

Exercise: Analyze a Source Code Transformation in Alloy

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Version: 3. Dec. 2013

URL: <http://www.monperrus.net/martin/exercise-alloy-source-code-transformation.pdf>

Let us consider the following abstract syntax model of a Java-like programming language with exceptions.

```
abstract sig Instruction {}
sig Block extends Instruction {
  stmts : set Instruction
}
sig TryCatch extends Instruction {
  tryBlock : Instruction,
  catchBlock : Instruction
}

// represents a throw new Exception()
sig Throw extends Instruction {}
```

- 1/ Can a catch block throw an exception? Explain why.
- 2/ What does "set" mean in the context of Block?
- 3/ Can one have instances of the signature Instruction? Why?
- 4/ Not all instances of this model represent a valid AST. Represent graphically an invalid AST that Alloy could have generated.
- 5/ Give two missing constraints in natural language that participate to representing valid ASTs.
- 6/ Translate those two missing constraints in Alloy.
- 7/ Explain in natural language what the following fact means.

```
fact {
  all i : Instruction | lone b:Block | i in b.stmts
}
```

- 8/ We now want to identify the instructions that throw exceptions for sure.

```
one sig State {
  // contains all instructions
  throws : set Instruction
}
```

The following specifies what instructions must be in State.throws:

- all throw statements throw an exception
- all blocks containing an instruction that throws an exception throw themselves an exception
- try catch blocks throw an exception if and only if the try block and the catch blocks throw an exception

Translate in Alloy those facts (we remind you that `ran[throws]` returns the set of elements tagged as throwing an exception)

9/ Write a predicate called “`atLeastOneNoThrowsAndOneThrows`” to find a code example with one block throwing an exception and one block NOT throwing an exception. The predicate will be run as follows

```
run atLeastOneNoThrowsAndOneThrows for 3
```

10/ Let us now model a source code transformation in Alloy as follows. Explain in natural language the content of this transformation. :

```
pred transfo_post_condition[] {  
  all t : Throw | one try_added:TryCatch | t in try_added.tryBlock  
}
```