

# Contents

<b>Preface</b>	<b>iii</b>
<b>1 Introduction</b>	<b>1</b>
1.1 Generators . . . . .	3
1.2 Domain-Specific Languages . . . . .	6
1.3 Reuse . . . . .	9
<b>I How Generators Provide Leverage</b>	<b>15</b>
<b>2 Structured Output</b>	<b>19</b>
2.1 The Web site Maintenance Problem . . . . .	20
2.2 Generating the Memex Web Site Text Module . . . . .	24
2.2.1 An abstraction of structured text . . . . .	24
2.2.2 Building a structured text abstraction . . . . .	29
2.2.3 Converting to linear text . . . . .	31
2.3 Programming the Memex Web Site Text Module . . . . .	34
2.3.1 Class definitions for Web page text fragments . . . . .	34
2.3.2 Constructors for Web page text fragments . . . . .	36
2.4 Hand Coding vs. Generation . . . . .	37
<b>3 Storing Entities with Properties</b>	<b>39</b>
3.1 The Student Data Problem . . . . .	40
3.2 Generating a Property Storage Module . . . . .	42
3.3 Programming a Property Storage Module . . . . .	45
3.3.1 A general property module . . . . .	45
3.3.2 Implementing property types . . . . .	48
3.3.3 Implementing access mechanisms . . . . .	48
3.3.4 Applying access mechanisms to properties . . . . .	50
3.4 Hand Coding vs. Generation . . . . .	51

<b>4 Visiting Trees</b>	<b>55</b>
4.1 The Table Layout Problem . . . . .	56
4.2 Generating the Table Layout Module . . . . .	60
4.2.1 Specifying the tree structure . . . . .	60
4.2.2 Specifying computations in trees . . . . .	61
4.2.3 The generated visitor module . . . . .	65
4.3 Programming the Table Layout Module . . . . .	65
4.3.1 Implementing the tree structure . . . . .	66
4.3.2 Using the <i>Visitor</i> design pattern . . . . .	68
4.3.3 Scheduling operations on tree walks . . . . .	72
4.3.4 Storing values during tree walks . . . . .	75
4.4 Hand Coding vs. Generation . . . . .	77
<b>5 Names and Entities</b>	<b>81</b>
5.1 The Structure Generator Task . . . . .	82
5.2 Specifying Name Analysis for the Structure Generator . . . . .	83
5.2.1 Associating name analysis roles with language constructs . . . . .	83
5.2.2 Name analysis computations . . . . .	87
5.3 Programming the Name Analysis Phase . . . . .	90
<b>6 Constructing Trees</b>	<b>95</b>
6.1 The Calendar Tree Construction Problem . . . . .	95
6.2 Generating a Calendar Structuring Program . . . . .	98
6.2.1 Generating a parser . . . . .	99
6.2.2 Generating a lexical analyzer . . . . .	100
6.2.3 Generating a tree builder . . . . .	103
6.3 Programming a Calendar Structuring Program . . . . .	104
6.3.1 Programming a lexical analyzer . . . . .	105
6.3.2 Programming a parser . . . . .	109
6.3.3 Programming a tree builder . . . . .	112
6.4 Hand Coding vs. Generation . . . . .	112
<b>7 An Integrated Approach</b>	<b>115</b>
7.1 Task Decomposition . . . . .	115
7.2 Generating a Structure Generator . . . . .	117
7.2.1 Structural analysis . . . . .	117
7.2.2 Specification of computations in tree contexts . . . . .	120
7.2.3 Property analysis . . . . .	122
7.2.4 Transformation . . . . .	125

7.3	Programming a Structure Generator . . . . .	129
7.3.1	Structural analysis . . . . .	130
7.3.2	Semantic analysis . . . . .	131
7.3.3	Transformation . . . . .	133
7.4	Hand Coding vs. Generation . . . . .	134
<b>II</b>	<b>Support Infrastructure</b>	<b>139</b>
<b>8</b>	<b>Execution Monitoring</b>	<b>141</b>
8.1	Source-Level Execution Models . . . . .	142
8.2	Specification-Level Execution Models . . . . .	144
8.3	The Noosa Execution Monitor . . . . .	146
8.4	Debugging Situations . . . . .	151
8.5	Implementing Execution Monitors . . . . .	153
<b>9</b>	<b>Modularity and Generators</b>	<b>157</b>
9.1	A File-Based Module Mechanism . . . . .	158
9.1.1	Genericity . . . . .	159
9.1.2	Influence on specification language design . . . . .	160
9.2	Literate Programming . . . . .	161
9.2.1	Why use literate programming? . . . . .	165
9.2.2	Design strategies for specification-based programs . . . . .	166
9.3	FunnelWeb Specifications . . . . .	167
<b>10</b>	<b>Software Manufacturing</b>	<b>171</b>
10.1	Two Manufacturing Scenarios . . . . .	173
10.1.1	Produce a structure generator . . . . .	173
10.1.2	Monitor execution . . . . .	175
10.2	Defining a Manufacturing Process . . . . .	177
10.2.1	Managing the overall process . . . . .	177
10.2.2	Carrying out a single manufacturing process . . . . .	183
10.2.3	Defining common infrastructure . . . . .	188
10.3	Implementing the Process . . . . .	193
10.3.1	Process-independent operations . . . . .	193
10.3.2	Process-dependent operations . . . . .	196

<b>III Complete Examples</b>	<b>203</b>
<b>11 Desk Calculator</b>	<b>205</b>
11.1 Expressions . . . . .	206
11.2 Expression Values . . . . .	210
11.3 Extensions . . . . .	213
11.3.1 More than one expression . . . . .	213
11.3.2 Variables . . . . .	215
11.3.3 Constants . . . . .	219
11.3.4 Library functions . . . . .	220
11.4 Lessons Learned . . . . .	226
<b>12 Language Extension</b>	<b>229</b>
12.1 Extending Java with Formal Specifications . . . . .	229
12.1.1 A Java extension . . . . .	230
12.1.2 Implementation strategy . . . . .	233
12.2 Implementing Language Extensions . . . . .	234
12.3 Unparsing . . . . .	236
12.3.1 Deriving an unparser . . . . .	237
12.3.2 Idem unparsing . . . . .	237
12.3.3 Unparsing terminal symbols . . . . .	239
12.3.4 Overriding node representations . . . . .	239
12.4 Implementing the Java Extension . . . . .	240
12.4.1 Defining the tree structure . . . . .	240
12.4.2 Translation . . . . .	242
12.4.3 Completing the specification . . . . .	249
12.4.4 Specification files . . . . .	255
12.5 Lessons Learned . . . . .	256
<b>13 A Pattern-based Text Generator</b>	<b>259</b>
13.1 Structuring . . . . .	260
13.2 Name Analysis . . . . .	262
13.2.1 Insertion points . . . . .	263
13.2.2 Pattern names . . . . .	265
13.2.3 Function calls . . . . .	272
13.3 Property Analysis . . . . .	273
13.3.1 Types of insertion points . . . . .	273
13.3.2 Type check for function calls . . . . .	275

13.4 Transformation . . . . .	280
13.4.1 General techniques . . . . .	280
13.4.2 Insertion key lists . . . . .	281
13.4.3 Special case conditions . . . . .	287
13.4.4 Generating the factory module . . . . .	291
13.4.5 Factory function implementation . . . . .	294
13.4.6 Generating the pattern class module . . . . .	300
13.4.7 Implementation of the <code>Write</code> methods . . . . .	307
<b>14 A Manufacturing Problem</b>	<b>315</b>
14.1 The Document Manufacturing Process . . . . .	316
14.1.1 Raw material . . . . .	316
14.1.2 Tools . . . . .	318
14.1.3 Relationships . . . . .	319
14.2 Automating the Process . . . . .	320
14.2.1 Describing the document manufacturing problem . . . . .	321
14.2.2 Determining the formatter and BibTeX inputs . . . . .	327
14.2.3 Format the text . . . . .	338
14.2.4 Format the bibliography . . . . .	348
14.2.5 Update the auxiliary files . . . . .	350
14.2.6 Obtain PostScript text . . . . .	351
14.2.7 Obtain PDF text . . . . .	353
14.3 The TeX Package . . . . .	353
14.4 A Filter for Included Filenames . . . . .	357
14.4.1 Interesting TeX commands . . . . .	357
14.4.2 Check for an interesting command . . . . .	360
14.4.3 <code>texscan.c</code> . . . . .	362
<b>Bibliography</b>	<b>365</b>
<b>Index</b>	<b>369</b>