

A Catalog of Refactorings to Discipline Preprocessor-Based Annotations

[illegible]

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```
this.dragon = Resources.getImage(Resources.IMG_DRAGON);
```



64kb, without flip



4Mb, without flip



100kb, with flip

```
private int[] xClouds = new int[]{20, 80, 40, 60};
```

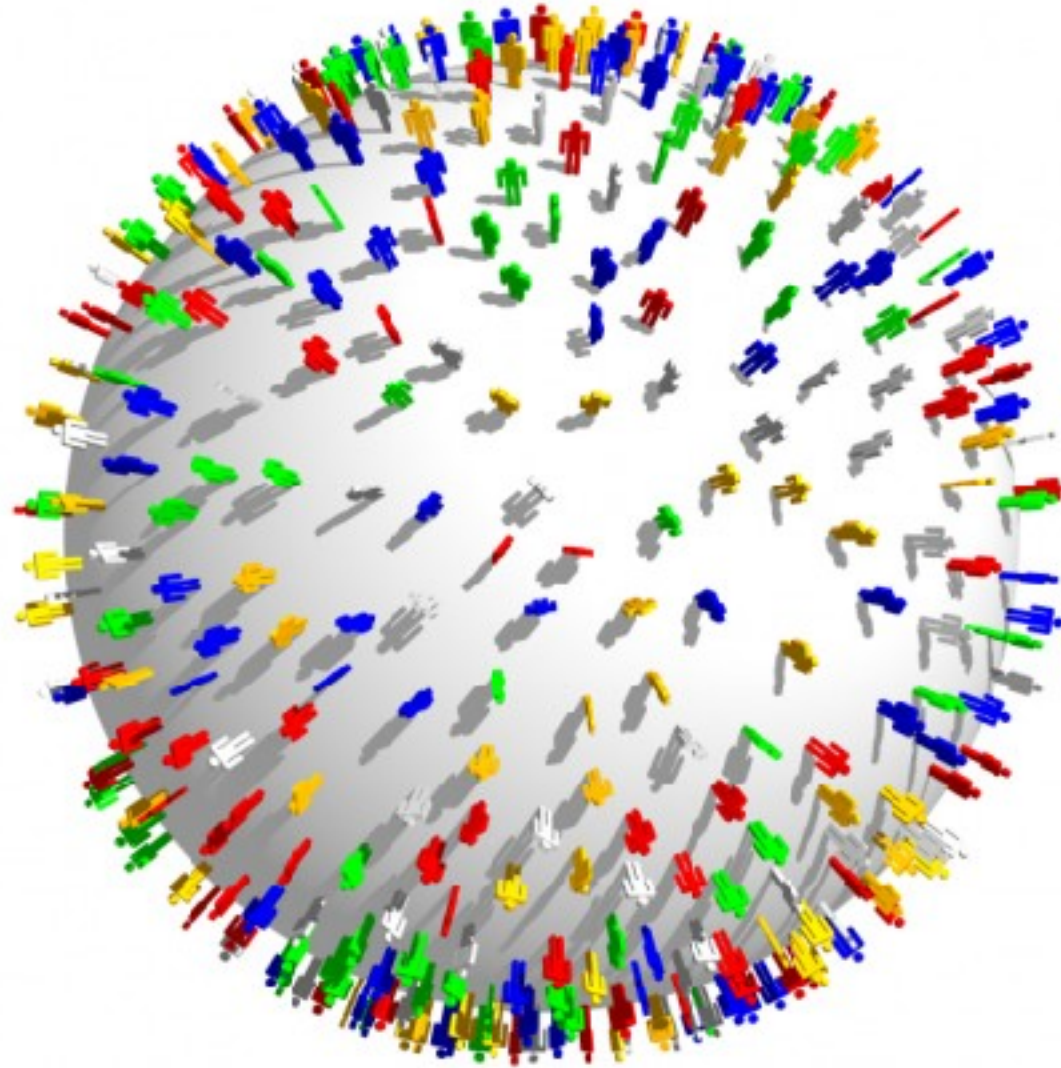
```
private int[] xClouds = new int[]{40, 140, 80, 110};
```

2^n

$n = \{\text{CLOUD}, \text{RAIN}\}$

Products = $[\{\}, \{\text{CLOUD}\}, \{\text{RAIN}\}, \{\text{CLOUD}, \text{RAIN}\}]$

33 features



One different product to each **person** in the world

.config - Linux/x86 3.17.3 Kernel Configuration

Linux/x86 3.17.3 Kernel Configuration

Arrow keys navigate the menu. <Enter> selects submenus ---> (or empty submenus ----). Highlighted letters are hotkeys. Pressing <Y> includes, <N> excludes, <M> modularizes features. Press <Esc><Esc> to exit, <?> for Help, </> for Search. Legend: [*] built-in [] excluded <M> module < > module capable

[*] 64-bit kernel

General setup --->

[*] Enable loadable module support --->

[*] Enable the block layer --->

Processor type and features --->

Power management and ACPI options --->

Bus options (PCI etc.) --->

Executable file formats / Emulations --->

[*] Networking support --->

Device Drivers --->

Firmware Drivers --->

File systems --->

Kernel hacking --->

v(+)

<Select>

< Exit >

< Help >

< Save >

< Load >



2 12.000



**How to
Implement?**

```
void test() {  
    // code 1  
    #ifdef CLOUD  
        // code 2  
    #endif  
    #ifdef RAIN  
        // code 3  
    #endif  
    // code 4  
}
```

!CLOUD and !RAIN
CLOUD and !RAIN
!CLOUD and RAIN

```
void test() {  
    // code 1  
    #ifdef CLOUD  
        // code 2  
    #endif  
    #ifdef RAIN  
        // code 3  
    #endif  
    // code 4  
}
```



Solve portability
problems

Simple technique

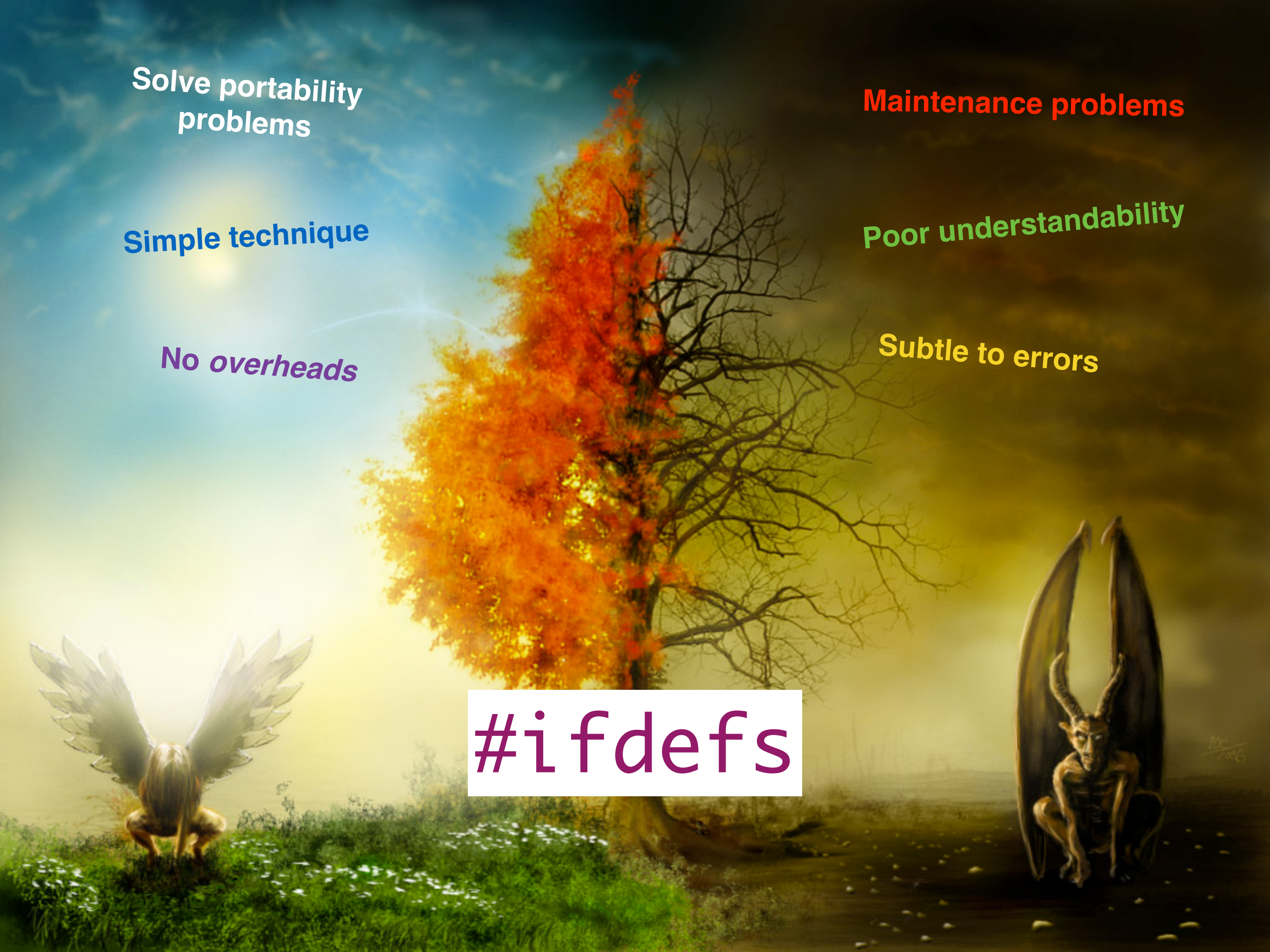
No overheads

Maintenance problems

Poor understandability

Subtle to errors

#ifdefs



Undisciplined vs. Disciplined Annotations

```
#if (WIN32)
if ((ready = select(0, NULL, tp))
#else
if ((ready = select(max_fd + 1, NULL, tp))
#endif
    == -1) {
    ngx_log_error(NGX_LOG_ALERT);
    return NGX_ERROR;
    if (ready == -1) {
        err = ngx_socket_errno;
    } else {
        err = 0;
    }
}
```



```
#if (WIN32)
ready = select(0, NULL, tp);
#else
ready = select(max_fd + 1, NULL, tp);
#endif
if (ready == -1) {
    ngx_log_error(NGX_LOG_ALERT);
    return NGX_ERROR;
    if (ready == -1) {
        err = ngx_socket_errno;
    } else {
        err = 0;
    }
}
```

**Previous
work...**

GPCE 2013

ness and response time. Our results indicate that the discipline of annotations has *no influence on program comprehension and maintenance*, neither for correctness nor for performance (in terms of response time). Although we observed some tendencies, they are not supported by our statistical analysis. However, our experiment

```

#if defined(FEAT_XCLIPBOARD) || defined(USE_XSMP) || defined(FEAT_MZSCHEME)
    static int busy = FALSE;

#if defined(HAVE_GETTIMEOFDAY) && defined(HAVE_SYS_TIME_H)
    if (msec > 0 && (
#ifdef FEAT_XCLIPBOARD
        xterm_Shell != (Widget)0
#endif
#ifdef USE_XSMP
        xsmp_icefd != -1
#endif
#ifdef FEAT_MZSCHEME
        ||
#endif
#ifdef FEAT_MZSCHEME
        (mzthreads_allowed() && p_mzq > 0)
#endif
    ))
        gettimeofday(&start_tv, NULL);
#endif
    if (busy)
        return 0;
#endif

```

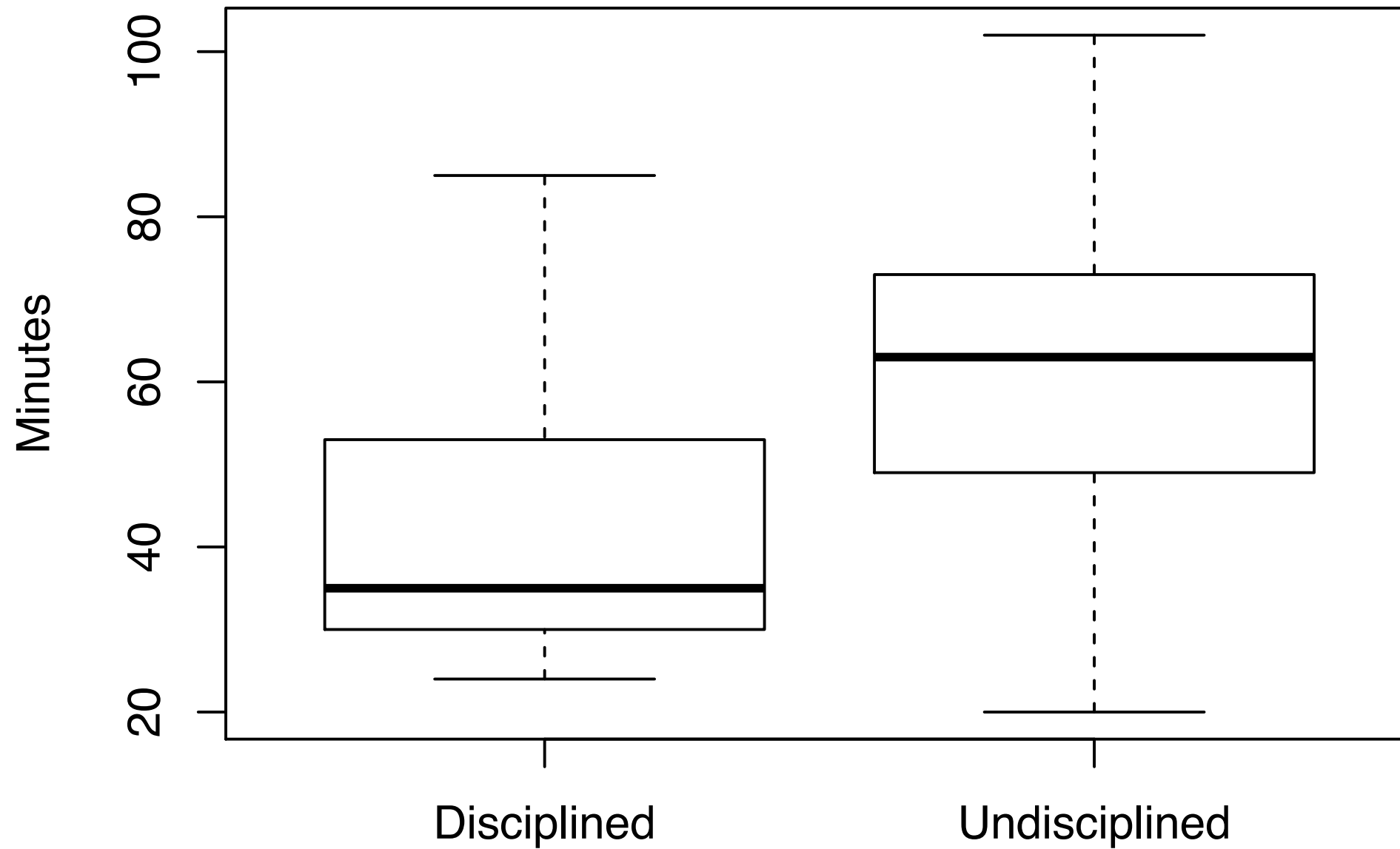


Linux Guidelines

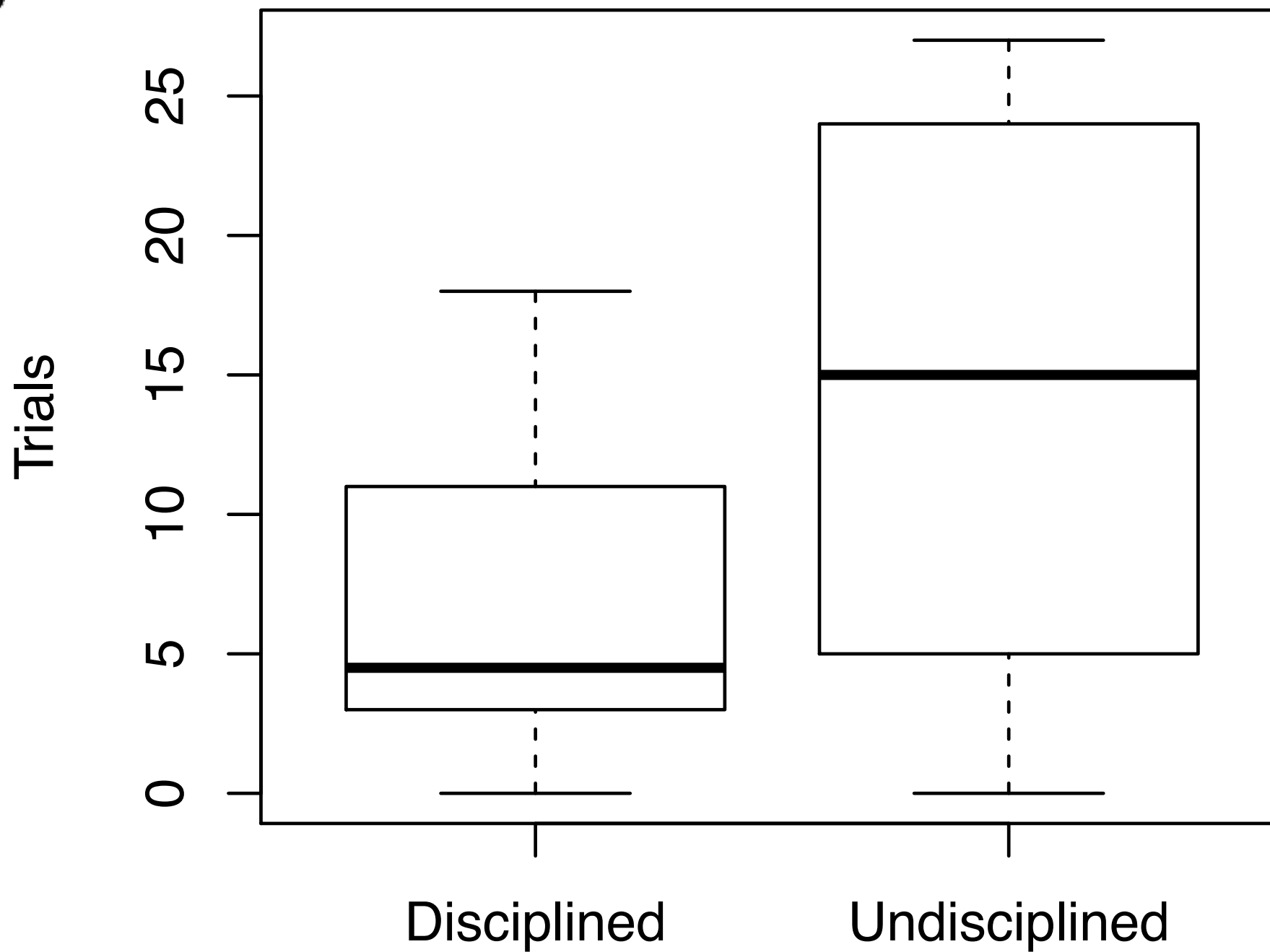


***"Prefer to compile out entire functions,
rather than portions of functions or
portions of expressions."***

**We found the
opposite**



Significant difference!



Significant difference!

Refactoring Undisciplined Annotations

☑ Existing Refactorings...

```
1. #if defined (USE_ISPTS_FLAG)
2.     if (result) {
3. #endif
4.         result = open("/dev/ptmx");
5.         if (!result)
6.             strcpy(ttydev);
7. #ifdef USE_ISPTS_FLAG
8.     }
9. #endif
```



```
1. #if defined (USE_ISPTS_FLAG)
2.     if (result) {
3.         result = open("/dev/ptmx");
4.         if (!result)
5.             strcpy(ttydev);
6.     }
7. #else
8.         result = open("/dev/ptmx");
9.         if (!result)
10.             strcpy(ttydev);
11. #endif
```

✗ Code clone

✗ Lines of code

Catalogue of Refactorings

Bad Smells	Refactoring
Else inside directives	Else if wrappers
Incomplete if and while statements	Conditional statement wrappers
Case inside directives	Case wrappers
Alternative choice	Alternative statement wrappers
Incomplete else	If statements ending with an else
Incomplete conditions	Conditions
Incomplete commands	Returns and expressions
Incomplete arrays and enums	Data structure definitions
Incomplete function definitions	Function definitions
...	...

14 refactorings



```
1. if (condition1
2. #ifdef expression1
3.    && condition2
4. #endif
5. ) {
6.    // Statements..
7. }
```



```
1. bool test = condition1;
2. #ifdef expression1
3.    test = test && condition2;
4. #endif
5. if (test) {
6.    // Statements..
7. }
```

Precondition: original code is not using the variable test in this scope



Code clone



Lines of code



```
1. #ifdef expression_1
2.     if (condition_1) {
3. #else
4.     if (condition_2) {
5. #endif
6.     // Lines of code..
7. }
```



```
1. bool test;
2. #ifdef expression_1
3.     test = condition_1;
4. #else
5.     test = condition_2;
6. #endif
7. if (test) {
8.     // Lines of code..
9. }
```

Precondition: original code is not using the variable test in this scope



Code clone



Lines of code +2



```
1. type function(  
2. #ifdef expression1  
3.     type param_id  
4. #endif  
5. ) {  
6.     // Statements..  
7. }
```



```
1. #ifdef expression1  
2.     #define PARAM type param_id  
3. #else  
4.     #define PARAM ""  
5. #endif  
6. type function(PARAM) {  
7.     // Statements..  
8. }
```

Precondition: original code does not define the macro PARAM in this scope



Code clone



Lines of code



Code understanding

Evaluating the Refactorings

Frequency of
application
possibilities



Opinion of
developers



Behavior
preservation



Code
cloning



63

Program Families





1972



905



357



178

OpenSSL

270



73



87



23



31



19

7K application possibilities



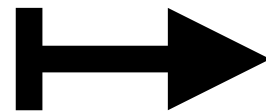


A



```
mfp = open(mf
#ifdef TS
    , (mode_t) 0600
#else
    , IR | IW
#endif
);
```

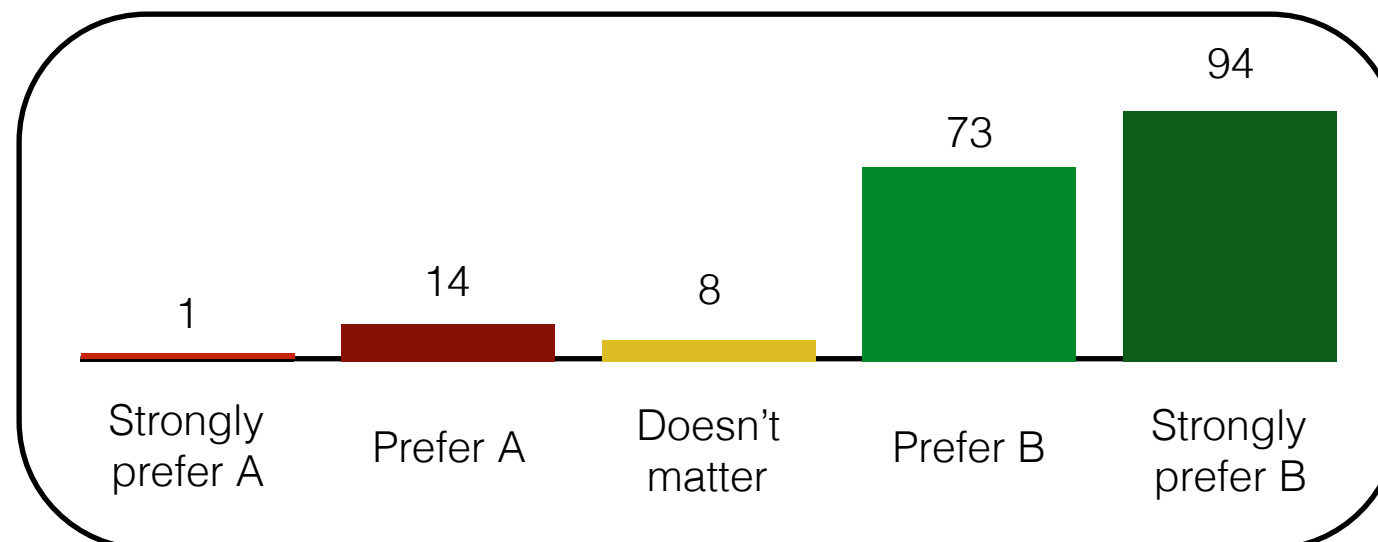
7%



B

```
#ifdef TS
mfp = open(mf, (mode_t) 0600);
#else
mfp = open(mf_name, IR | IW);
#endif
```

87%





A

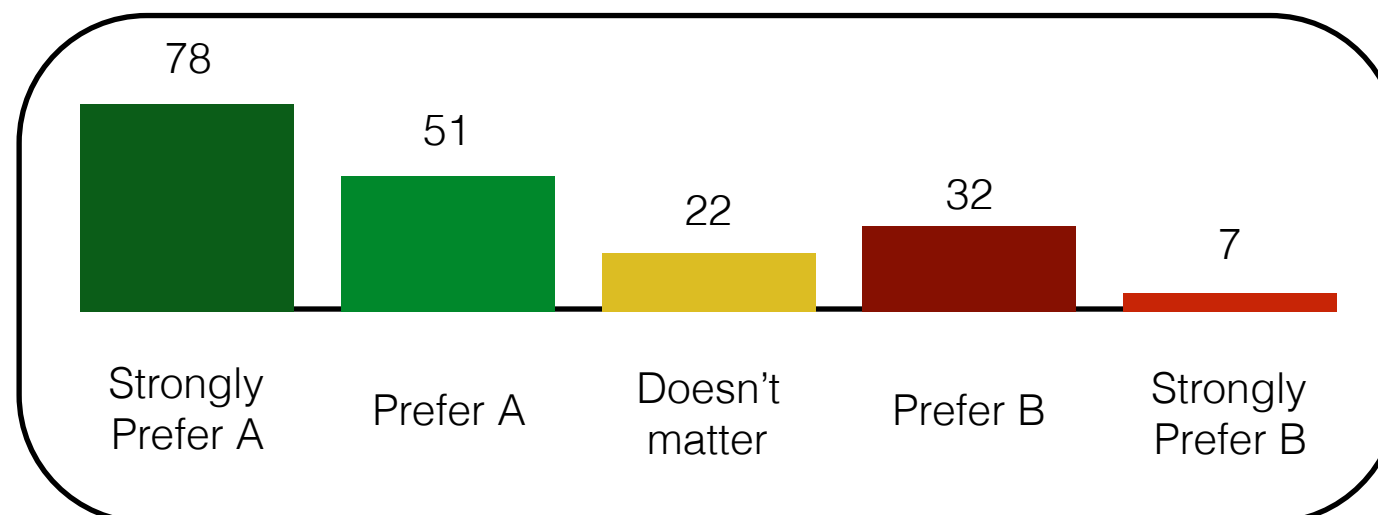
```
bool exec = (bit < 8);  
#ifdef TS  
exec = exec && (r != NULL);  
#endif  
if (exec) {  
    // STMTS  
}
```

67%

B

```
if (bit < 8  
#ifdef TS  
    && r != NULL  
#endif  
) {  
    // STMTS  
}
```

20%





A

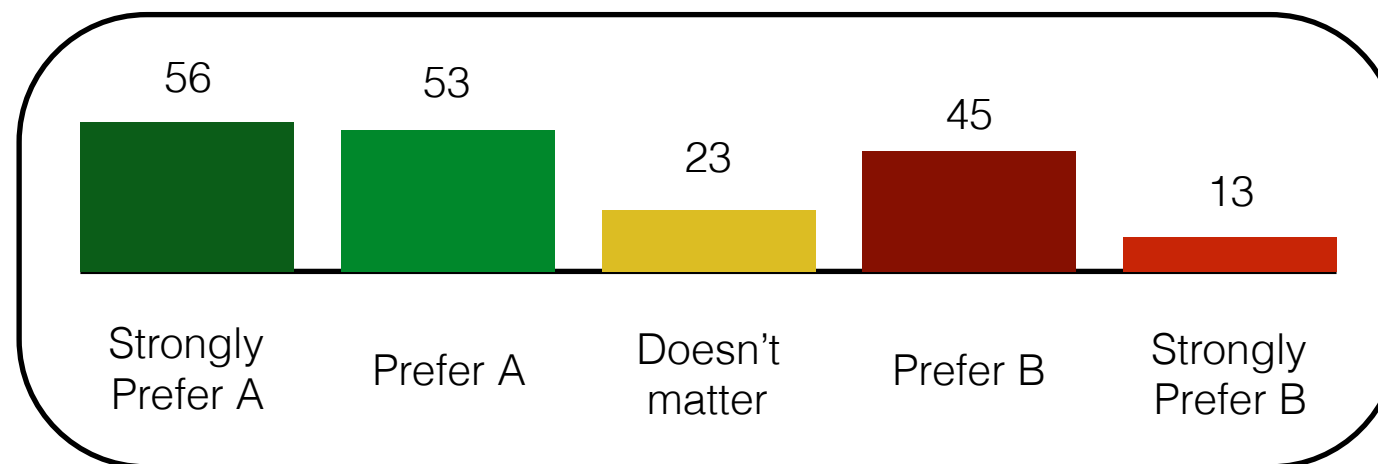
```
#ifdef TS
#define PARAM Ct server,
#else
#define PARAM
#endif
void msgNetbeans(PARAM XT client) {
    // STMTS
}
```

57%

B

```
void msgNetbeans(
#ifdef TS
Ct server,
#endif
XT client) {
    // STMTS
}
```

30%





We received positive feedback from developers when submitting pull requests to discipline undisciplined annotations



```
1. #ifdef expression_1
2.     if (condition_1)
3. #endif
4. {
5.     // Lines of code..
6. }
```

→

```
1. bool test = 1;
2. #ifdef expression_1
3.     test = condition_1;
4. #endif
5. if (test) {
6.     // Lines of code..
7. }
```

```
1. if ( condition_1
2. #ifdef expression_1
3.     && condition_2
4. #endif
5. ){
6.     // Lines of code..
7. }
```

→

```
1. bool test = condition_1;
2. #ifdef expression_1
3.     test = test && condition_2;
4. #endif
5. if (test) {
6.     // Lines of code..
7. }
```

→

```
1. #ifdef expression_1
2.     if (condition_1){
3. #else
4.     if (condition_2){
5. #endif
6.     // Lines of code..
7. }
```

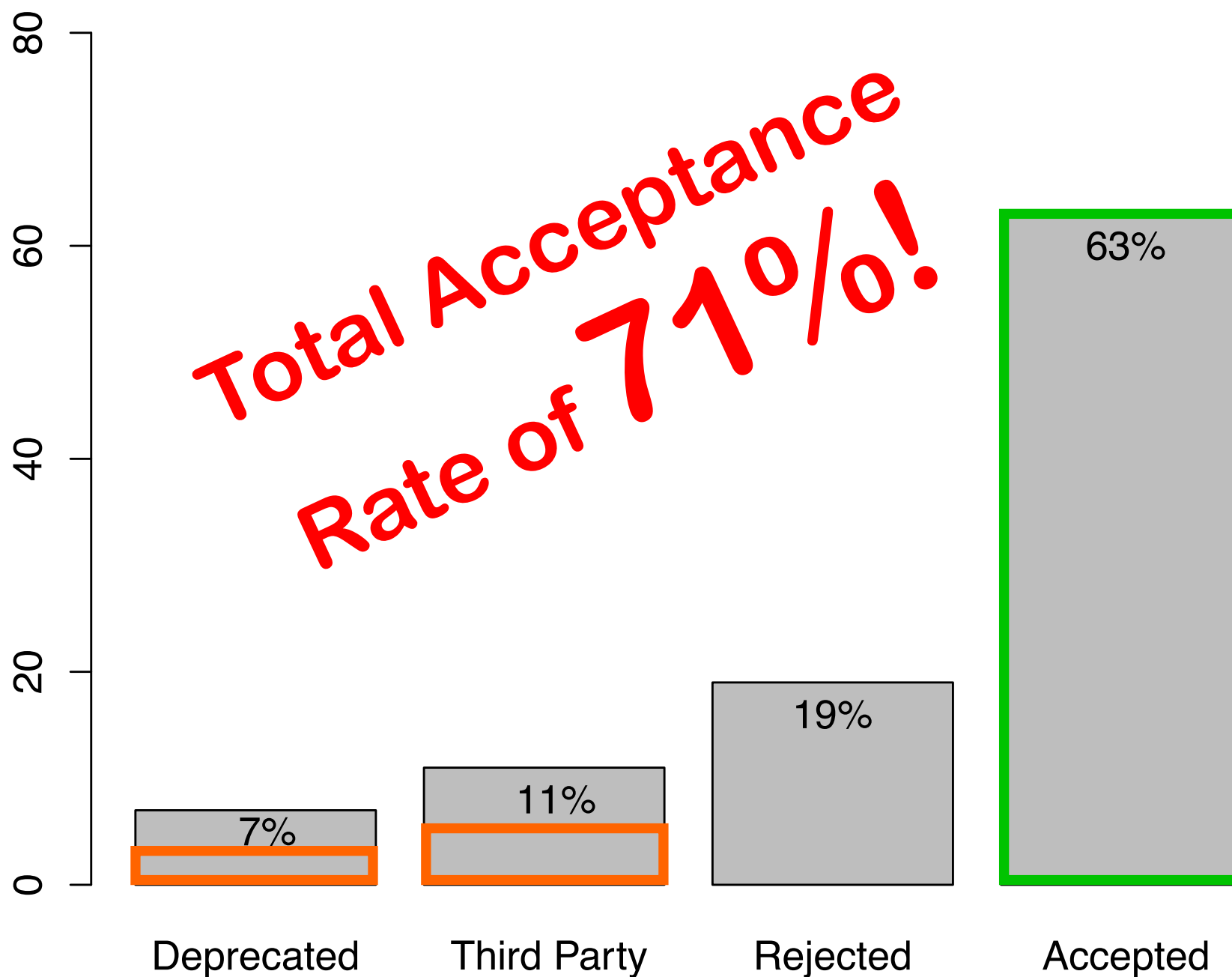
→

```
1. #ifdef expression_1
2.     bool test = condition_1;
3. #else
4.     bool test = condition_2;
5. #endif
6. if (test) {
7.     // Lines of code..
8. }
```

110 submitted pull requests. **99** decided!

110 different systems! (one per system!)





Might Accept + Accept



This is not required
Don't like your change

Prefer to save lines of code

No advantages

Improves readability

Third parties code

Not easier to read or understand

Thanks, merged

The change is an improvement

Stylistic changes

Deprecated

Bad variable name

Breaks the code

That's much better

Sorry, more serious issues to deal with

I want to make as few changes as possible

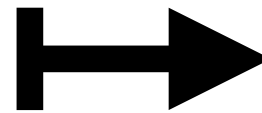




Token sequence



```
call (p1  
#ifdef EXP  
    , p2  
#endif  
);
```



```
#ifdef EXP  
call (p1, p2);  
#else  
call (p1);  
#endif
```

```
#define EXP  
call <> p1 <> p2
```

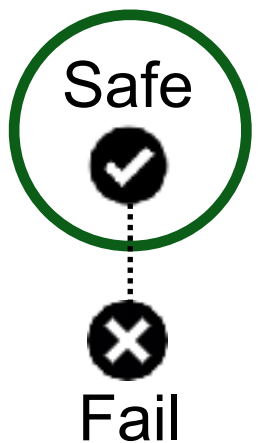
=

```
#define EXP  
call <> p1 <> p2
```

```
#undef EXP  
call <> p1
```

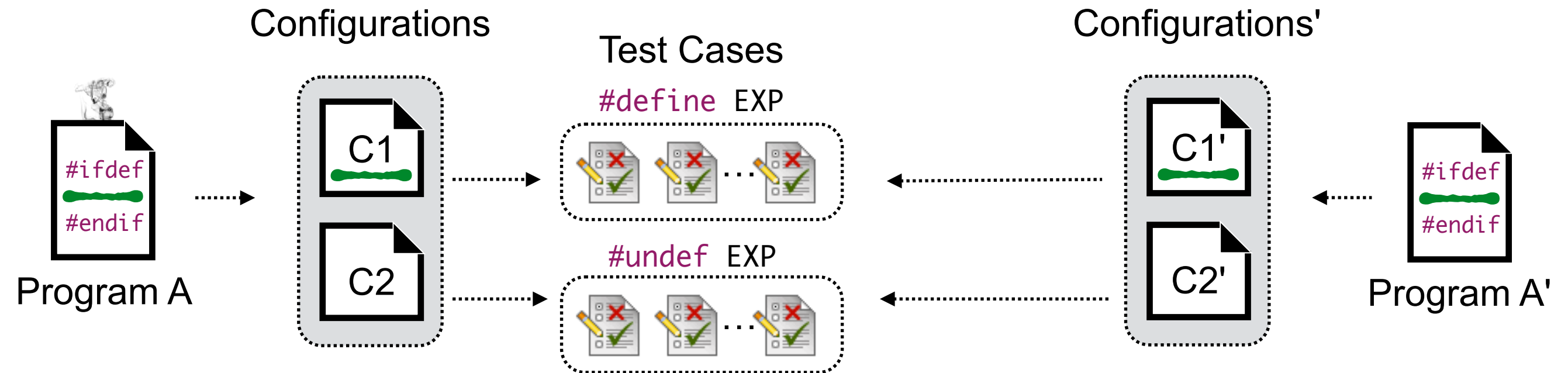
=

```
#undef EXP  
call <> p1
```





Test results



	Config	Input	Output
A	!EXP	10	20
A'	!EXP	10	20

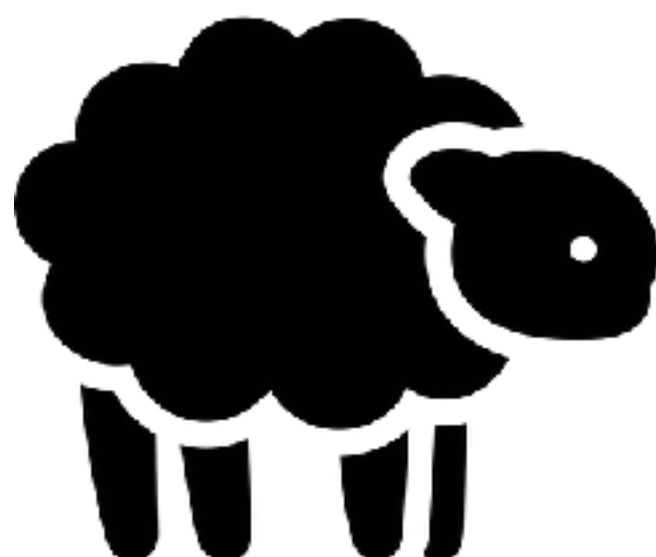


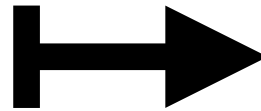
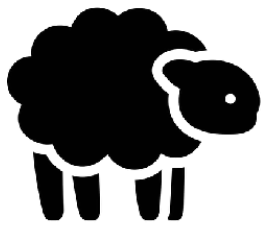


We found and fixed a behavioral change in one refactoring of the catalogue

	R2	R3	R4	R5
Valid programs	7746	7723	14448	6700
Invalid programs	2254	2277	5452	2300
Valid refactorings	7746	7723	14448	6700
Behavioral changes	5	1	5	2

We found and fixed some behavioral changes in the implementation of refactorings

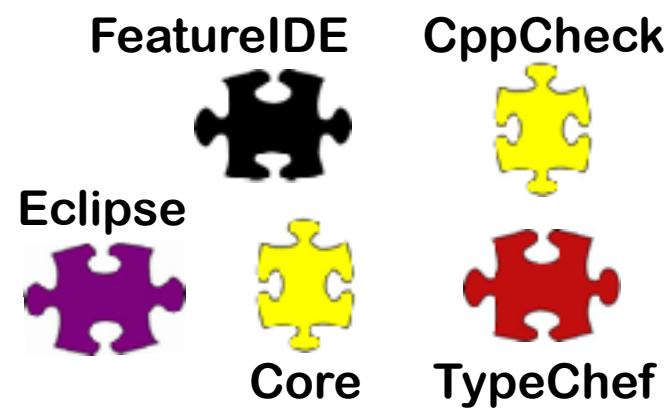




Project	Undisciplined
apache	178
bc	6
dia	31
expat	31
flex	16
fvwm	61
ghostscript	87
gnuchess	2
gzip	19
lighttpd	23
lua	6
mptris	17
Total	477

Clone	LOC	Directives
0	0,18%	2,21%
0	0,12%	0%
0	0,31%	4,06%
0	0,44%	3,87%
0	0,09%	0%
0	0,11%	3,35%
0	0,01%	0,95%
0	0,02%	0%
0	0,64%	4,03%
0	0,08%	1,18%
0	0,12%	3,11%
0	0,78%	3,05%
0	0,04%	2,1%

Colligens

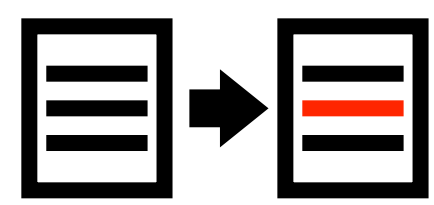


example1.c

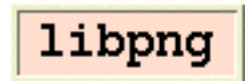
Original Source	Refactored Source
<pre>void test(){</pre>	<pre>void test () {</pre>
<pre> int row = 0;</pre>	<pre>int row = 0 ;</pre>
<pre> int current, first, last = 0;</pre>	<pre>int current,first,last = 0 ;</pre>
<pre> row = getRowNumber(current</pre>	<pre>#if defined(A)</pre>
<pre> #ifdef A</pre>	<pre> row = getRowNumber (current , first , last);</pre>
<pre> , first, last</pre>	<pre>#endif</pre>
<pre> #endif</pre>	<pre>#if !defined(A)</pre>
<pre>);</pre>	<pre> row = getRowNumber (current);</pre>
<pre>}</pre>	<pre>#endif</pre>
	<pre>}</pre>

? < Back Next > Cancel Finish

Ongoing work...



"If my memory serves correctly, it was just a refactoring to simplify the code and make it a little more understandable."



"Because using conditional for only part of one high level instruction makes it less understandable and is likely to raise issue over long time maintainance."



The Discipline of Preprocessor-Based Annotations

Does `#ifdef` TAG n't `#endif` Matter

and let TAG be disabled!



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