

# C Code Refactoring

## Working with CScout, the C Refactoring Browser

**Diomidis Spinellis**

[www.spinellis.gr/dds](http://www.spinellis.gr/dds)





# Problems with C and C++

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- Macros complicate the meaning of:
  - Identifiers
    - We can create new ones!
  - Scope
    - Extended borders
    - Intermingled namespaces
    - Merged files
- This makes tool-based refactoring tricky



# Namespace Intermingling

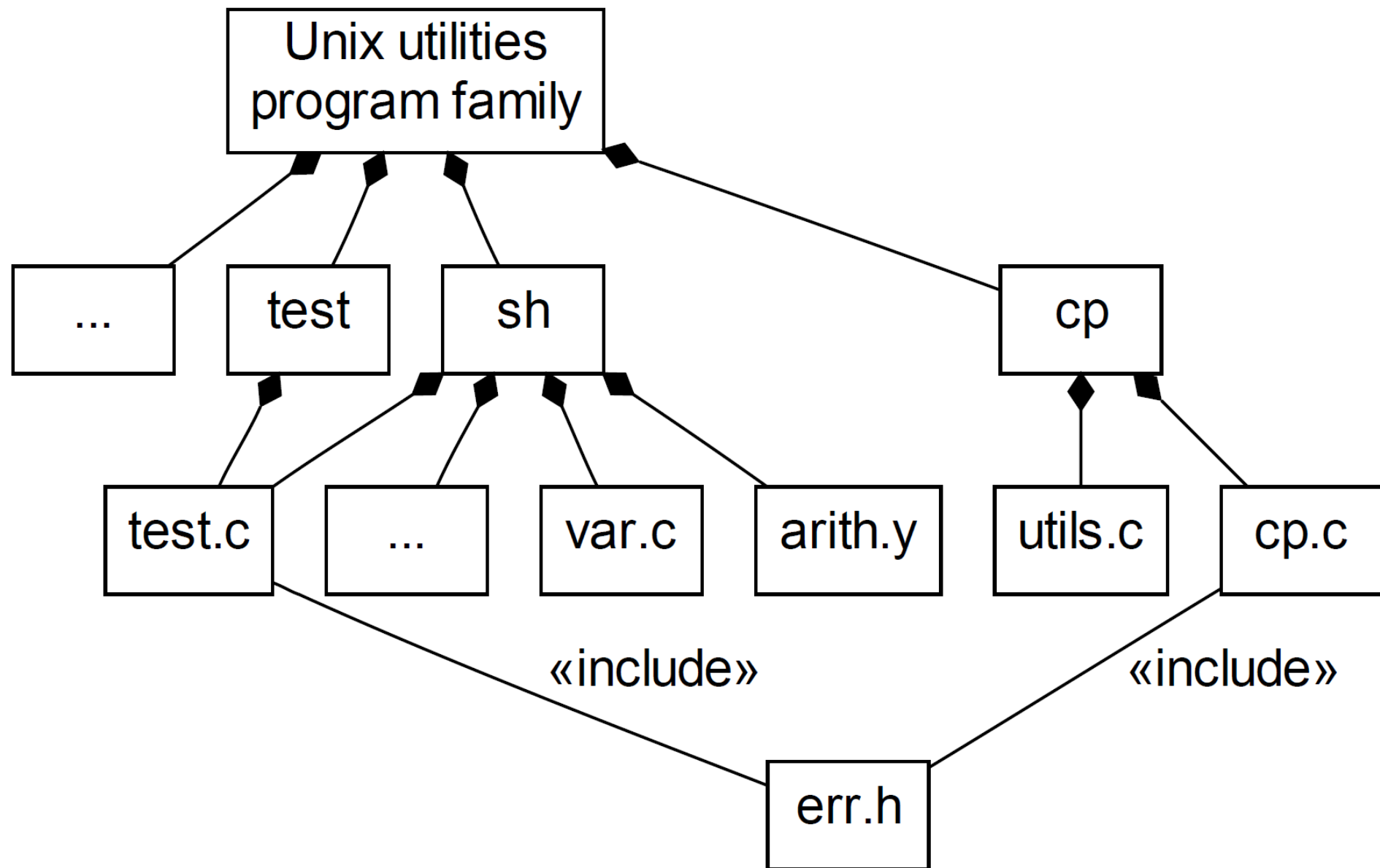
---

```
struct a { int field; };  
struct b { int field; };  
#define getfield(var) (var.field)  
  
int foo(void *p) {  
    struct a sa;  
    struct b sb;  
  
    return (getfield(sa) + getfield(sb));  
}
```



# Name Creation

```
#define typefun(name, type, op) \  
type type ## _ ## name(type a, type b) {\  
    return a op b; }  
typefun(add, int, +)  
typefun(sub, int, -)  
typefun(add, double, +)  
typefun(sub, double, -)  
main() {  
    printf("%d\n", int_add(5, 4));  
    printf("%g\n", double_sub(3.14, 2.0));  
}
```





# Refactoring Strategy

---

- Analyze with preprocessor
- Determine equivalence classes
  - Semantic equivalence
  - Lexical equivalence
  - Partial lexical equivalence





# Lexical Equivalence

```
struct a {  
    int a, b;  
};  
struct b {  
    int a, c;  
};  
void  
f(int a)  
{  
    struct a sa;  
    struct b sb  
    const struct b *bp = &sb;  
a:  
    sa.a =  
    sb.a =  
    a;  
    while (--a) {  
        const struct b *bp = &sb;  
    }  
    goto a;  
}
```

Diagram illustrating Lexical Equivalence for the provided C code. The code defines two struct types, `struct a` and `struct b`, and a function `f` that uses these structs and a loop with a label `a:`.

The identifiers `a` and `b` are highlighted in yellow, and their lexical scopes are indicated by blue lines connecting them to numbered boxes (1-5):

- Box 1:** Points to the `a` in `struct a` (global scope).
- Box 2:** Points to the `b` in `struct b` (global scope).
- Box 3:** Points to the `a` parameter in `f(int a)` (function scope).
- Box 4:** Points to the `a` variable in `struct a sa;` and the `a` in `while (--a)` (local scope).
- Box 5:** Points to the label `a:` and the `goto a;` (local scope).



# Lexical Equivalence

```
#define a b  
  
f(void)  
{  
    int a;  
b:  
    b = 42;  
}  
  
struct sa {  
    int v;  
    char c;  
};  
  
struct sb {  
    int v;  
    double d;  
};  
  
#define val(x) ((x)->v)  
  
int  
equalv(struct sa *ap, struct sb *bp)  
{  
    return (val(ap) == val(bp));  
}
```

header.h

```
typedef unsigned int uint;  
static int s;
```

file1.c

```
#include "header.h"  
  
static uint  
function_a()  
{  
    return 2 * s;  
}
```

file2.c

```
#include "header.h"  
  
static uint  
function_b()  
{  
    return ++s;  
}
```





# Partial Lexical Equivalence

```
#define a(x) h_ ## x  
  
f(void)  
{  
    int a(tailname);  
    h_tailname = 42;  
}
```

The diagram illustrates partial lexical equivalence between the macro `a(x)` and the function `f`. The macro `a(x)` is defined as `h_ ## x`. The function `f` is defined as `f(void) { int a(tailname); h_tailname = 42; }`. The macro `a` is used in the function `f` to declare the variable `a` and to assign the value 42 to `h_tailname`. The diagram shows that the `h_` in the macro definition is equivalent to the `h_` in the function's variable declaration and assignment. The `tailname` in the function's variable declaration is also equivalent to the `h_` in the assignment. The numbers 1 and 2 in blue boxes indicate the scope of the equivalence.



# Problems and Solutions

- Multiple configurations (`#ifdef`)
  - Multiple processing
- Library code
  - Check access permissions
- Source code reuse
  - Process all systems together





# The Cscout Refactoring Browser

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- Browsing and analysis of files and names
- Web based – can be used by teams
- Code becomes hypertext
- Call graph
- Generalized queries
- Variable substitution
- Metrics
- Code obfuscation
- Database interface





# Walkthrough (canned)

---

```
$ git clone https://github.com/dspinellis/cscout.git
$ cd cscout
$ make
$ make test # optional
$ sudo make install
$ cd example
$ cscout awk.cs
CScout is now ready to serve you at http://localhost:8081
```



# Walkthrough (on your code)

---

```
$ make clean
```

```
$ cmake
```

```
$ cscout make.cs
```

```
CScout is now ready to serve you at http://localhost:8081
```



# Workspace

The screenshot shows a web browser window with the address bar displaying 'stereo.dmst.aueb.gr:8081'. The page title is 'Scout Main Page'. The interface is divided into several sections:

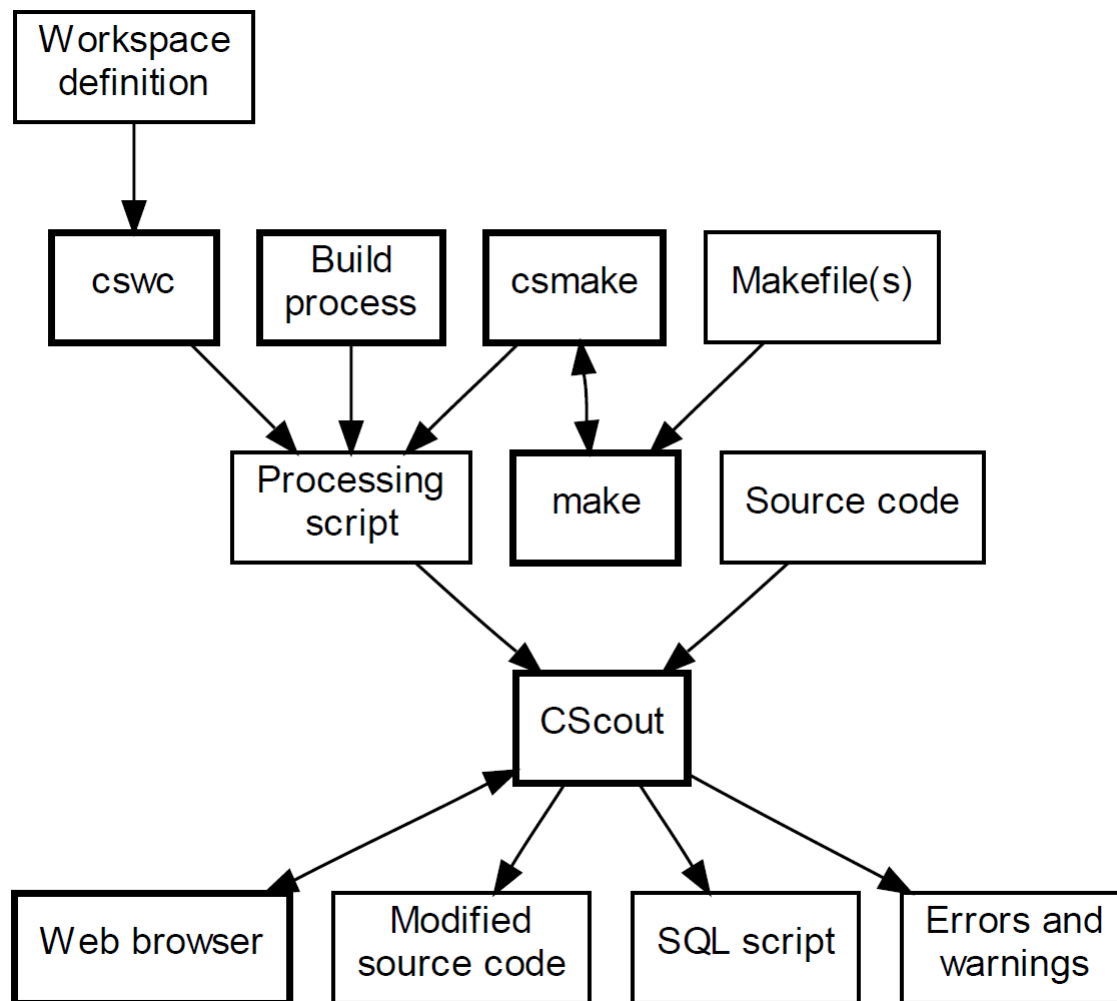
- Files**
  - [File metrics](#)
  - [Browse file tree](#)
  - [All files](#)
  - [Read-only files](#)
  - [Writable files](#)
  - [Files containing unused project-scoped writable identifiers](#)
  - [Files containing unused file-scoped writable identifiers](#)
  - [Writable .c files without any statements](#)
  - [Writable files containing unprocessed lines](#)
  - [Writable files containing strings](#)
  - [Writable .h files with #include directives](#)
  - [Specify new file query](#)
- Identifiers**
  - [Identifier metrics](#)
  - [All identifiers](#)
  - [Read-only identifiers](#)
  - [Writable identifiers](#)
  - [File-spanning writable identifiers](#)
  - [Unused project-scoped writable identifiers](#)
  - [Unused file-scoped writable identifiers](#)
  - [Unused writable macros](#)
  - [Writable variable identifiers that should be made static](#)
  - [Writable function identifiers that should be made static](#)
  - [Specify new identifier query](#)
- File Dependencies**
  - File include graph: [writable files, all files](#)
  - Compile-time dependency graph: [writable files, all files](#)
  - Control dependency graph (through function calls): [writable files, all files](#)
  - Data dependency graph (through global variables): [writable files, all files](#)
- Functions and Macros**
  - [Function metrics](#)
  - [All functions](#)
  - [Project-scoped writable functions](#)
  - [File-scoped writable functions](#)
  - [Writable functions that are not directly called](#)
  - [Writable functions that are called exactly once](#)
  - [Non-static function call graph](#)
  - [Function and macro call graph](#)
  - [Specify new function query](#)
- Operations**
  - [Global options — save global options](#)
  - [Identifier replacements](#)
  - [Function argument refactorings](#)
  - [Select active project](#)
  - [About CSout](#)
  - [Save changes and continue](#)
  - [Exit — saving changes](#)
  - [Exit — ignore changes](#)

At the bottom, there is a link: [Main page](#) — Web: [Home](#) [Manual](#)

CSout 6064a2 — 2016-01-29 19:06:07 +0200 — Licensed under the GNU General Public License.



# How it all fits together





# Refactoring queries

- Non-used elements
  - Functions
  - Variables
  - Structure fields
  - Macros
  - Included files
- Can probably be deleted







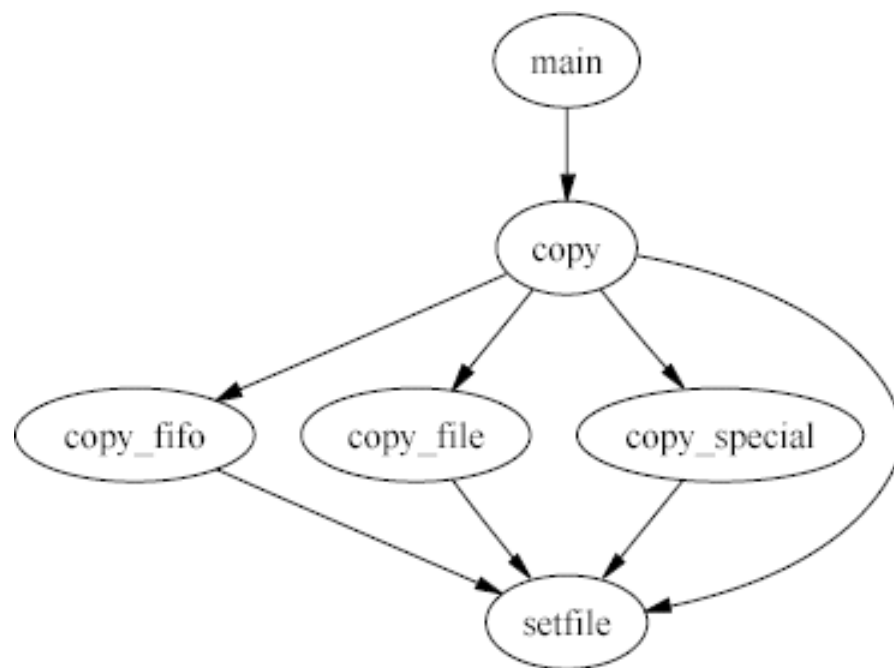
# Refactoring Queries

---

- Functions not called
  - Dead code;
- Functions called once
  - Inlining

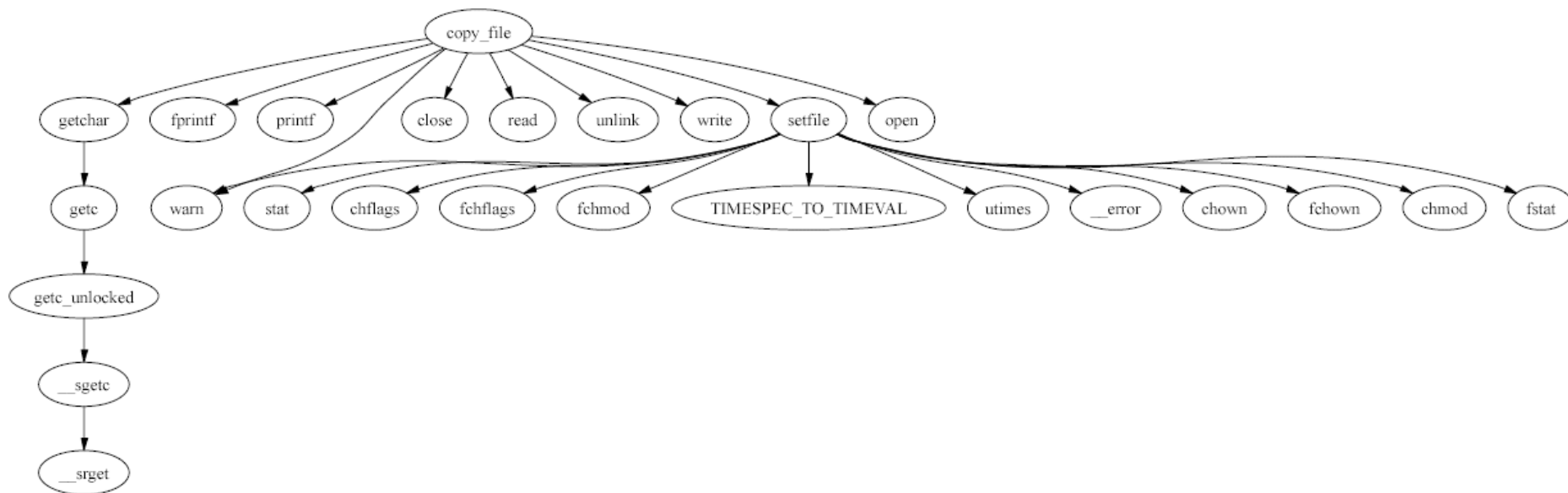


# Call Graph





# Caller Graph





# Code Browsing

```
Source Code With Identifier Hyperlinks: C:\dds\src\Research\cscout\example\awk\run.c - M...
File Edit View Go Bookmarks Tools Window Help

tempfree(x);
}
if (a[1] || a[2])
    while (getrec(&record, &recsize, 1) > 0) {
        x = execute(a[1]);
        if (isexit(x))
            break;
        tempfree(x);
    }

ex:
if (setjmp(env) != 0) /* handles exit within END */
    goto ex1;
if (a[2]) { /* END */
    x = execute(a[2]);
    if (isbreak(x) || isnext(x) || iscont(x))
        FATAL("illegal break, continue, next or nextfile from END");
    tempfree(x);
}

ex1:
return(True);
}

struct Frame { /* stack frame for awk function calls */
    int nargs; /* number of arguments in this call */
    Cell *fncell; /* pointer to Cell for function */
    Cell **args; /* pointer to array of arguments after execute */
    Cell *retval; /* return value */
};

#define NARGS 50 /* max args in a call */

struct Frame *frame = NULL; /* base of stack frames; dynamically allocated */
int nframe = 0; /* number of frames allocated */
struct Frame *fp = NULL; /* frame pointer. bottom level unused */

Cell *call(Node **a, int n) /* function call. very kludgy and fragile */
{
    static Cell newcopycell = { OCELL, CCOPY, 0, "", 0.0, NUM|STR|DONTIFREE };
    int i, ncall, ndef;
    Node *x;
    Cell *args[NARGS], *oargs[NARGS]; /* BUG: fixed size arrays */

```



# Name Details

## Identifier: `execute`

---

- Read-only: No
- Tag for struct/union/enum: No
- Member of struct/union: No
- Label: No
- Ordinary identifier: Yes
- Macro: No
- Undefined macro: No
- Macro argument: No
- File scope: No
- Project scope: Yes
- Typedef: No
- Enumeration constant: No
- Yacc identifier: No
- Function: Yes
- Crosses file boundary: Yes
- Unused: No
- Matches 83 occurrence(s)
- Appears in project(s):
  - maketab
  - a.out
  - /home/dds/src/cscout/example/awk/a.out
- [Dependent files](#)
- [Associated functions](#)
- The identifier occurs (wholly or in part) in function name(s):
  1. [\[execute\]](#) — [function page](#)
- Substitute with:



# Generalized Queries

---

- Names
- Files
- Functions



# Identifier Query

---

- ☒ Writable
- ☐ Read-only
- ☐ Tag for struct/union/enum
- ☐ Member of struct/union
- ☐ Label
- ☐ Ordinary identifier
- ☐ Macro
- ☐ Undefined macro
- ☐ Macro argument
- ☐ File scope
- ☐ Project scope
- ☐ Typedef
- ☐ Enumeration constant
- ☐ Yacc identifier
- ☐ Function
- ☐ Crosses file boundary
- ☐ Unused

☒ Match any marked      ☐ Match all marked      ☐ Exclude marked      ☐ Exact match

---

Identifier names should ( ☐ not) match RE

Select identifiers from filenames ( ☐ not) matching RE

---

Query title

[Main page](#) — Web: [Home](#) [Manual](#)



# File Query

- ☐ Writable  
☐ Read-only

Sort-by	Metric	Compare Value
<input type="radio"/>	Number of characters	<input type="text" value="ignore"/>
<input type="radio"/>	Number of comment characters	<input type="text" value="ignore"/>
<input type="radio"/>	Number of space characters	<input type="text" value="ignore"/>
<input type="radio"/>	Number of line comments	<input type="text" value="ignore"/>
<input type="radio"/>	Number of block comments	<input type="text" value="ignore"/>
<input type="radio"/>	Number of lines	<input type="text" value="ignore"/>
<input type="radio"/>	Maximum number of characters in a line	<input type="text" value="ignore"/>
<input type="radio"/>	Number of character strings	<input type="text" value="ignore"/>
<input type="radio"/>	Number of unprocessed lines	<input type="text" value="ignore"/>
<input type="radio"/>	Number of C preprocessor directives	<input type="text" value="ignore"/>
<input type="radio"/>	Number of processed C preprocessor conditionals (ifdef, if, elif)	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined C preprocessor function-like macros	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined C preprocessor object-like macros	<input type="text" value="ignore"/>
<input type="radio"/>	Number of preprocessed tokens	<input type="text" value="ignore"/>
<input type="radio"/>	Number of compiled tokens	<input type="text" value="ignore"/>
<input type="radio"/>	Number of copies of the file	<input type="text" value="ignore"/>
<input type="radio"/>	Number of statements	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined project-scope functions	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined file-scope (static) functions	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined project-scope variables	<input type="text" value="ignore"/>
<input type="radio"/>	Number of defined file-scope (static) variables	<input type="text" value="ignore"/>
<input type="radio"/>	Number of complete aggregate (struct/union) declarations	<input type="text" value="ignore"/>
<input type="radio"/>	Number of declared aggregate (struct/union) members	<input type="text" value="ignore"/>
<input type="radio"/>	Number of complete enumeration declarations	<input type="text" value="ignore"/>
<input type="radio"/>	Number of declared enumeration elements	<input type="text" value="ignore"/>
<input type="radio"/>	Number of directly included files	<input type="text" value="ignore"/>
<input checked="" type="radio"/>	Entity name	

☐ Reverse sort order

- ☒ Match any of the above      ☐ Match all of the above

File names should ( ☐ not) match RE

Query title



# Function Query

# Function Query

☐ C function

☐ Function-like macro

☐ Writable declaration

☐ Read-only declaration

☐ Project scope

☐ File scope

☐ Defined

Sort-by

☐ Number of characters

☐ Number of comment characters

☐ Number of space characters

☐ Number of line comments

☐ Number of block comments

☐ Number of lines

☐ Maximum number of characters in a line

☐ Number of character strings

☐ Number of unprocessed lines

☐ Number of C preprocessor directives

☐ Number of processed C preprocessor conditionals (ifdef, if, elif)

☐ Number of defined C preprocessor function-like macros

☐ Number of defined C preprocessor object-like macros

☐ Number of preprocessed tokens

☐ Number of compiled tokens

☐ Number of statements or declarations

☐ Number of operators

☐ Number of unique operators

☐ Number of numeric constants

☐ Number of character literals

☐ Number of if statements

☐ Number of else clauses

☐ Number of switch statements

☐ Number of case labels

☐ Number of default labels

☐ Number of break statements

☐ Number of for statements

☐ Number of while statements

☐ Number of do statements

☐ Number of continue statements

☐ Number of goto statements

☐ Number of return statements

☐ Number of project-scope identifiers

☐ Number of file-scope (static) identifiers

☐ Number of macro identifiers

☐ Total number of object and object-like identifiers

☐ Number of unique project-scope identifiers

☐ Number of unique file-scope (static) identifiers

☐ Number of unique macro identifiers

☐ Number of unique object and object-like identifiers

☐ Number of global namespaces occupied as function's top

☐ Number of parameters

☐ Maximum level of statement nesting

☐ Number of goto labels

☐ Fan-in (number of calling functions)

☐ Fan-out (number of called functions)

☐ Cyclomatic complexity (control statements)

☐ Extended cyclomatic complexity (includes branching operators)

☐ Maximum cyclomatic complexity (includes branching operators and all switch branches)

☐ Structure complexity (Henry and Kafura)

☐ Halstead complexity

☐ Information flow metric (Henry and Selig)

☐ Entity name

Metric

Compare

Value

☐ Reverse sort order

☐ Match any marked

☐ Match all marked

☐ Exclude marked

☐ Exact match

Number of direct callers

Function names should ( ☐ not) match RE

Names of calling functions should ( ☐ not) match RE

Names of called functions should ( ☐ not) match RE

Select functions from filenames ( ☐ not) matching RE

Query title

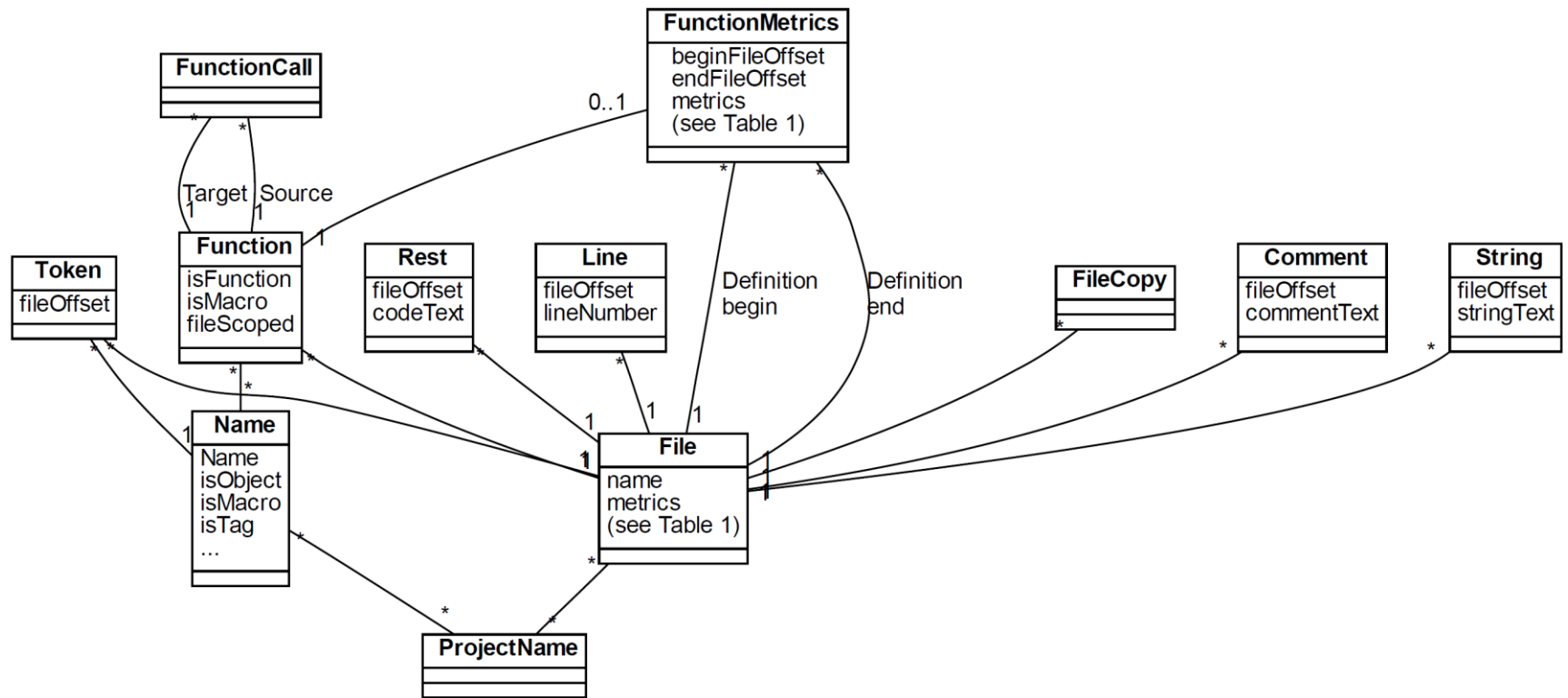
Show functions

Show files

Main page — Web; Home Manual



# Database Schema





# Piecing together file 42

```
select s from (  
  select name as s, foffset  
  from ids inner join tokens on ids.eid = tokens.eid where fid = 42  
  union select code as s, foffset from rest where fid = 42  
  union select comment as s, foffset from comments where fid = 42  
  union select string as s, foffset from strings where fid = 42  
) order by foffset
```





# Examples



	awk	Apache httpd	FreeBSD kernel	Linux kernel	Solaris kernel	WRK	PostgreSQL	GDB
<b>Overview</b>								
Configurations	1	1	3	1	3	2	1	1
Modules (linkage units)	1	3	1,224	1,563	561	3	92	4
Files	14	96	4,479	8,372	3,851	653	426	564
Lines (thousands)	6.6	59.9	2,599	4,150	3,000	829	578	363
Identifiers (thousands)	10.5	52.6	1,110	1,411	571	127	32	60
Defined functions	170	937	38,371	86,245	39,966	4,820	1,929	7,084
Defined macros	185	1,129	727,410	703,940	136,953	31,908	4,272	6,060
Preprocessor directives	376	6,641	415,710	262,004	173,570	35,246	13,236	20,101
C statements (thousands)	4.3	17.7	948	1,772	1,042	192	70	129
<b>Refactoring opportunities</b>								
Unused file-scoped identifiers	20	15	8,853	18,175	4,349	3,893	2,149	2,275
Unused project-scoped identifiers	8	8	1,403	1,767	4,459	2,628	2,537	939
Unused macros	4	412	649,825	602,723	75,433	25,948	1,763	2,542
Variables that could be made static	47	4	1,185	470	3,460	1,188	29	148
Functions that could be made static	10	4	1,971	1,996	5,152	3,294	133	69
<b>Performance</b>								
CPU time	0.81"	35"	3h 43'40"	7h 26'35"	1h 18'54"	58'53"	3'55"	11'13"
Lines / s	8,148	1,711	194	155	634	235	2,460	539
Required memory (MB)	21	71	3,707	4,807	1,827	582	463	376
Bytes / line	3,336	1,243	1,496	1,215	639	736	840	1,086





# Thank you!

[www.spinellis.gr/cscout/](http://www.spinellis.gr/cscout/)

[dds@aub.gr](mailto:dds@aub.gr)

[www.spinellis.gr](http://www.spinellis.gr)

 [@CoolSWEng](https://twitter.com/CoolSWEng)

