

## 6. Structured Output

### Generator outputs structured text:

- programm in a suitable programming language
- data in suitable form (e.g. XML) to be processed by specific tools
- text in suitable form (e.g. HTML) to be presented by a text processor

### Transformation phase of the generator defines the structure of the texts:

- parameterized text patterns
- instances of text patterns hierarchally nested

a text pattern with 2 parameters:

```
#define  Kind 
```

2 instances:

```
#define intKind 1
```

```
#define PairPtrKind 2
```

```
#ifndef WRAPPER_H
#define WRAPPER_H

#include "Pair.h"

#define noKind 0
#define intKind 1
#define PairPtrKind 2
#define floatKind 3

class intWrapper;
class PairPtrWrapper;
class floatWrapper;

class Object {
public:
    class WrapperExcept {};
    int getKind () { return kind; }

    int getIntValue ();
    PairPtr getPairPtrValue ();
    float getFloatValue ();
protected:
    int kind;
};
```

## Lecture Generating Software from Specifications WS 2013/14 / Slide 601

### Objectives:

Motivate patterns in structured texts

### In the lecture:

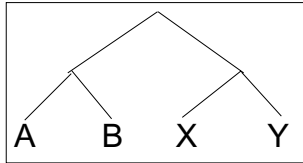
The topics of the slides are explained:

- different kinds of target texts,
- patterns in the output of the Wrapper Generator

# „Structure Clash“ on Text Output

## abstract program tree

drives creation of the target text  
by a tree walk



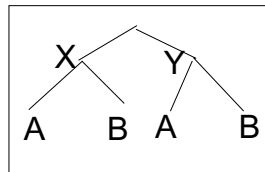
tree walk **order does not fit** to  
sequence of target text fragments

X A B Y A B

**solution: text is composed into a buffer,  
and sequentially written from there**

here:

the buffer is a tree or DAG representing  
pattern applications



## Lecture Generating Software from Specifications WS 2013/14 / Slide 602

### Objectives:

Recognize the structure clash

### In the lecture:

The topics of the slides are explained

# PTG: Pattern-Based Text Generator

Generates **constructor functions** from  
**specifications of text patterns**

**A. PTG provides a**  
**Specification language for text patterns**  
each is a sequence of text fragments and  
insertion points

```
#define int Kind 1
```

**B. PTG generates constructor functions**  
that build a data structure of pattern applications

one function per pattern  
one parameter per insertion point

The functions are called on the tree walk.

**C. PTG generates output functions**  
they walk recursively through the  
data structure to output the target text

## Lecture Generating Software from Specifications WS 2013/14 / Slide 603

### Objectives:

Identify the tasks of PTG

### In the lecture:

User specifies "what" - PTG implements "how":

- apply a pattern,
- build the data structure,
- output the data structure.

# PTG's Specification Language: Introductory Example

Pattern: named sequence of C string literals and **insertion points**

KindDef:

```
"#define " $ string "Kind \t" $ int "\n"
```

WrapperHdr:

```
"#ifndef WRAPPER_H\n"
"#define WRAPPER_H\n\n"
$1 /* Includes */

"\n#define noKind          0\n"
$2 /* KindDefs */
"\n"

$3 /* ClassFwds */
"\n"

"class Object {\n"
"public:\n"
"  class WrapperExcept {};\n"
"  int getKind () { return kind; }\n"
$4 /* ObjectGets */
"protected:\n"
"  int kind;\n"
"};\n\n"
```

```
#define int Kind 1

#ifndef WRAPPER_H
#define WRAPPER_H

#include "Pair.h"

#define noKind          0
#define intKind 1
#define PairPtrKind 2
#define floatKind 3

class intWrapper;
class PairPtrWrapper;
class floatWrapper;

class Object {
public:
  class WrapperExcept {};
  int getKind () { return kind; }

  int getIntValue ();
  PairPtr getPairPtrValue ();
  float getFloatValue ();
protected:
  int kind;
};
```

## Lecture Generating Software from Specifications WS 2013/14 / Slide 604

### Objectives:

First idea of the specification language

### In the lecture:

Properties of the language

- simple and easy to understand,
- close to intended result.

## Constructor Functions

A **constructor function** for each pattern.

A parameter for each insertion point:

```
PTGNode PTGKindDef (char *a, int b) {...}
```

```
PTGNode PTGWrapperHdr (PTGNode a, PTGNode b, PTGNode c, PTGNode d)
  {...}
```

### Call of a constructor function

- creates an instance of the pattern with the supplied arguments and
- yields a reference to that instance

```
ik = PTGKindDef ("int", 1);
```

```
hdr = PTGWrapperHdr (ik, xx, yy, zz);
```

The arguments of calls are such references (type `PTGNode`) or they are values of the type specified in the pattern (e. g. string or int)

Such calls are used to **build the data structure bottom-up**.  
It is acyclic, a DAG.

## Lecture Generating Software from Specifications WS 2013/14 / Slide 605

### Objectives:

Use of constructor functions

### In the lecture:

The following topics are explained

- Signature,
- types of parameters and insertion points,
- calls build the data structure.

# Output Functions

## Predefined output functions:

- Call:

```
PTGOutFile ("example.h", hdr);
```

initiates a recursive walk through the data structure starting from the given node (2nd argument)

- All text fragments of all pattern instances are output in the specified order.
- Shared substructures are walked through and are output on each visit from above.
- User defined functions may be called during the walk, in order to cause side-effects (e.g. set and unset indentation).

## Lecture Generating Software from Specifications WS 2013/14 / Slide 606

### Objectives:

Understand automatized output

### In the lecture:

The topics of the slide are explained

## Important Techniques for Pattern Specification

Elements of pattern specifications:

- string literals in C notation `"Value ();\n"`
- value typed insertion points `$string $int`
- untyped insertion points (PTGNode) `$ $1`
- comments in C notation `$ /* Includes */`  
e.g. to explain the purpose of insertion points

All characters that **separate tokens** in the output and that **format the output** have to be **explicitly specified** using string literals `" " ";\n" "\tpublic:"`

**Identifiers can be augmented** by prefixes or suffixes:

```
KindDef: "#define "$ string "Kind \t" $ int "\n"
```

may yield

```
#define PairPtrKind 2
```

There are advanced techniques to create „pretty printed“ output (see PTG documentation).

## Lecture Generating Software from Specifications WS 2013/14 / Slide 607

### Objectives:

Learn fundamental pattern techniques

### In the lecture:

The topics of the slide are explained.

## Important Techniques: Indexed Insertion Points

Indexed insertion points: **\$1** **\$2** ...

1. Application: **one argument is to be inserted at several positions:**

```
ObjectGet: " " $1 string " get" $1 string "Value ();\n"
```

```
call: PTGObjectGet ("PairPtr") result: PairPtr getPairPtrValue ();
```

2. Application: **modify pattern - use calls unchanged:**

```
today: Decl: $1 /*type*/ " " $2 /*names*/ ";\n"
```

```
tomorrow: Decl: $2 /*names*/ ": " $1 /*type*/ ";\n"
```

```
unchanged call: PTGDecl (tp, ids)
```

### Rules:

- If  $n$  is the greatest index of an insertion point the constructor function has  $n$  parameters.
- If an index does not occur, its parameter exists, but it is not used.
- The order of the parameters is determined by the indexes.
- Do not have both indexed and non-indexed insertion points in a pattern.

## Lecture Generating Software from Specifications WS 2013/14 / Slide 608

### Objectives:

Learn to use indexed insertion points

### In the lecture:

The topics of the slide are explained.



## Important Techniques: Typed Insertion Points

**Untyped insertion points:** \$ \$1

Instances of patterns are inserted, i.e. the results of calls of constructor functions  
Parameter type: `PTGNode`

**Typed insertion points:** \$ string \$1 int

Values of the given type are passed as arguments and output at the required position  
Parameter type as stated, e.g. `char*`, `int`, or other basic types of C

```
KindDef: "#define " $ string "Kind \t" $ int "\n"
```

```
call:      PTGKindDef ("PairPtr", 2)
```

Example for an application: generate identifiers

```
KindId:      $ string "Kind"          PTGKindId("Flow")
CountedId:   "_" $ string "_" $ int   PTGCountedId("Flow", i++)
```

Example for an application: conversion into a pattern instance

```
AsIs:      $ string   PTGAsIs("Hello")
Numb:      $ int      PTGNumb(42)
```

**Rule:**

- **Same index** of two insertion points **implies the same types.**

## Lecture Generating Software from Specifications WS 2013/14 / Slide 609

### Objectives:

Learn to use typed insertion points

### In the lecture:

The topics of the slide are explained.

## Important Techniques: Sequences of Text Elements

### Pairwise concatenation:

```
Seq: $ $          PTGSeq(PTGFoo(...),PTGBar(...))
                res = PTGSeq(res, PTGFoo(...));
```

### The application of an empty pattern yields PTGNULL

```
PTGNode res = PTGNULL;
```

### Sequence with optional separator:

```
CommaSeq: $ {", "} $          res = PTGCommaSeq (res, x);
```

Elements that are marked optional by `{ }` are not output,  
if at least one insertion has the value `PTGNULL`

### Optional parentheses:

```
Paren: {"("} $ {")"}          no ( ) around empty text
```

The Eli specification `$/Output/PtgCommon.fw` makes some of these useful pattern definitions available: `Seq`, `CommaSeq`, `AsIs`, `Numb`

## Lecture Generating Software from Specifications WS 2013/14 / Slide 610

### Objectives:

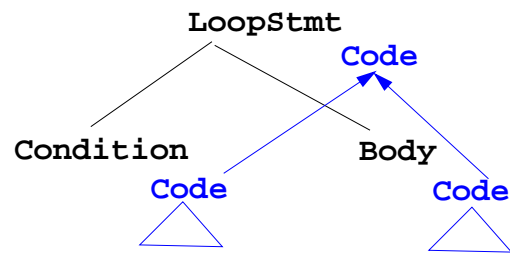
Create sequences of text elements

### In the lecture:

The topics of the slide are explained.

# Compose Target Text in Adjacent Contexts

Attributes in adjacent tree contexts



```
ATTR Code: PTGNode;
```

```
RULE: LoopStmt ::= Condition Body COMPUTE
```

```
LoopStmt.Code =
    PTGWhile (Condition.Code, Body.Code);
```

Application of the  
while pattern

```
END;
```

## Lecture Generating Software from Specifications WS 2013/14 / Slide 611

### Objectives:

Compose text bottom-up

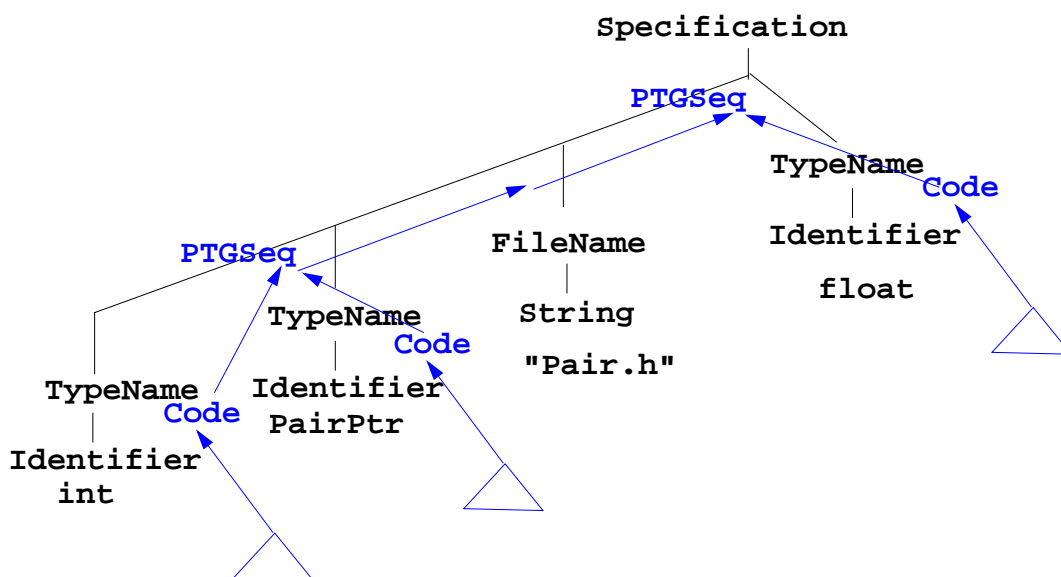
### In the lecture:

Pattern instantiation as computation in tree context

## Compose Subtree Elements

Example wrapper generator; consider abstract program tree for some input:

**Specification** is a sequence of tree nodes of type **TypeName** and **FileName**



Attributes **TypeName.Code** contain references to created pattern applications; they are composed by **PTGSeq** applications.

## Lecture Generating Software from Specifications WS 2013/14 / Slide 612

### Objectives:

Compose sequences

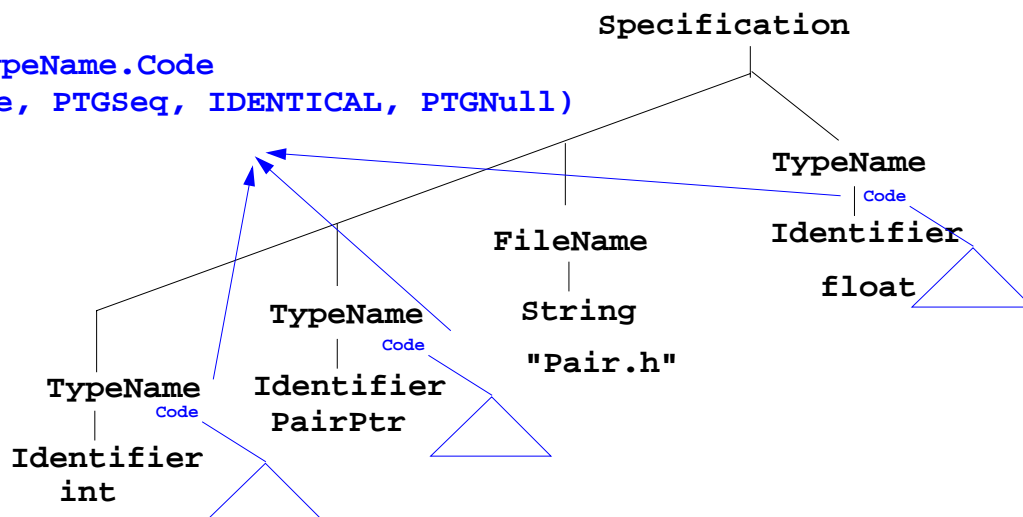
### In the lecture:

Recall example wrapper generator

## CONSTITUENTS Composes Attributes of a Subtree

CONSTITUENTS TypeName.Code

WITH (PTGNode, PTGSeq, IDENTICAL, PTGNull)



CONSTITUENTS composes TypeName.Code attributes of the subtree

WITH (PTGNode, PTGSeq, IDENTICAL, PTGNull)

Meaning:	type	dyadic composition function	monadic composition function	constant function for optional subtrees
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## Lecture Generating Software from Specifications WS 2013/14 / Slide 613

### Objectives:

Compose sequences using CONSTITUENTS

### In the lecture:

Recall CONSTITUENTS technique

- access attributes of a subtree
- composition functions
- scheme reused for PTG text composition