
    %2 = alloca i32, align 4
    store i32 %0, i32* %2, align 4
    %3 = load i32, i32* %2, align 4
    ret i32 %3
}
```

Clang: AST

Clang: AST

```
if (0xc > 1) {  
    const char* a = "ng";  
}
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Stmt

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Stmt Decl

Clang: AST

```
if (0xc > 1) {  
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}
```

Stmt Decl Expr

Clang: AST

```
if (0xc > 1) {  
    const char* a = "ng";  
}
```

Stmt Decl Expr Type



Clang Tooling

libClang

Clang Tooling: libClang

```
#include <stdio.h>
#include <clang-c/Index.h>

CXChildVisitResult
visit(CXCursor cursor, CXCursor, CXClientData data) {
    const CXSourceLocation location = clang_getCursorLocation(cursor);
    if (!clang_Location_isFromMainFile(location)) {
        return CXChildVisit_Continue;
    }

    const CXString spelling = clang_getCursorSpelling(cursor);
    printf("%s", clang_getCString(spelling));
    clang_disposeString(spelling);

    return CXChildVisit_Recurse;
}
```

libTooling

Clang Tooling: libTooling

Clang Tooling: libTooling

Clang Tidy

Clang Tooling: libTooling

Clang Tidy

Clang Plugin

Clang Tooling: libTooling

Clang Tidy

Clang Plugin

Clang Tool

Clang Tooling: libTooling

Clang Tidy

```
./clang-tidy -checks="*,my-check" file.cpp
```

Clang Plugin

Clang Tool

Clang Tooling: libTooling

Clang Tidy

```
./clang-tidy -checks="*,my-check" file.cpp
```

Clang Plugin

```
./clang++ -Xclang load -Xclang my-check.so \  
-Xclang -add-plugin -Xclang my-check file.cpp
```

Clang Tool

Clang Tooling: libTooling

Clang Tidy

```
./clang-tidy -checks="*,my-check" file.cpp
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Clang Plugin

```
./clang++ -Xclang load -Xclang my-check.so \  
-Xclang -add-plugin -Xclang my-check file.cpp
```

Clang Tool

```
./my-check file.cpp
```

Clang Tooling: libTooling

Clang Tooling: libTooling

`const`

Clang Tooling: libTooling

```
const auto lambda = [] () {  
  
};
```

Clang Tooling: libTooling

```
const auto lambda = [] (auto) {  
  
};
```

Clang Tooling: libTooling

```
const auto lambda = [] (auto) noexcept {  
  
};
```


Clang Tooling: libTooling

```
const auto lambda = [] (auto) noexcept {  
    bool done = true;  
    flip: done = !done;  
    if (!done) goto flip;  
};
```

Clang Tooling: libTooling

```
const auto clang_lambda = [] (auto) noexcept {  
    bool done = true;  
    flip: done = !done;  
    if (!done) goto flip;  
};
```

How do I continue?

Resources

- ▶ `eli.thegreenplace.net`
- ▶ `clang.llvm.org/docs/InternalsManual.html`
- ▶ `llvm.org/docs/ProgrammersManual.html`
- ▶ Random blogs on Google
- ▶ `goldsborough.me` & `github.com/goldsborough`
- ▶ Source Code!

Q & A