

Other Diagnostics



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Other Analyzer
Methods

Language
Version Specific

Refactorings

Analyzer Registration Methods

Scopes

Session

- Command line or batch - lifetime matches the batch compilation
- Hosted (like Visual Studio) - lifetime is whatever the host wants

Compilation

- Working unit, of a analysis; a single run of a set of analyzers

Code block

- Unit of executable code (example: method body or property accessor body)

Analyzer

- Instance of the class derived from Diagnostic Analyzer

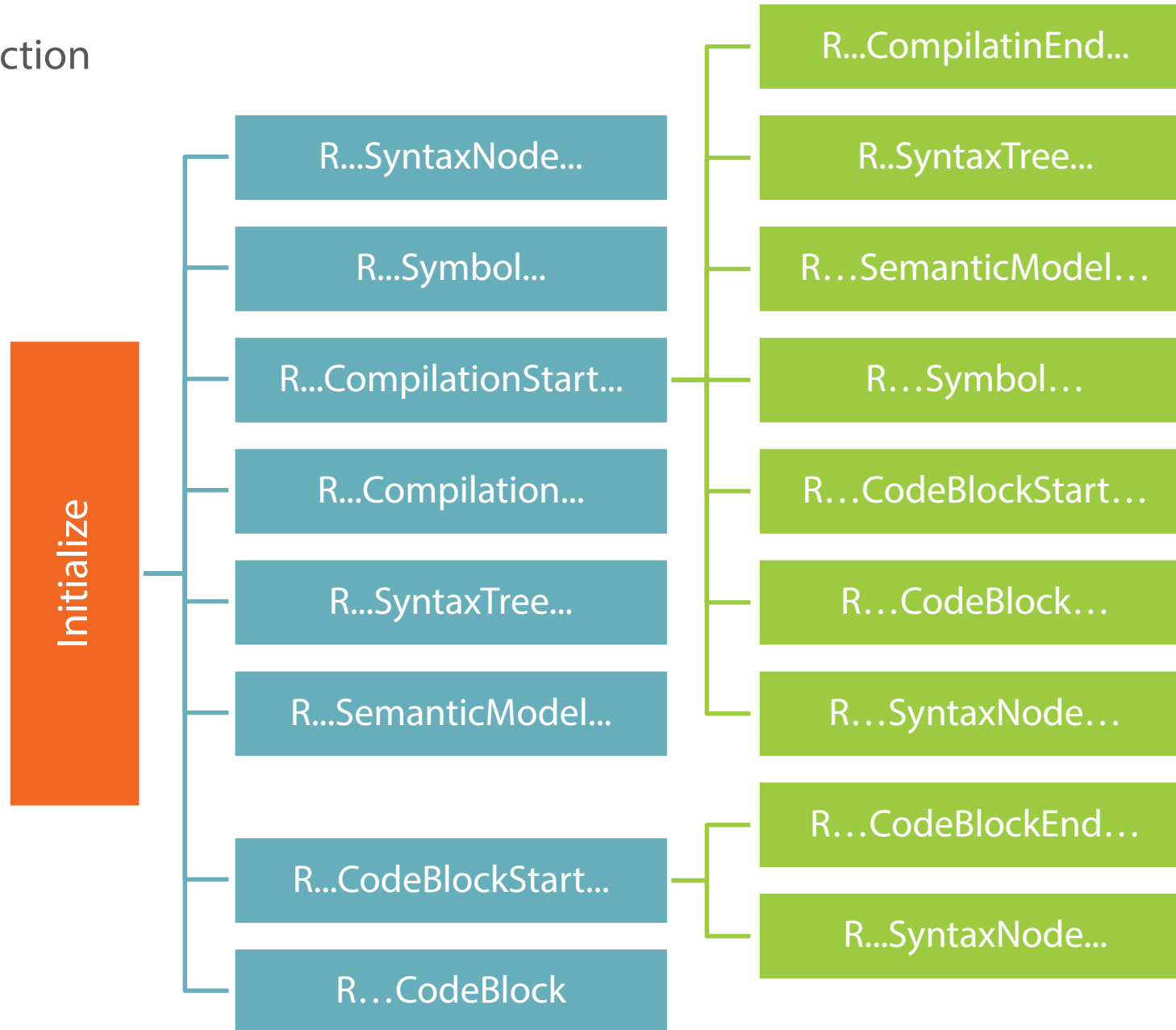
Action

- A delegate registered with a Register...Action method of a context class

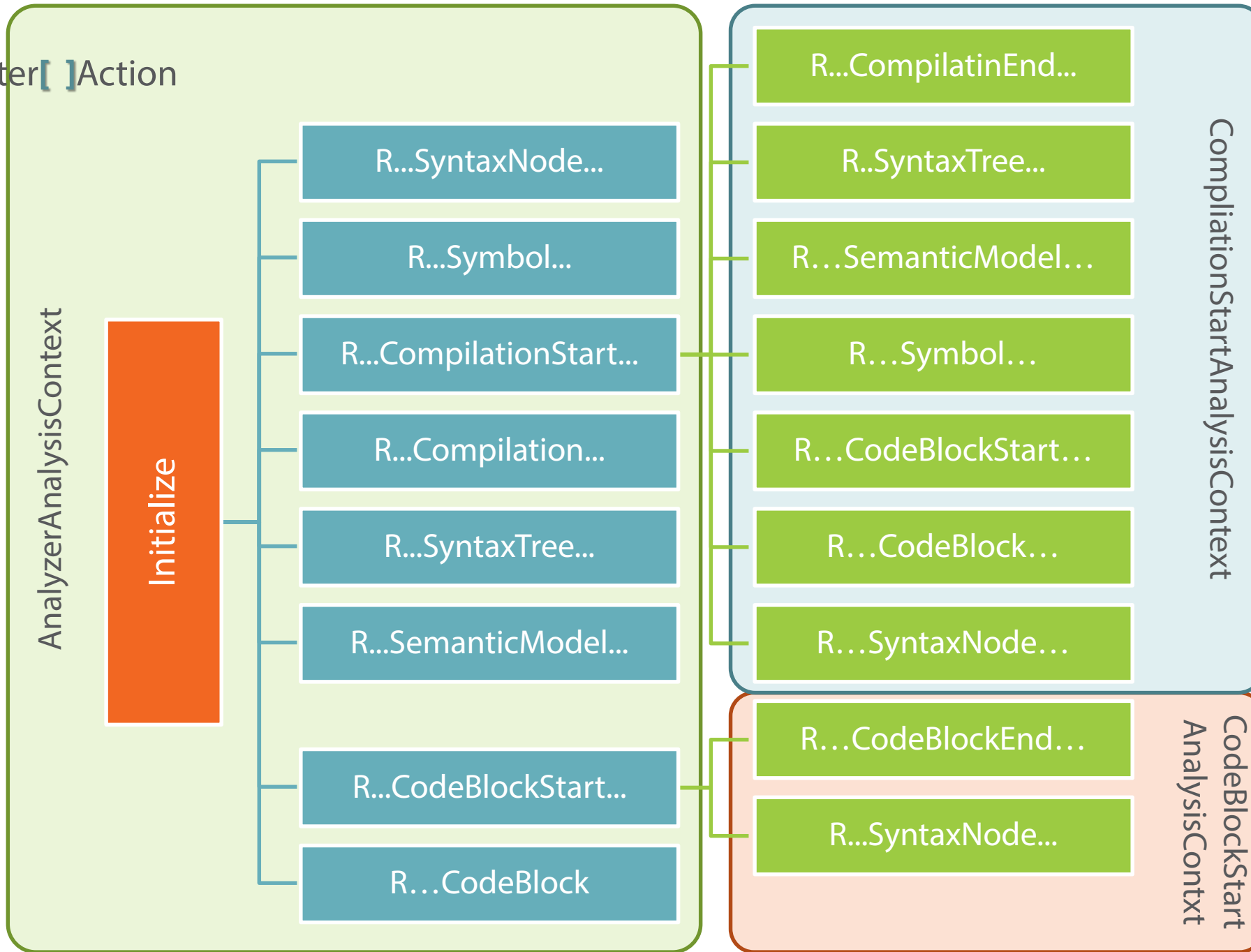
```
public override void Initialize(AnalysisContext context)
{
    context.RegisterSymbolAction(AnalyzeSymbol, SymbolKind.NamedType);
}
```

```
public override void Initialize(AnalysisContext context)
{
    int whatever = 42;
    context.RegisterSymbolAction(x=>AnalyzeSymbol(x, whatever),
        SymbolKind.NamedType);
}
```

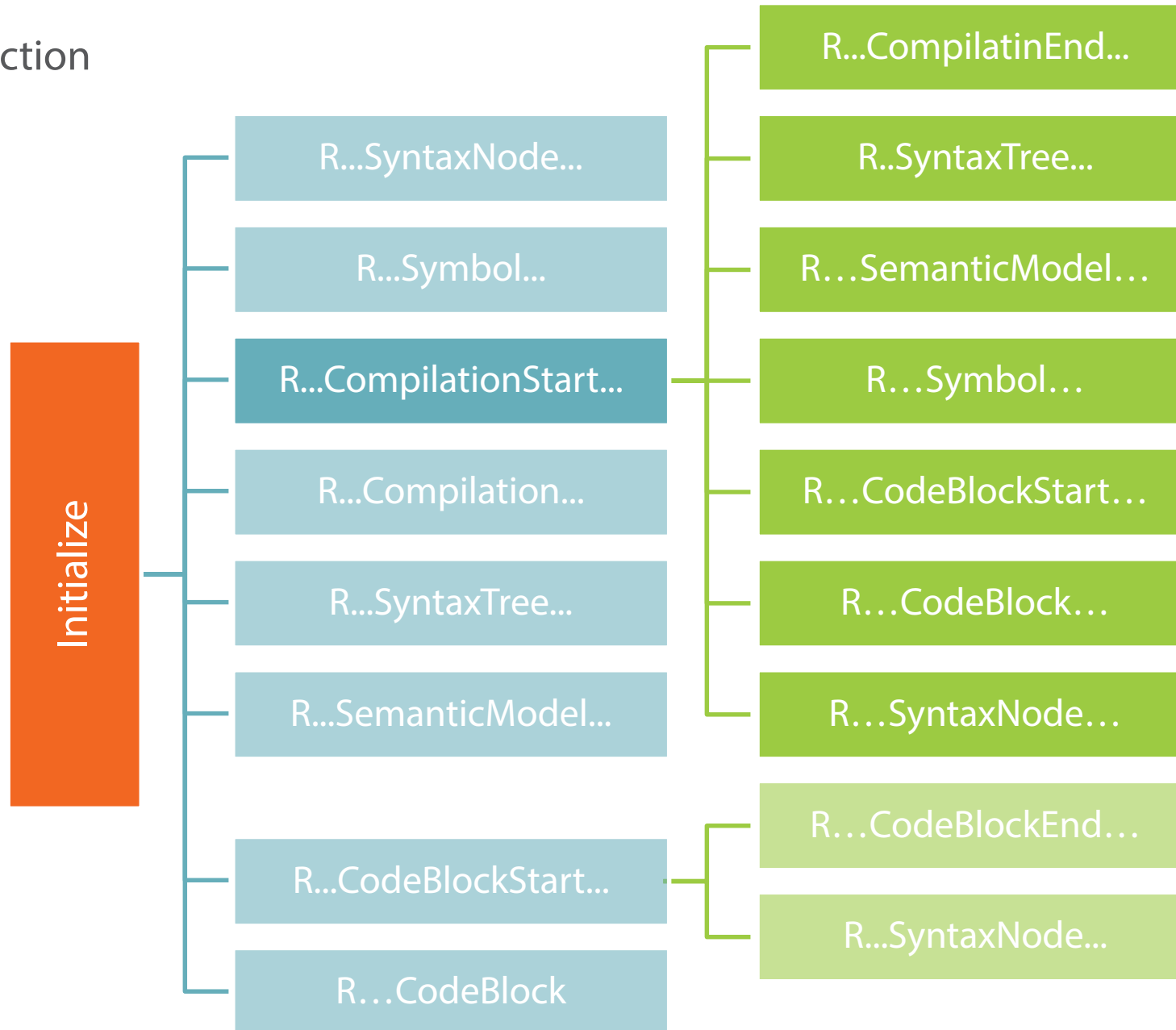
Register[]Action



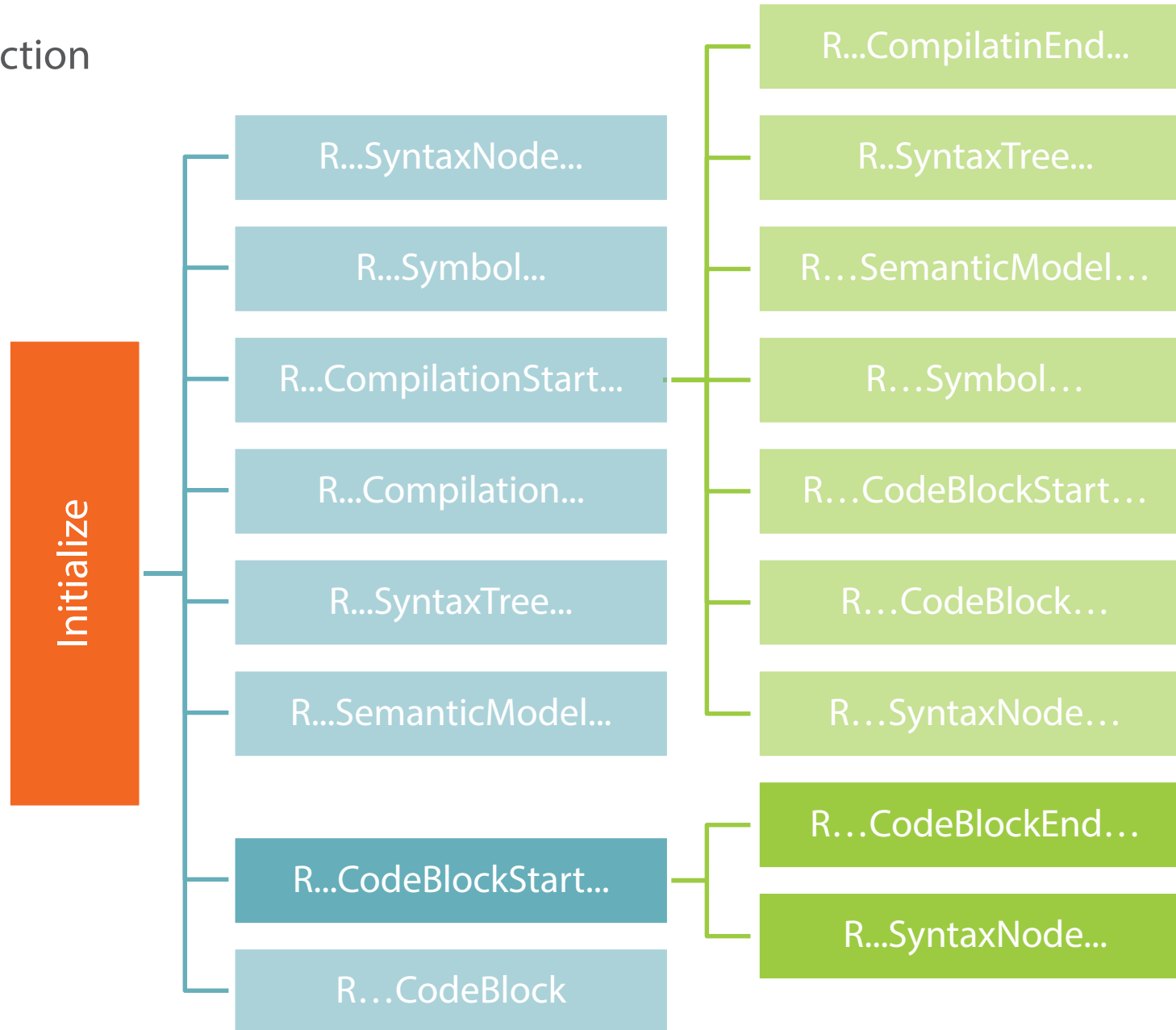
Register[]Action



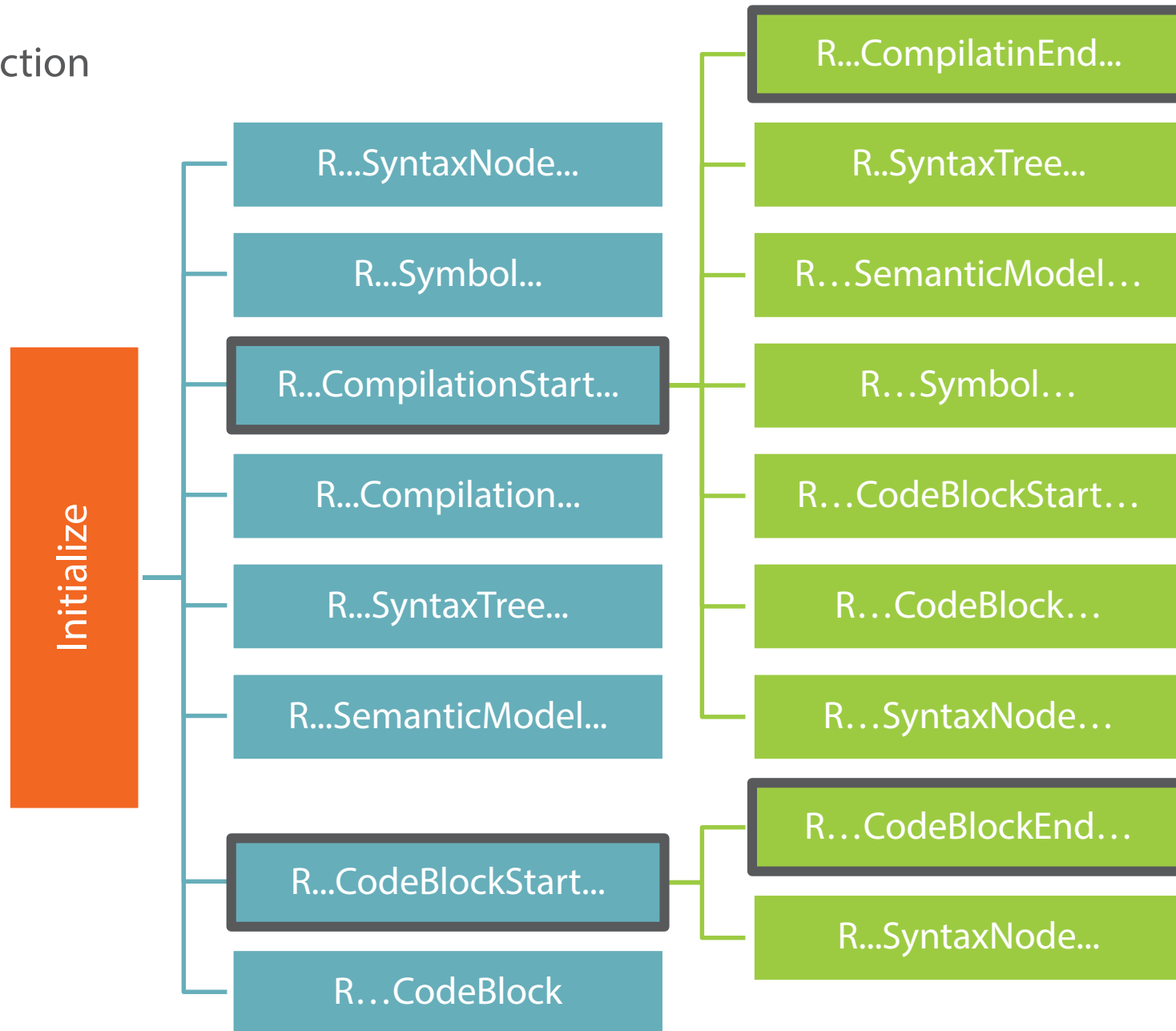
Register[]Action



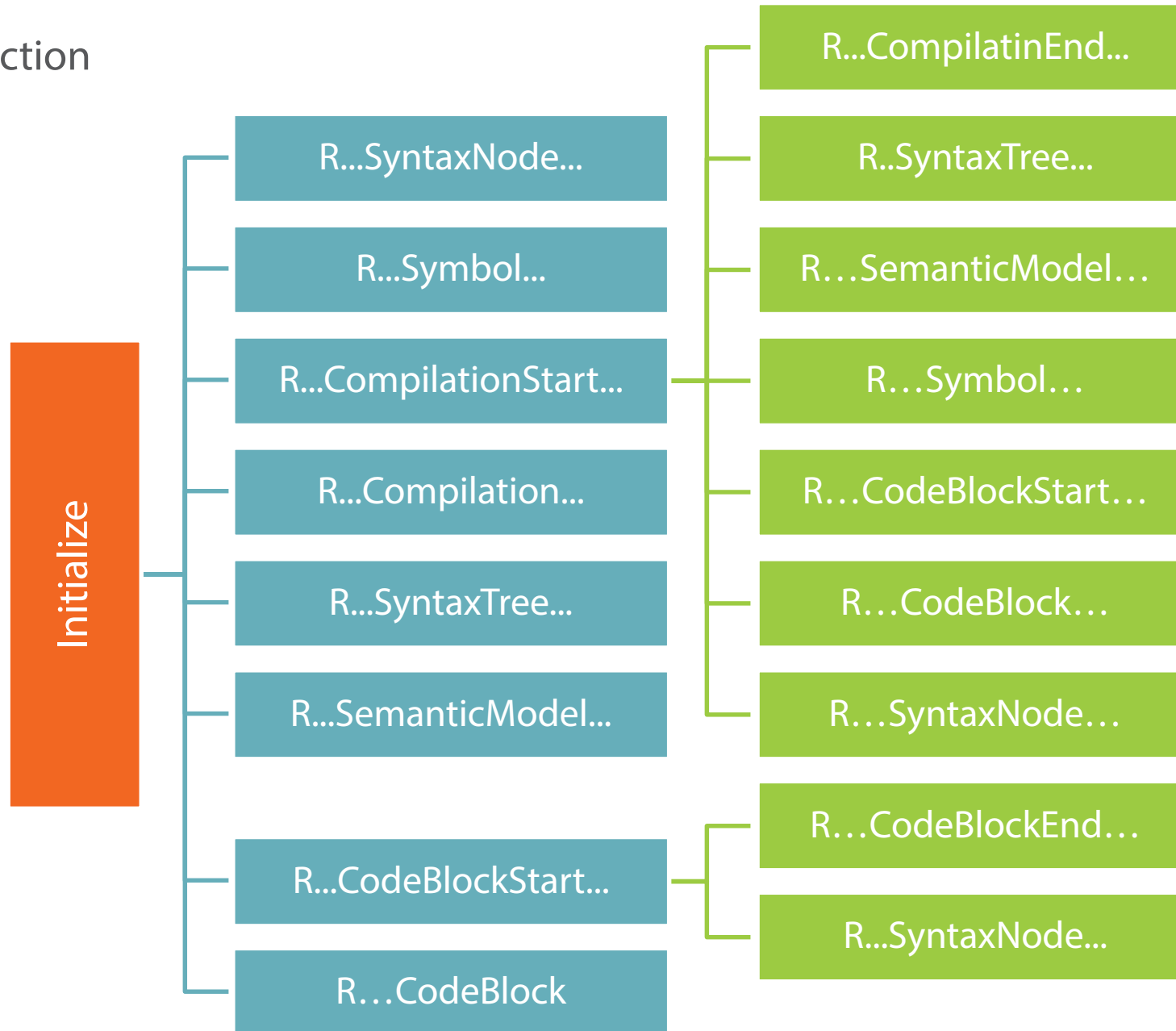
Register[]Action

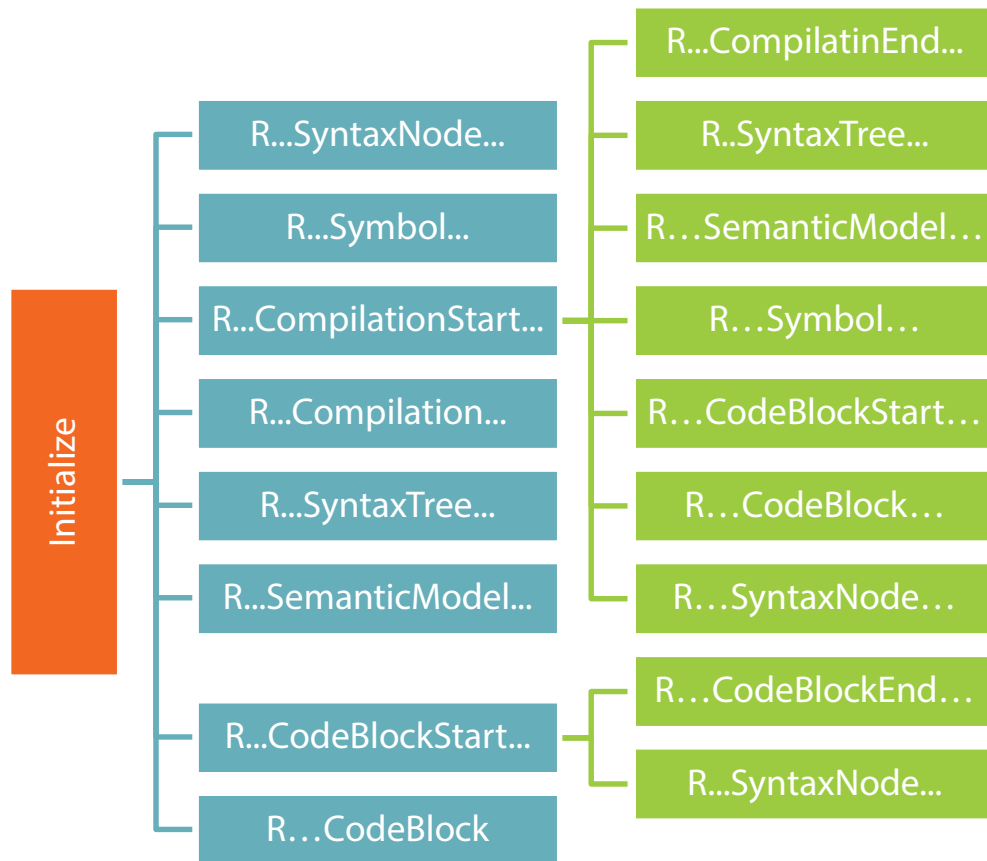


Register[]Action



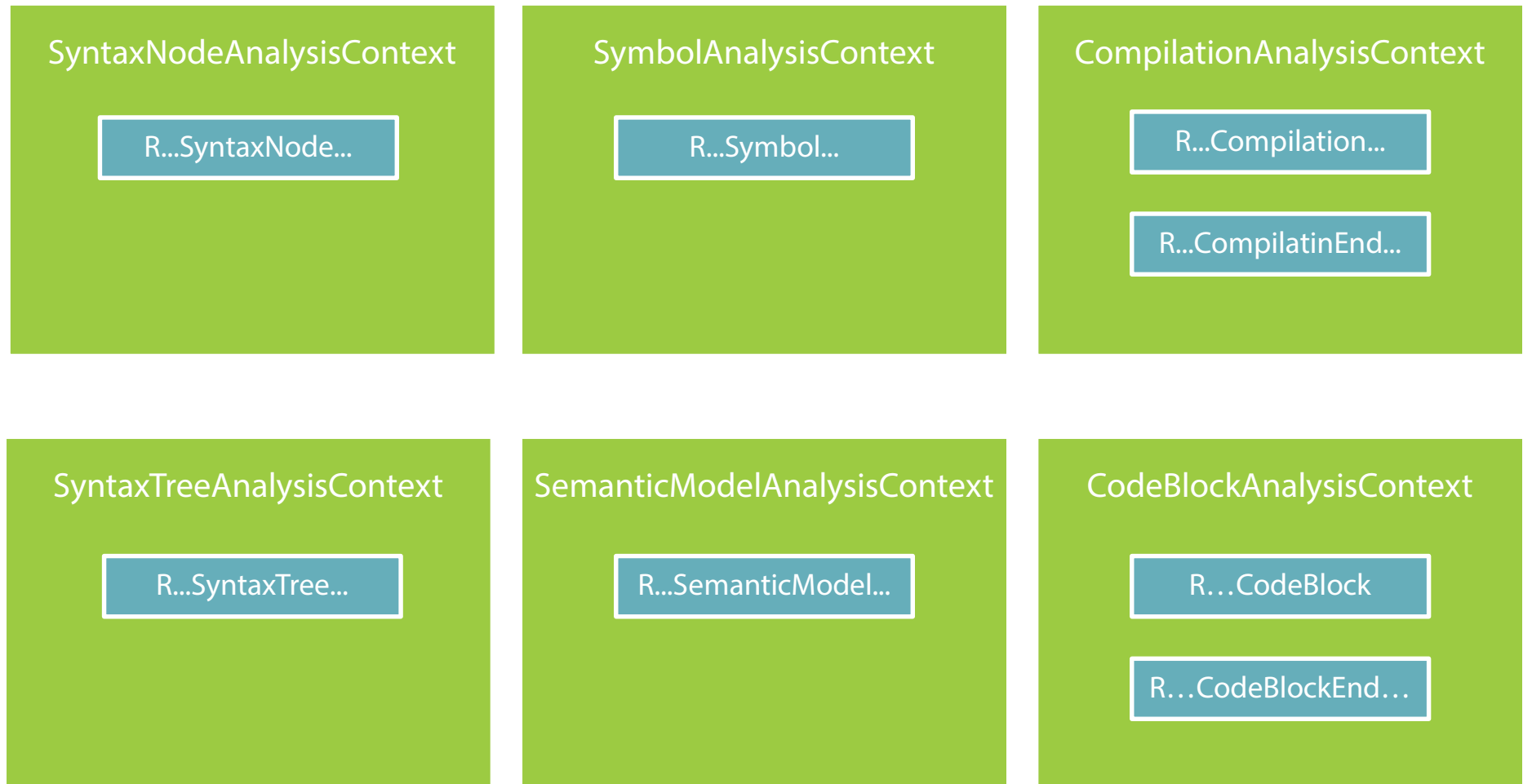
Register[]Action





| | |
|-------------------------|--|
| R...SyntaxNode... | (<u>Action</u> < <u>SyntaxNodeAnalysisContext</u> > action, <u>ImmutableArray</u> < <u>TLanguageKindEnum</u> > syntaxKinds) |
| R...Symbol... | (<u>Action</u> < <u>SymbolAnalysisContext</u> > action, <u>ImmutableArray</u> < <u>SymbolKind</u> > symbolKinds) |
| R...CompilationStart... | (<u>Action</u> < <u>CompilationStartAnalysisContext</u> > action) |
| R...Compilation... | (<u>Action</u> < <u>CompilationAnalysisContext</u> > action) |
| R...SyntaxTree... | (<u>Action</u> < <u>SyntaxTreeAnalysisContext</u> > action) |
| R...SemanticModel... | (<u>Action</u> < <u>SemanticModelAnalysisContext</u> > action) |
| R...CodeBlockStart... | (<u>Action</u> < <u>CodeBlockStartAnalysisContext</u> < <u>TLanguageKindEnum</u> >> action) |
| R...CodeBlock | (<u>Action</u> < <u>CodeBlockAnalysisContext</u> > action) |
| R...CodeBlockEnd... | (<u>Action</u> < <u>CodeBlockAnalysisContext</u> > action) |
| R...CompilatinEnd... | (<u>Action</u> < <u>CompilationAnalysisContext</u> > action) |

- R...SyntaxNode...
- R...Symbol...
- R...CompilationStart...
- R...Compilation...
- R...SyntaxTree...
- R...SemanticModel...
- R...CodeBlockStart...
- R...CodeBlock
- R...CodeBlockEnd...
- R...CompilatinEnd...



Analysis Contexts that include ReportDiagnostic

```
public string Foo(int i)
{
    return i.ToString();
}
```


```
public string Foo(int i) => i.ToString();
```

```
public string Foo
{
    get
    {
        return "Hello World" + i;
    }
}
```

```
public string Foo => "Hello World" + i;
```

```
public void Foo()
{
    Bar();
}
```

```
public void Foo() => Bar();
```



Code refactoring is the process of restructuring existing computer code – changing the *factoring* – without changing its external behavior.

– http://en.wikipedia.org/wiki/Code_refactoring



“

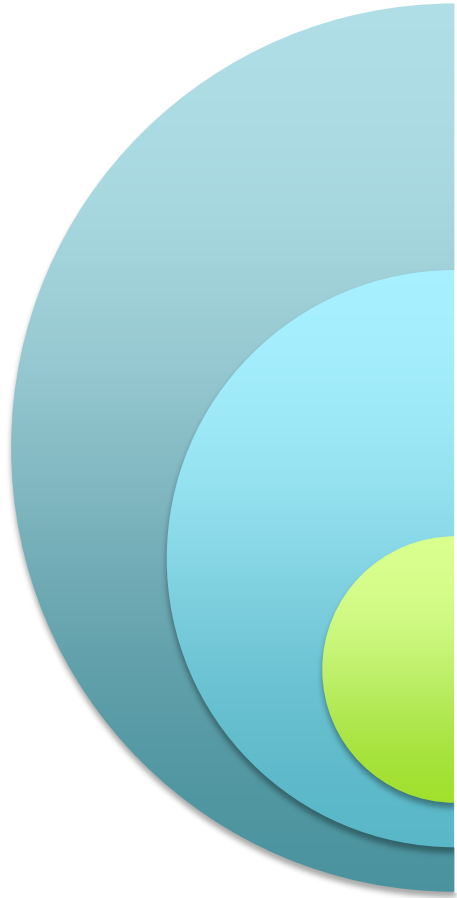
...Its heart is a series of small behavior preserving transformations

— <http://refactoring.com/>

”

“...The noun "refactoring" refers to one particular behaviour-preserving transformation, such as "Extract Method" or "Introduce Parameter".

— <http://guide.agilealliance.org/guide/refactoring.html>



Restructuring code to improve it while preserving original functionality, manually or automated

One of a defined series of change patterns that are often automated

A feature of .NET diagnostics

Refactoring

But wait!

Haven't all our analyzers and code fixes been small automated changes that improve without changing what the code does?

| | Analyzer/ Code Fix | Refactoring |
|---|-----------------------|---------------------|
| Something is identifiable in code | <i>Required</i> | <i>Not required</i> |
| Clear or commonly accepted bad effect | <i>Use this</i> | |
| Squiggle should be allowed/configurable | <i>Use this</i> | <i>No squiggle</i> |
| Automated fix is available | <i>Not required</i> | <i>Required</i> |
| Lightbulb should appear | <i>Always</i> | <i>No lightbulb</i> |
| Analysis should occur during build | <i>Use this</i> | <i>Never</i> |
| User input is needed | <i>Bad</i> | <i>Use this</i> |
| Analysis is slow or expensive | <i>Bad</i> | <i>Use this</i> |
| Project specific | <i>Use this</i> | |

Common Scenarios

Analyzer/Code Fix

- “This is a rule I want my entire team to see”
- “I want it to run as part of the build, in or out of Visual Studio”
- Deliver it per project with NuGet

Can be delivered
easily via NuGet
or VSIX


Refactoring

- “This is a convenience feature I would like available to me”
- “There’s no analysis, it makes no sense outside Visual Studio”
- Deliver it machine wide with VSIX

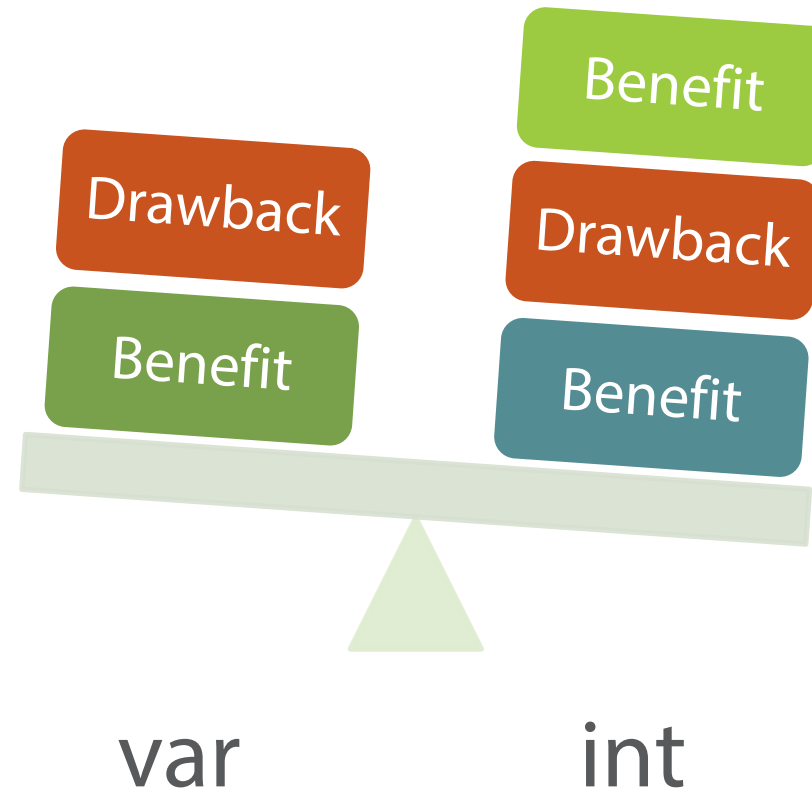
Can only be
easily delivered
via VSIX

Use an
Analyzer/Code Fix
unless you can't

| | Analyzer/ Code Fix | Refactoring |
|------------------------------------|-----------------------|---------------------|
| Available in code | <i>Required</i> | <i>Not required</i> |
| Accepted bad effect | <i>Use this</i> | |
| Can be allowed/configurable | <i>Use this</i> | <i>No squiggle</i> |
| Automated fix is available | <i>Not required</i> | <i>Required</i> |
| Lightbulb should appear | <i>Always</i> | <i>No lightbulb</i> |
| Analysis should occur during build | <i>Use this</i> | <i>Never</i> |
| User input is needed | <i>Bad</i> | <i>Use this</i> |
| Analysis is slow or expensive | <i>Bad</i> | <i>Use this</i> |
| Project specific | <i>Use this</i> | |

| | | Analyzer/ Code Fix | Refactoring |
|--|-------------------|--|--------------|
| <u>Something is identifiable in code</u> | Yes | Required | Not required |
| Clear or commonly accepted bad effect | No | Use this | |
| Squiggle should be allowed/configurable | No | Use this | No squiggle |
| Automated fix is available | Yes | Not required | Required |
| Lightbulb should appear | Yes | Always  | No lightbulb |
| Analysis should occur during build | No | Use this | Never |
| <u>User input is needed</u> | No | Bad | Use this |
| <u>Analysis is slow or expensive</u> | No | Bad | Use this |
| Project specific | Machine & project | Use this | |

Refactorings



Clarifying the Rules

Explicit Type to var

"var" is
keyword

Variables
initialized

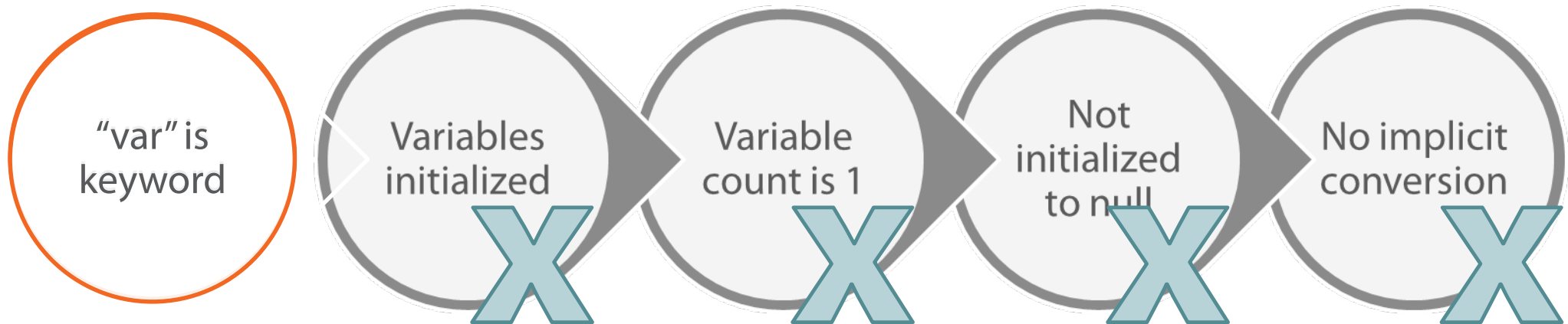
Variable
count is 1

Not
initialized
to null

No implicit
conversion

Clarifying the Rules

var to Explicit Type



Summary

Other
Methods

Language
Version
Specific

Refactorings

Analyzers offer a number of registration methods

- Scope, scenario and state support
- Code blocks and compilation offer start/stop

Registering analyzers in compilation start

- Lets you respond to context, like language version
- Create analyzers for C# 6 features

Logical refactoring

- Analyzer: hidden severity
- Lightbulb

Roslyn Refactoring

- Different restrictions
- No lightbulb