Managing Code Variants

Steven J Zeil

March 19, 2013

Contents

1 Problems 2
2 AUTOCONF 6
3 Dynamic Loading 9
1 Problems

Code Variations

- Environment management, previously identified as common SCM problems:
  Coping with change in
  - hardware environment
  - software environment

- Can lead to need for variant code to support different configurations

The Sad Story of C/C++ Portability

- Both C and C++ existed as popular languages long before being standardized
  - Widespread variations in the “system” headers

- Even after standardization, many common functions are not standardized
  - GUIs
  - multi-threading and distributed operations
  - networking communications

- Even things covered by the standard aren't covered in enough detail
C Portability Quiz

How would you declare an integer counter capable of holding non-negative values up to one million? Up to one billion?

- C90 requires $\text{sizeof(short)} \leq \text{sizeof(int)} \leq \text{sizeof(long)}$

  Notice that’s $\leq$, not $<$

  A textttchar must hold a “natural” byte (minimum addressable unit) on the machine architecture.

- The C99 specification added long long and set minimum sizes as

<table>
<thead>
<tr>
<th>Type</th>
<th>Size</th>
</tr>
</thead>
<tbody>
<tr>
<td>char</td>
<td>8</td>
</tr>
<tr>
<td>short</td>
<td>16</td>
</tr>
<tr>
<td>int</td>
<td>16</td>
</tr>
<tr>
<td>long</td>
<td>32</td>
</tr>
<tr>
<td>long long</td>
<td>64</td>
</tr>
</tbody>
</table>

C++ Portability Quiz

How would you declare an integer counter capable of holding non-negative values up to one million? Up to one billion?

- The C++ standard followed C90 (not 99!) until C++11

  $\text{sizeof(short)} \leq \text{sizeof(int)} \leq \text{sizeof(long)}$

- C++11 (not yet implemented by most compilers) adds the C99 standards
Coping With Variants in the C/C++ World

- Configuration headers used to define symbols describing selected variants, e.g.,

```c
#ifndef CONFIG_STD
#define CONFIG_STD

// AlgAE Configuration file
//
// Currently recognizes g++, version 2.7.2 for Unix and 2.8.0 for GnuWin32
// MS Visual C++, version 5.0
//

// Define this if the compiler does not support reassignment of iostream
// buffers via the function rdbuf(streambuf&)
#undef __bad_rdbuf__

#endif __GNUG__

/* Compiler is gcc/g++ */

#define MEM_INCL <mem.h>
#define USING_STD
#define STD
```
#define USE_FORK

#ifdef __CYGWIN32__
  /* This is the GnuWin32 port for Windows 95/NT
#define USE_WINSOCK
#else
  /* This is some other port of g++, probably a Unix system. */
#endif

#elif defined(_MSC_VER)
  /* compiler is Microsoft Visual C++ */

#define MEM_INCL <alloc.h>
#define USING_STD using namespace std;
#define STD std::
#define MEMDC
#define __bad_rdbuf__
#define USE_WINSOCK

#else
#pragma warning "Possible configuration error: Compiler is not recognized."

#define MEM_INCL <mem.h>

• Code uses symbols defined in there
  – direct substitution, e.g.
    \[
    \text{\#include M:\M}
    \]
    loads <alloc.h> or <mem.h>
  – or conditionally
    \[
    \text{\#ifdef USE\_WINSOCK}\n    \text{\#include <winsock2.h>}\n    \text{\#else}\n    \text{\#include <netinet/in.h>}\n    \text{\#include <sys/socket.h>}\n    \text{\#endif}
    \]

2 AUTOCONF

Compiling Software the Unix Way

If you've ever installed a Unix/Linux package from a source distribution, you've probably gotten used to the two-step process:
Managing Code Variants

./configure
make
make install

• The configure script runs a series of tests on the compilation environment, e.g.,
  – operating system
  – compiler name
  – availability of selected libraries/header files
  – availability and/or behavior of selected functions

• Produces a Makefile and a configuration header config.h based upon the test results

• Source code may use conditional compilation based on the header to select appropriate code

..........................................................

Generating The configure Script

A rough outline:

1. Create a configure.ac

   AC_INIT(cppSpreadsheet, 1.0, zeil@cs.odu.edu)
   AC_PREREQ([2.68])
   AM_INIT_AUTOMAKE([1.16 foreign no-define])
   AC_CONFIG_HEADERS([config.h])
   AC_PROG_CXX
   AC_CONFIG_FILES([Makefile])
   AC_OUTPUT

..........................................................
Managing Code Variants

Generating The configure Script

2. Set up config.h.in (template for eventual config.h file)

3. Set up Makefile.am

AM_INIT_AUTOMAKE([1.10 no−define foreign])

bin_PROGRAMS = testssheet

testssheet_SOURCES=testssheet.cpp exprparser.cpp tokenizer.cpp exprfactory.cpp expression.cpp \ cellname.cpp numericnode.cpp stringnode.cpp cellrefnode.cpp negatenode.cpp \ absnode.cpp sqrtnode.cpp sumnode.cpp lessnode.cpp lesseqnode.cpp \ greaternode.cpp greatereqnode.cpp equalnode.cpp notequalnode.cpp plusnode.cpp \ subtractnode.cpp timesnode.cpp dividesnode.cpp ifnode.cpp \ numvalue.cpp strvalue.cpp errvalue.cpp spreadsheet.cpp cell.cpp \ observable.cpp observerptrseq.cpp cellptrseq.cpp cellnameseq.cpp \ absnode.h control.h lessnode.h ssi.h \ binarynode.h dividesnode.h minusnode.h ssview.h \ cell.h elementsq.h negatenode.h streamtok.h \ celllistenerseq.h equalnode.h notequalnode.h stringnode.h \ cellname0.h errvalue.h numericnode.h strvalue.h \ cellname.h expression.h numvalue.h subtractnode.h \ cellnameseq.h exprfactory.h observable.h sumnode.h \ cellptrseq.h exprparser.h observer.h timesnode.h \ cellrange.h greatereqnode.h observerptrseq.h unaryexpr.h \ cellrefnode.h greaternode.h plusnode.h unarynode.h \ clipboard.h ifnode.h spreadsheet.h unitest.h \ constantnode.h lesseqnode.h sqrtnode.h value.h
Generating The configure Script

4. touch NEWS README AUTHORS ChangeLog
   or create real versions of these.

5. run autoreconf -force -install

   – Runs the sequence of programs: aclocal autoconf autoheader automake
   – Creates config.h.in Makefile.in & configure

..........................................................

Alternatives

• imake for X code

..........................................................

3 Dynamic Loading

autoconf is C/C++-centric
The configure approach relies heavily on conditional compilation features.

• Common in C++

• Only in Java via non-standard techniques

..........................................................
Java: Abstraction

Java programs are more likely varied be altering entire classes at a time.

For example:

```java
public abstract class OCRLauncher extends Thread {
    /**<
     * Launch an OCR process to convert the input
     * PDF into some kind of File of OCR output.
     * *
     * @param inputPDFfile The PDF file to be converted to IDM (XML)
     * @param outputFile The raw OCR output
     * @return
     */
    public abstract boolean convertPDFtoOCR
            (File inputPDFfile, File outputFile)
            throws Exception;

    /**<
     * Convert a file of OCR output into IDM
     * *
     * @param inputOCRfile
     * *
     * @return XML (IDM) document
     */
    public abstract Document convertOCRtoIDM
            (File inputOCRfile) throws Exception;
}
```

This class has distinct implementations for different OCR programs that might be installed on the running system.
**Configuration via Property Files**

A property file, loaded at run time, specifies which class is actually desired:

```java
input.OCRLauncherClass=edu.odu.cs.extract.input.OCRBatchLauncher
input.OCRProgram=OCR
input.OCRBatch=Batch
input.ocr.in_dir=c:/Luratech/ocr_in
input.ocr.out_dir=c:/Luratech/ocr_out
```

**Reflection: Dynamic Loading**

And the desired class is loaded dynamically:

```java
String OCRLauncherName = p.getProperty(Properties.Names.OCR_LAUNCH_CLASS);
Class<?> ocrLauncherClass = Class.forName(OCRLauncherName);
ocr = (OCRLauncher) ocrLauncherClass.newInstance();
idmDoc = ocr.convertOCRtoIDM(inputOCR);
```